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THE ICE KINGDOMS

CAMPAIGN SETTING

ROLE PLAYING ADVENTURE IN THE FROZEN NORTH
BY
CS BARNHART, CHRIS LITES AND JAMES M. WARD

CS BARNHART'S



THE ICE KINGDOMS

Written by CS Barnhart, James M. Ward and Chris Lites

Additional Writing by Joshua Balog, Caleb Congrove, Barry Dykeman, Melody Joy, Ryan Lynn, Scott Morgan and Moses Wildermuth

Editing by Caleb Congrove and Melody Joy

Art Direction by RW Stenberg

Artwork by Pam Cofre, Cory Gelnett, Sayu González, Jaromír Hřivnáč, Eric Kempfer, David Newbold, Lisa Pangborn, Luis Peres, Stephanie Richoll, RW Stenberg, Olga Volkova, and Michael Zug

Cover by Marko Radulovic

Maps by John R.L. McNabb, Michael J. Patrick, and Renflowergraphx (Maria Gandolfo)

Runes by Jade Sterling Simon

PR Viking and other fonts by Peter Rempel

Layout by Dan Hyland

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FOREWORD

The Ice Kingdoms of the World of Eordan is where roleplaying meets Nordic flare. I just want to welcome you to the creative energy of fellow gamers who have dug deep into Nordic history and taken the knowledge of so many other roleplaying systems and put them together into a highly detailed world that should provide you with some years of "Viking" like roleplaying with a heavy dose of wars, foul hags, and magic. It also allows to classic dungeon crawls. The three main authors are CS Barnhart, Chris Lites, and the infamous James M Ward, who forces editors to earn their keep, yet every idea that Jim generates means hours of enjoyment for all the participants. Anyone who takes his work lightly may soon be rolling up new characters and perhaps experiencing many of the varied classes and races available in this work.

In the setting of the Ice Kingdoms, you are not limited by any scope of the imagination to the seemingly mundane Nordic activities although it is rich and you have the option of taking Dragon ships for raiding or joining with a King or Chieftain taking only the best and bravest warriors to strike into another's holdings for supplies, loot, slaves, complete conquering or just forcing a weaker foe to swear fealty as a vassal to the attacker.

While humans are the dominant species in this campaign setting, they are far from the only power structures and races of the World of Eordan. Each race has favored classes and special abilities, but characters can choose to swim against the current with some penalty. This is meant to keep each race more pure to its roots but some of the advantages of these restricted classes will mean great power and fun for those who are fortunate enough to survive through the experience. Your characters gain special traits at the start, depending on the where you were raised.

Unlike our own Nordic history, women may be powerful characters, even fighters, without any penalties. Do not risk death, especially as you reach higher levels. Your god or demon is watching, and for every level of the fallen player you must roll against a 5% chance that you will either be taken below to the "abyss" or to "Valagard".

The Grugni (Dwarves) are quite special in this as they were once dwellers both above and below ground. After a war between the dwarves and their human allies and another human nation, they retreated below the earth. These fellows hate giants, goblins and orcs as well as other vermin. Some of these Grugni now live below the surface and have become something like an early stage of the Morlocks in H.G. Wells' Time Machine. Hags are fierce, and their offspring are trolls. The trolls of the Ice Kingdoms are different from—and often more powerful than—the type fought in many classic campaign settings, such as those run by my father.

While not a threat everywhere in the Ice Kingdoms, the undead are to be feared wherever they are found. Not all clerics can turn or control undead; it really depends on the god they follow. Of course frost giants are mighty, and each is worth many warriors in action. Orcs and goblins abound, but they are no match for organized armies (at least in a campaign I would run), but they are dangerous foes for small or lower level parties.

Some runes are simple writing, but others are potent symbols that can power spells or set off traps against the unwary. Secret covens of witches and hags abound, hiding their dark and hidden rites. Many gods are worshipped by the various human people, but many also worship gods of the frost giants, dwarves, and goblins, or even more exotic gods such as the World Tree (Druidic perhaps), wolves, or Ymir (the first creator and the father of the first frost giants). Again, it is important to stress that clerics must follow the path of the god they worship or suffer serious loss of power, experience points, and even spells.

This setting book can bring much to your campaigns, whether you are a player or a GM. More expansions are expected too, so you can spend years adventuring in the Ice Kingdoms.

Good gaming,
Ernest Gary Gyax Jr.

I FONDLY REMEMBER THE ICE KINGDOMS,
THE COLD WIND ON MY FACE,
MY ENEMIES DEFEATED BEFORE ME,
AND THE SCREAMS OF THEIR DEAD,
IN VALAGARD ETERNAL WE SHALL DWELL.



CHAPTER 1: KINGDOMS OF BLOOD AND ICE

"The northern wilderness is empty of everything but the most dangerous monsters and the wildest beasts. The only men who can survive there either live as beasts themselves or band together in kingdoms of blood and ice."

Rolfric of Simmes
The Ice People: A Study of the Barbarians

Far to the north of the civilized realms, at the very edge of the known world, stretches a great borderland of mountainous wilderness. Because it connects two great continents, it is known as the Land Bridge, though, until recently, very few ventured to cross it. Dangerous and mysterious, the Land Bridge is home to monsters and beasts and the misunderstood Ice Kingdoms.

Also known as the Thanelands, the Ice Kingdoms are a shifting patchwork of small kingdoms, city states, and trade routes in the middle of the Land Bridge. Extending from the Atalac Sea in the south to the mythic northern waters of the Crown Sea, the Ice Kingdoms are bounded by mountains to the east and west. In the east, the Vanir Mountains separate the Thanelands from the lands of Adierolf. In the west, the dwarven fortresses of the Gruginifal Mountains shield the Twelve Kingdoms of Dargogran from the many threats of the borderlands.

Before the Witch War, the northmen were scarcely noticed at all in the civilized world, except by some scholars. Certainly they figured in some songs of the dwarves, and they appeared sometimes too as mercenaries in the armies of the northernmost realms. Mostly they were known as occasional raiders in the waters of the northern Atalac and in the settlements along its coast. But the war overturned the isolation that the mountains had built, when the Witch-King united Dargogran's Twelve Kingdoms, and his gathered hosts swept through the Land Bridge to subdue Adierolf and bring the whole world to its knees. Twenty years later, the Thanelands are known even to unlettered people, and many men from both continents have wandered its wild places.

The Ice Kingdoms were indeed little more than a collection of warring tribes and clans until about two hundred years ago, when the great warrior Arfhrd united the clans and chieftains of the northmen. He built his own city, and

carved out a kingdom. Though Arfhrd's kingdom did not last, he continues to cut a very large figure in the memory of the Ice Kingdoms and cast a great shadow on the present and future. Even today the people of the north sing of his exploits and await the day of his return, when he will once again unite the many warring and divided clans and lead them in the final battle alongside the gods. Many outsiders see in the political instability of the Thanelands an underlying lack of culture, but the truth is more complicated. The northmen lack a stable political unity, but they do indeed share a culture, in its own way rich and proud, defined by loyalties to clan, tribe, lord, and city, and shaped by the songs about their gods and heroes.

SURVIVING THE COLD

"And his breath like ice, his skin bare in the cold, sword in hand and vengeance in heart!"

The Prose Arfhrd

The Ice Kingdoms are cold, but the setting should not become a game of real life survival scenarios. Our heroes are hardy and tough survivors. Most races available for play in this game have the Ice Born trait, and they can survive the cold better than normal humans can. They are born to the cold, raised in it, and trained to understand and survive it. They are equipped mentally and physically to survive in the extreme weather. The "frozen wastes" are more set dressing than hard rules. Barbarians clad in loin cloths and female warriors in inaccurate and often inappropriate armor fit the pulp atmosphere of the cold sword and sorcery setting, even if they don't fit well in an authentic Arctic environment. This point isn't just about weather or costume design—it pertains to the setting as a whole.

The Ice Kingdoms is a Nordic, Viking-ish world, inspired by historic Norse mythology and culture, but it is not meant to be a historically accurate. Temples and city-states were nearly unknown among the Norse people, but they are important social institutions in the Ice Kingdoms. Literacy is more common too. Many can read the written rune, and through it learn both their duties under Thanelaw and the stories of the heroes and the gods.



CHAPTER 1

Finally, the gods themselves differ from the pantheon of the Icelandic sagas. While this book borrows much from Norse mythology and cosmology, it does not simply reproduce them. The mythology of the Ice Kingdoms is indebted, too, to ancient Greek and Near Eastern epics, and even to the later genres of fantasy and fantasy roleplaying.

Above all, this is a fantasy setting. The historical settings that underlie it and shape it are more trappings than strictures. At its core, the Ice Kingdoms setting owes more to the sword and sorcery genre than it does to any genuine cultural archaeology. Throughout this book, you will hear echoes of other stories, notably those of Robert E. Howard, Fritz Leiber, and Michael Moorcock, and even some classic texts of roleplaying, written by Gary Gygax, James Ward, and others. Don't get hung up on history. Take up your sword.

PLAYING IN THIS SETTING

"I don't know this part of the song."

Snorri Sturluson

CLASS

The most common character classes in this setting are fighters and thieves (or rogues). There is also room for rangers, bards, and barbarians, if your particular game uses them. Clerics and priests are also important, though priests of foreign gods are rare. Arcane magic, however, is more limited and is heavily dependent on the use of arcane runes. In this low-magic setting, spellcasting is strange, unusual, frequently dark, and generally dangerous. It is not everyday technology. Players can indeed choose to play spellcasters and will encounter magic and its users within their adventures, but there are no corner potion shops.

RACE

The Ice Kingdoms setting is dominated by human beings. Monsters and fantastical beasts may stalk the wild places in between, but the settlements are human. Indeed, most of the human inhabitants of the Ice Kingdoms belong to one of several related groups. Even the Ursan and Fenrir, who live differently and separately from the majority Einheriar, share their language and sing the same songs. There are, however, some other nearby peoples, foreigners and outcast clans whom even the northmen call barbarians, including the Varyags and the people of the Red Lands. This book includes the Varyags. Across the Crown Sea lie other realms, unknown to the more civilized lands

of Adierolf. Though only rarely, people from these far-away places have found their way to the Ice Kingdoms too, as adventurers, mercenaries, or slaves. Most player characters should come from within the Ice Kingdoms, but a GM can permit players to play characters from other realms, especially if the adventures take place along the Crown Sea coast or on the Crown Sea itself. This book does not include stats for the peoples from these fabled lands, but clever GMs and players can mix and match the abilities and penalties of the existing cultures and races to create new ones.

Within the Ice Kingdoms, the most common demihumans are dwarves (grugni) and gnomes (eski). Both prefer to keep to themselves, but they also interact regularly with the northmen for trade and defense. The dwarves are included in this book. Within the Thanelands themselves there are no true halflings, but the songs know of them. Icelings (or skaelings) dwell in the Jotunreach. They are very similar to other halflings, though they are adapted for survival in the extremely cold weather of their home. Elves too are very rare, though they are far more often sung about. Elves are one of the most hated of the northmen's many fearsome foes. Some say they are the only enemies that the Thanesmen also fear. The very image of wickedness and source of the vilest sorcery, the cruel Dragon Elves have scarred forever the memory of the Ice Kingdoms. In the songs the ice elves stalk the cold of the most deserted places, hunting the northmen like animals.

GENDER

The game setting is entirely open to female PCs. Most clans expect women to work the family land, tend to their households, and raise their children, but women are not prevented from traveling or owning weapons and gold. Women very commonly function as priests, soothsayers, oracles and fortune tellers. Female acrobats, tumblers, actors, singers, dancers, and musicians are also common. But female characters do not have to be singers or dancers, witches or priestesses. The songs know many women warriors, and some clans and tribes—especially the Fenrir and Ursan—pride themselves on the fighting prowess of their women. Finally, under Thanelaw, a woman can opt out of her given social role within the clan by adopting the social and legal status of a Bride of Uthin. This status allows a woman to pursue a life outside of her inherited role. Brides of Uthin often become traders and landowners.

There are no absolute restrictions on race, culture, or gender in the Ice Kingdoms campaign. Players should feel free to play whatever GMs will allow.

KINGDOMS OF BLOOD AND ICE



GOVERNMENT

Overall, the social order is far more fluid in this setting than in more civilized realms. In the Ice Kingdoms, fame is the most potent currency of all. It can raise a slave to kingship, or transform a farmwife into a heroic shield-maiden, to be sung about forever. The gods reward human exploit with their favor. Perhaps nowhere in the world can a man or a woman travel so far by their own native force. Heroes can rise by wit and wile and guts and grit, and by the luck that comes from the gods.

Feudalism is beginning to emerge in the Ice Kingdoms. Thanes rule land and appoint trusted servants and followers to rule over parts of it. The favored commoners nearly always belong to the lord's same clan, or even his family. While kings and earls do indeed rule over them, the people of the Ice Kingdoms hold more political power than commoners do in most other societies. At the most local level, they may even elect representatives for things or

other assemblies, and some officeholders too. Who will enforce the laws in a local community? Who will head the local shrine? In the Ice Kingdoms people often have a say, though democracy evaporates as soon as a general thing is set up with an actual noble or his delegate. Nevertheless, the lowest castes of society justly have a sense of belonging to the rule of the land.

Standing professional armies are not common in the Ice Kingdoms. Most 'cities' have about 10% of their population enrolled in their militia. Most members of the militia are on duty only one day each week. For every 700 people, there would be 70 guards or soldiers, and, on any given day, only ten would be on duty). Often cities provide the members of their militias with additional arms and armor. Though militia troops are often better outfitted than the self-equipped fighters in a city, they must often share equipment.





CHAPTER 1

WHAT GAME IS IT FOR?

The Ice Kingdoms is a campaign setting designed to be played primarily with early edition fantasy games, especially *OSRIC*, *Labyrinth Lord: Advanced Edition Companion*, or *For Gold & Glory*. In recent years, the Old School Renaissance (OSR) has rallied enthusiasm for the earlier editions of classic role playing games and even proliferated a variety of systems that reproduce the rules of those earlier games. The Ice Kingdoms offers another setting for these

“retro-clone” games, as well as the original games themselves, for those who still play them. However, the setting is not exclusive to any one system, or even to OSR gaming in general. Much of this book is ‘rules-free’ or perhaps ‘rules-open,’ with suggestions for multiple sets of rules and mechanics.

Whatever your preference for a given system or mechanic, the Ice Kingdoms setting can be used for any era, edition or version of classic role playing games.



Life had not turned out the way Rolfgar has intended. His goals of wealth and power were met with unsurprising success and his push into Arfbrdheim had gained him position of warrior elder of the buscarls of the city. But power and wealth were not satisfactory.

He found that with the power came boredom and restriction. With wealth came responsibility and requirements. He could not spend his well earned money on wine and women or his time in more pleasurable pursuits. Instead he found himself sitting in the council hall adjudicating land disputes and legal rights of freemen, slaves and bondsmen. He was not king or lord, merely a tool at the disposal of lesser men.

In his youth Rolfgar was a mighty warrior, one who once killed a bear in single combat. Not on a hunting party or for food, but for survival, in a pit. Imprisoned by rival clansmen further west, Rolfgar was forced to fight for his life for transgressions his tribal ancestors committed centuries before. And he survived, killing the bear with a rock. And now, decades later, after many hard fought wars and one ill advised assassination, here he sat.

The Long hall of Arfbrdheim was far from the most royal of halls in the world, it was primarily carved from dwarven stone with thatches of wood filling in the gaps left by the ravages of war and time. The ceiling, once a majestic and ornate work of dwarven art, was now little more than poorly arranged rows of timber held together by leather straps and sod. Drafts of wind and springing leaks of rainwater kept the hall cold and damp filled with the most unfortunate of moldy odors and assortments of moss and weeds.

The fire pit in the middle of the hall did little to keep Rolfgar warm or entertained, sitting as it did behind the supplicants of his court, keeping their backsides warm while his was kept chilled by the morning drafts. Between him and the roaring fire, alongside its collection of foods, meads and wenchens stood a most motley of crews.

“Uthin be upon you travelers. What is your claim to the court?” Rolfgar repeated for what felt like the millionth time this morning. “Well speak!” he added with much frustration and hatred.

The leader of the rabble stepped forward. “I am called Flouweb, son of Ethelborne, from the Ursan of the North, voice of Thrar. And we come with grave news of the devourer!”



CHAPTER 2: HISTORY OF THE ICE KINGDOMS

THE ORIGIN OF THE ICE KINGDOMS

"And from his blood came the beasts of the earth, and amongst them was Syf, the first mother of man."

The Saga of Uthin

According to their own stories and songs, the people of the Ice Kingdoms are the eldest children of Syf, the first human being and the mother of all men. Their songs also remember that they came from the sea, calling them "sea-born" and "spit from the boiling waves." And indeed, the songs have it right—the people came to be where they are because they washed up there. Their ancestors first appeared in the Land Bridge after the fall of the Dragon Elves, who once ruled the boiling waters of the Crown Sea. The ancestors of the northmen were their slaves, who labored in their mines and forges. They became the people of the Land Bridge when their masters sank below the waves.

The survivors who were left clinging to the rocks on the rugged Horn Coast moved inland and established homes throughout the rocky hills and mountains of the Land Bridge. They formed tribes and clans and sometimes they occupied dwarven and elven ruins. For a thousand years, these "ice tribes" lived as nomadic scavengers of the land, hunting, gathering, and warring amongst themselves. Ironically, it was the orcs who gave the Ice Kingdoms their cities. Orcish invasions forced families and clans to band together and create strongholds and fortified positions to defend themselves. From these, more permanent settlements developed, along with agriculture, trade, and the written Thanelaw. Today, the "city" forms the basic institution of social, political, and cultural life in the Ice Kingdoms. Though city-states offer the greatest security in the northlands, several tribes (particularly among the Fenrir and Ursan) still dwell under the open skies, living as nomads, albeit usually in the mountains or thick woods for added protection.

A BRIEF HISTORY OF THE THANELANDS

1,200 years ago (1,000 years before Arfhrd) The empire of the Dragon Elves collapses and sinks below the waves. The ancestors of the northmen are the surviving remnant of a race of slaves. They escape the calamity and wash up on the Land Bridge.

1,100 years ago (900 years before Arfhrd) Norsgard emerges on the shores of the Crown Sea. For a hundred years, this settlement is the most prominent human society of the Land Bridge.

1,000 years ago (800 years before Arfhrd) A hundred years after its founding, Norsgard erupts in sectarian war. Several factions flee and take up nomadic life. These are the ancestors of the Ursan, Fenrir, and Huirdu.

900 years ago (700 years before Arfhrd) Norsgard is destroyed when rival sorcerers unleash the power of nature and unlife. This catastrophe entombs the city in ice, creating an isolated local ice age.

800 years ago (600 years before Arfhrd) The survivors of Norsgard migrate to the center of the Land Bridge. This migration is the origin of both the Einheriar and Thanegard.

700 years ago (500 years before Arfhrd) Forced from their homelands by the rising kingdoms of Dargogran and Courbahl, goblins and orcs overrun the Ice Kingdoms. Eventually, they evict the dwarves from most of the Land Bridge and settle in its most mountainous regions. This weakening of the dwarven holds enables the trolls and ogres of Jotunreach to move unhindered beyond the Vanir Mountains and into Thanegard.

600 years ago (400 years before Arfhrd) A union of tribes from the Ursan and Fenrir enter an unsteady truce with the Einheriar to battle orcs and giantkind, forcing them out of the midlands of the Ice Kingdoms. The Einheriar recognize the Fenrir and Ursan as brother clans. Around this time Erik Leifson (the Sea Thane) and his son Derek Thaneson lead a series of raids across the Atalac sea, sacking coastal villages and towns in both Adierolf and Dargogran before arriving in JerreSean.



CHAPTER 2



There Leifson builds the city of Simmes and sires a bloodline which eventually comes to dominate the kingdom of Jerresean. Leifson also starts the tradition of raiding that becomes a large part of the culture of the Thanemen who live along the Fang Coast.

500 years ago (300 years before Arfhrd) The first great kings arise among the Einheriar, claiming thrones in cities like Ath, Bor, Thron and Palo. In the city of Avarheim the first temples are built to the gods. Thane Arnor Burgstaller of Thron unites the kingdoms against the Varyag Cannibals.

300 years ago (100 years before Arfhrd) King Trygg Olafvason sacks the great city states of the Fang Coast. He also changes the Thanelaw to encourage more slavery and holds the first gladiatorial combats. The “Blood King” sends entire villages to their deaths in arena conflict.

200 years ago The rise of Arfhrd.

THE RISE OF ARFHRD

“Before the Ice Kingdoms were civilized they were an untamed land of warlords, barbarians, and monsters. Before the blood of nobles ruled the land there was Arfhrd the Barbarian!”

The Prose Arfhrd

This rugged land has bred a thousand heroes, remembered in a thousand songs. But no hero matches Arfhrd, who built his own city and united the Ice Kingdoms under one crown. Some say Arfhrd has a thousand songs of his own. The northmen cannot imagine that even foreigners might not know the fame of Arfhrd—who has not heard of his exploits?

Arfhrd was captured and enslaved along with his brothers and sisters when their village was raided and destroyed. His sisters were taken into the service of the warlord who captured them, while he and his four brothers were sent to hard labor. From mining to construction,

HISTORY OF THE ICE KINGDOMS



Arfhrd's life hardened him and made him strong. Eventually he was sent to the fighting pits, where he met and faced his only living brother for the last time. Sold to the gladiatorial schools in the western part of the Ice Kingdoms as a pit fighter, he had survived several years of championship, when a raid brought him freedom. Arfhrd did not miss the chance—he killed his master and set out to find his sisters. He freed them and visited the cruelest retribution upon his first master.

Searching for his sisters, Arfhrd met the Red Muse, who became his travelling companion and his greatest promoter. Arfhrd's songs usually include her, and indeed she composed many of them herself. Together they slew foul beasts and wyverns, shattered orc thrones, and slaughtered dark priests of bloodthirsty demons. Who does not know of their exploits!

It is impossible to separate Arfhrd's career from his own personal pursuit of revenge. After he had rescued his sisters, he gathered a large horde of warriors and sought out another slaver, killing him and taking over his hall. In time he gathered together more warriors and settled more scores, conquering even more land and setting himself up as Thane of the middle mountains. There, over the very ashes of his childhood village, he erected a great drinking hall and long house.

Revenge also fueled the end of Arfhrd's story. Arfhrd left behind his keep and city, seeking the warlord who had captured him, a mighty barbarian from the far north, a giant of a man with three great horns. Travelling north into the country of the savage Varyags, he took one of their sea vessels, and sailed the Crown Sea north to the Demon Isle. These are the furthest ends of the hero's saga. Some believe that he destroyed the Demon Isle and that the three horned man was the devil himself. Others say he defeated him and took over his throne. Still others say he perished in the land of the Frozen Thrones, where he now lies in the ice, waiting to be freed. But most agree that one day Arfhrd will return to unite the people of the Ice Kingdoms and lead them alongside the gods in the final battle against Thrymtur reborn.

THE GREAT MAGI

"And from the east he came like a black cloud, but did not bring any rain, only blood!"

The Prose of Arfhrd

A contemporary of Arfhrd, Thoth-Albrecht was a dark sorcerer from the north. Some said he was the son of a demon and a witch. Others claimed he had uncovered dark secrets of the elves. Whatever his true origin, he was already one of the greatest warriors of the north when he

became its most powerful wizard. Thoth-Albrecht and his adventuring companion, Asvaldur the Red, crossed paths with Arfhrd and the Red Muse many times, and they even shared several adventures. Eventually he and Arfhrd became foes, and the two had a bitter rivalry in their later years.

Much like Arfhrd, Thoth-Albrecht founded his own city. Also called "the City Apart" or "the City of Knowledge", Thothgard has little interaction with the rest of the Ice Kingdoms. Most of its inhabitants can read and write, and some say that spellcasters and witches hide within its stone walls.

No known trade routes reach the city, and it would be considered small, even for the Ice Kingdoms. No one is certain how it survives, but rumors tell of deals with demons or dark gods and their servants, the witches and hags. In truth, Thothgard lives from the slave trade and trade with parties more barbaric than the other northmen are willing to deal with, such as orcs, Varyags, and even Ice Elves.

No one knows what became of Thoth-Albrecht. Legend says he tried to re-forged the Crown of Umlo, and, when he failed, he made other magical artifacts from the shards. At least one song tells of a final adventure with Arfhrd to the great isles north of the Ice Kingdoms, far into the boiling Crown Sea. There may be only one thing about the Ice Kingdoms that is known to the scholars of the civilized realms but unknown to the northmen themselves; most of the wise believe that Thoth-Albrecht became the dreaded Witch-King of Dargogran.

AFTER ARFHRD

"Fear not death, for the hour of your doom is set and none may escape it."

Traditional Prayer to Khoss

When Arfhrd disappeared, the Ice Kingdoms once again fell into petty warfare and conflict. In the years since, the Thanelands began to take on their present shape—a series of independent petty kingdoms ruled over by families and clans. The city of Arfhrdheim became the domain of the council of elders, while in Avarheim high priests and their temples came to hold sway.

In Thanegard, several states and petty kingdoms emerged among the Einheriar. Others arose farther to the north, below the Frozen Thrones. These kingdoms of blood and ice come and go in a constant state of flux. Among the Fenrir and Ursan, clans tend to be more stable. But these nomads rarely manage to consolidate their rule in any one place. Smaller tribes and clans of other cultures fill the gaps of their comings and goings, but the upstarts



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can establish dominance only for a short time. Raiding orcs, marauding berserkers, and the evils of the Mournwood tend to keep these principalities from cementing into any lasting dynasty. Rarely indeed does one of these little kingdoms survive more than a generation or two. A warlord builds his modest state, but his heirs and friends usually tear it down.

Some cities have managed to remain independent from any rule beyond the laws of their own clans and councils of elders. Along the southern coast there are four cities that remain independent from the constant flood of rising and falling kingdoms, but even between them, alliances and enmities come and go.

The only lasting powers in the Ice Kingdoms lie with the dwarves of the Grugnifal and the city of Arfhrdheim. Game Masters are encouraged to populate the Ice Kingdoms with their own warlords and fiefdoms.

THE LOST TRIBE

"The hunger of the flesh, for flesh, consumes the soul and condemns truth to the pits of Hadel!"

The Saga of Uthin

Every child in the Ice Kingdoms knows about the Varyags. They come in the middle of the night to steal misbehaving children, according to every scolding mother or warning nurse. The Varyags take them away and cook them and eat them.

However, the Varyags were—and are—a real people. Once a tribe within the Ice Kingdoms, today they are reviled and rejected by all Thanemen as the very name of depravity. While they lived with the northmen, the Varyags kept a dark secret. They ate human flesh.

No one living today knows how it first began—was it a curse, a disease, or just a dark and wicked pleasure? They hid their secret for ages. But, in time, the Varyags declared their hunger to the world, for they started to demand captives as tribute from the smaller, weaker tribes. The whole



HISTORY OF THE ICE KINGDOMS



truth was learned only when a band of warriors went to free a young boy from captivity. They ended up freeing all the captives from the Varyag town. The truth was finally plain for all of the Ice Kingdoms to see, and a rallying cry went up throughout the land. Kings and thanes called up armies, and priests pronounced judgment. The gods had condemned the Varyags, and warriors gathered to carry it out.

“The Flesh-Eater War” ended with the near destruction of the whole Varyag tribe. The alliance of tribes that crushed them was fragile. The thane Arnor Burgstaller was a commanding leader, and he alone held the alliance together long enough to crush the Varyags.

The remnants of the Varyags scattered, escaping into the forests or the empty plains of the Gagorok. Most of the those living today can be found there or in the barren Red Lands. Even there, their numbers are very few, and they live only in out of the way and desolate places.

THE KING WAR AND THE RED THANE

“For whoso comes amongst many shall one day find that no one man is by so far the mightiest of all.”

The Saga of Uthin

During the King War, or the Witch War, as it is also sometimes called, faraway events came to affect directly the Ice Kingdoms. Dargogranian forces used the Land Bridge as a means to cross their armies into the northern realms of Adierolf. Along their way, the forces of the Witch-King enlisted the aid of ogres, orcs, trolls, and other goblinoids, as well as press-ganging many warriors from the Thanelands into military service.

Outposts were established in the mountain passes to guard the Dargogranian advance, and clans were given coins and weapons to leave the passes unmolested. And while the presence of so many troops greatly affected the wildlife and terrain of the Land Bridge, day to day life of the average northman was left untouched. If anything, the



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Witch-King's army made the Ice Kingdoms safer for the time of the war because it enlisted monsters and led them away.

Near the end of the war, the Ice Kingdoms suffered more, as armies from Adierolf forced the Witch-King's hordes back across the Land Bridge. The fleeing orcs and goblins—and even the Dargogranian soldiers—raided and pillaged as they went. But even then, the effect was small compared to what happened in Adierolf itself during the war. For the most part, the northmen escaped the brutal conflict with only minor scars. The worst legacy of the war is the instability it left behind. War bands from both sides made their own minor strongholds, setting up their own strongmen as rulers, inventing titles for themselves, like duke or count.

Ullic the Red, also known as the Red Thane, was a powerful warlord who dominated much of Thanegard and Wolfheim. Under his tyranny, many farms and settlements in these areas were abandoned, and villagers crowded into the coastal cities along the Atalac Sea and Aesir Bay. This was all by the design of Ullic's secret master, believed to

be the Witch-King of Dargogran. Under the influence of his master, Ullic opened the central lands of the Ice Kingdoms to the passing armies of the Witch-King. Ullic would eventually meet his end at the hands of a barbarian named Caramon during the events that would lead to the end of the King War.

Undoubtedly the war reduced the threat of goblinoids. Many were led away and died far from the hills and mountains of the Ice Kingdoms. But many others returned, with experience and allies unknown before the war. Some warriors of the Ice Kingdoms also lent their swords in the conflict, returning home with wealth and renown. Most of those who fought in the foreign wars, however, never returned. Legends circulate of a ghoulish army of dead warriors within the plains of Gagorok seeking to reclaim their homes.

The King War, its buildup and aftermath lasted altogether around 20 years, and it has been approximately 30 years since it ended.



The wet moss clung to the bottom of Rolfgar's boots like soot to the bricks of a clogged chimney. Once again he found himself under the assault of foul odors and stinging stenches, but this time it was by his own actions. After his encounter with the bear shaman and his orphaned flock, Rolfgar was vexed by the situation and tall tales he had been presented with. He had no choice but to seek advice from Mother Eroda, the ancient hag at the center of Avarheim, the religious offspring of Arfbrdheim.

Avarheim, often called the Wood City in respect to its tall totems carved from still living trees and its masses of wooden picket and pike fences protecting its borders, was home to the temples and shrines of the gods. Major religious shrines were forbidden by laws created by Arfbrd himself to conduct business within the walls of his city. The great conqueror saw the meddling of priests and zealots as dangerous to his rising city as thieves and thugs. It was these edicts that forced Mother Eroda to live in the moss and mud of Avarheim, even though she claimed no religious position or title and seemed to be less aware of the gods than fish were of mountains.

Mother Eroda was similar to her hut in a hole of a home. Frail, splintered, lopsided and smelly. Her broken teeth more noticeable because of the missing teeth that should shield them from over-notice, her eyes blood shot and cloudy and almost seemingly coated in mud. Her hair stringy, long and tangled cascaded down her neck and shoulders and at points grew from her neck and shoulders, stood out from her muddy and scarred flesh only because it was stark white in contrast to her skin. But worse, as far as Rolfgar was concerned, was her scent. A mixture of manure, pine, and old potatoes.

Rolfgar carefully stood near the door, while his shield bearer, Aeflewine, sat inside the hut nearer to Mother Eroda. Rolfgar had already decided that anything that needed to pass from the hag to him would be held by Aeflewine. Rolfgar was further flanked by two huscarls.

"What say you of the devourer, hag?" Rolfgar barked. If he had little patience for freemen, bondi and slaves, he had even less for hags. To him this wise woman was too similar to the evil true hag-women of the far north. Though he suspected that she may not be near as bad as he wanted her to be. "Is it true?"

Her voice was like a hissing snake mixed with the sound of slow dipping waterfall. Almost sweet yet vile. "The ones you seek lie under the city. Secrets hidden in red robes of blood and lost daughters of your brother jarls."

"You mean the missing girls?" Rolfgar asked.

"No. Rolfgar does not understand. They are not missing, they are found. But what has found them is far crueller than you not knowing where they are!"

Rolfgar cursed under his breath. Now he knew he needed the brutish bear shaman and his two children. He probably needed more than that. Somehow they and their devourer demon were tied into a crime he had failed to investigate properly.

Failed, because of the fact that these missing girls were more valuable to his political position lost than found.



CHAPTER 3: OF THANES AND THRALLS

“And so came time for the men of the north to settle their wars and debts and together come to terms with the order of the law and so Uthin sat with them in court to determine right and wrong, peace and war.”

The Wisdom of Thrar

THE CLANS

Most thanesmen live in clans. These clans are basically extended family groups, with some others who live in close proximity. Because of the harsh northern climate and the dangers of the environment, a clan is the smallest group able to survive in the Ice Kingdoms. It has therefore become the core of their society.

Clans are nearly always composed of a few family units, in which at least one member is directly related to the clan

leader. The clan grows as children, thralls, and bondsmen are added. Some of these thralls and bondsmen add their own spouses and children to the clan’s numbers. Most clans range in size from ten to twenty-five members.

The primary reason for the rise of this type of communal living is the large amount of land that has to be covered and the work that has to be done in order to provide for individuals. This is particularly true in the poorer regions of the Ice Kingdoms, where the ground is frozen and covered in snow for nearly half the year and rocky to start with. That means that the clans need even more space for their herds to graze.

Due to the short growing season and difficult terrain, there isn’t much food produced in the Ice Kingdoms. As a result, few settlements can develop into towns, and even fewer become true cities. Flourishing towns and cities owe their success to the cooperation of several clans. The population in these towns and cities often changes with the seasons.

Cooperation among clans is common. Most clans offer and receive support from neighboring clans in times of danger or need. Decisions about cooperation are often made by local chieftains. As time goes on, these regions become more organized as they are ruled over by jarls and then kings. This process is slow, but can see these clans eventually transformed into kingdoms. This unification is one of the primary reasons for the migration of some clans into Dargogran or Adierolf (or out to sea) in centuries past as they tried to find someplace to rule over their own homes without the interference of rival rulers.

Besides these larger allegiances where they exist, most people regard their clans and their families with the highest priority. Blood feuds are not uncommon, even if the wrong has been done to a distant relative. The belief is that members of your family are the only ones who will stand by you no matter what. Many times, this camaraderie extends to voyaging ships, which are most often financed and manned by men from several clans.

Social rank in the Ice Kingdoms is a matter of authority, land ownership, and liberty. While other societies such as Adierolf may have strict social classes, the Ice Kingdoms’ are loose in that even the lowest thrall could become a king by working hard enough or on pure luck.





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The following information is a general overview and guideline to society and culture within the Ice Kingdoms. The exact details will vary from tribe to tribe and from clan to clan. For example, the Fenrir live from hunting and gathering rather than farming or trade, and, though they may have nobles within their clans, they all tend to dress the same, in leathers and furs made from the pelts of animals, usually wolves. Also unlike most other tribes and clans, both the Fenrir and Ursan dwell in tents, caves, and other temporary dwellings, while the Einheriar dwell in long houses and huts built of sod, wood, or stone.

THE COLLOQUY

Once every two years, the chieftains and close advisors of each clan meet in what is known as the Colloquy. This meeting has taken place for over two hundred years and is now located in the ruins Arfhrd's hall. Subjects range from property rights, claims of legitimate vengeance, blood feuds, and marriages between the clans.

Feasting, games, and no small amount of drinking take place at this time. It is forbidden for any clansman to move against another during the three days of Colloquy and a week on either side. This provides a total of seventeen days of peace between all the clans. This peace is almost never violated. One saga suggests that the Varyags lost their place among the clans because they violated the Colloquy Peace.

If there arises any collective threat from inside or outside the Ice Kingdoms, that is likewise discussed. It was at a Colloquy two hundred years ago that Arfhrd ascended to the throne. To this day, at a great oaken table, an empty seat and silver cup wait for the next king to claim them. Thus far, none have been courageous or foolish enough to try.

CLASS AND RANK

The social system of the Ice Kingdoms has been passed down for generations. It can be found even in the mythological sagas of Uthin. The three broadest social groups are jarls, karls, and thralls.

THRALLS

Thralls occupy the lowest rung of society in the Ice Kingdoms. The rank of thralls can be further divided between bondsmen and slaves. Most slaves are captives who have been brought from another land as plunder from raids. They can be bought, sold, and traded. They serve in var-

ious labor positions on family farms or may be made into concubines.

Not all enslaved captives, however, come from distant lands. Fenrir clan members often own Ursan slaves, or vice versa. Some become slaves as a legal penalty. In the customary law of the Ice Kingdoms, those who have been convicted of thievery are sometimes condemned to become slaves to those whom they have robbed. One can only be born a slave if both parents are also slaves (or if only the mother is known and she is a slave at the child's birth).

Bondsmen share the condition of slaves, but they have come to it differently, namely because they are indebted to their masters. Bondsmen are debtors, who must labor as thralls for their creditors in order to repay their debts. Accordingly, the rank of bondsman is temporary and easier to recover from.

All thralls can be found working with their owners, but they are usually delegated the most difficult and least desirable work. Thrall men may find themselves digging peat, reaping hay, building walls, or shepherding livestock. Thrall women may find themselves churning butter, grinding grain, or washing laundry.

To prevent thralls from running from the clan, their owners may crop their hair short or force them to wear slave collars. However, most slaves are treated reasonably well by their families and communities. The law allows slaves to earn their own money and buy their own freedom, marry and have children, and have vengeance on people who have abused their wives or children.

Freedom is sometimes given to thralls on account of good service or continued loyalty. They can also have their freedom purchased by another person. Once a slave becomes a freedman, they gain the right to inherit property, testify in courts of law, and all of their future children will be free as well. The family who frees their slave will often have a celebratory feast that involves the ritualistic slaughter of a sheep.

In nearly every clan, at least a few thralls can be found running the farm. Usually, the karls in a clan outnumber the thralls. Maintaining the right balance discourages revolts. Revolts are rare, but there are stories told of mistreated slaves who escaped after killing every member of their owner's family.

On average, a male slave costs 12 gold pieces, and a female slave costs 8 gp, about the same price as a milk cow. Slaves that are especially beautiful, have special skills, or are exceptionally strong can command much higher sums.

Neither the Ursan nor the Fenrir know the distinction between bondsmen and thralls, though the idea of captive slaves is quite familiar to them.

OF THANES AND THRALLS



KARLS

Most people in the Ice Kingdoms are karls, the free common people. They are allowed to carry weapons, seek the protection of the law, speak freely, and participate in the assembly known as the thing. Very few peasant commoners enjoy this same measure of participation in public life outside of the Ice Kingdoms.

Karls can be further broken down into five different ranks, leysingi, karls, bondi, hauldr, and godi, from lowest to highest.

Leysingi, also known as freedmen, are former slaves. They still have some obligations to their former masters. They must get their former master's permission, for example, in order to enter a marriage or make business deals or legal cases. The former master also has an obligation to the leysingi to provide legal protection and support.

Karl is the term used for those who are free but do not own land or a boat. Members of this rank are the most numerous. They are often found working as servants, farmhands, hunters, herders, craftsmen, traders, or fish-

ermen. They often work in exchange for room and board, or they may pay rent.

Bondi do not own their own property, but work and live off the land of an absentee property owner. Bondis who work hard can earn a good living after they've covered their rent payments to the property owner.

Hauldrs are property owners with both freehold and hereditary rights to their farms. Because they have these rights, their land cannot be taken by anyone, including jarls or even kings. Within the category of hauldrs, there are varying degrees of status depending on how much property they own and its how much it is worth.

Godi enjoy the highest rank among the karls. They are hauldrs who have been given special administrative or legal responsibilities within their communities. They primarily oversee disputes and make judgments within their region as well as leading religious activities. A godi can lose his rank, if he begins making unfair decisions or neglects his duties to the people.





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JARLS

These are the members of the nobility in the Ice Kingdom. The highest social class, it is made up of various titled chieftains, such as landsmen, jarls, styraesmen or ship owners, thanes, and kings. Titles vary depending on what they rule over. For example, a landsman might govern a small fjord, and a jarl might be put over a small kingdom. Jarls use their standing to gather troops in times of war, provide secure market areas, build fleets of merchant ships, and protect those who are under their rule.

In the Ice Kingdoms, noble status is not typically inherited, as it is in the realms of Adierolf or Dargogran. Instead, those who wish to become jarls must have wealth, strength, support, and fame enough to gain a following. Without the continued loyalty of supporters, a king or jarl can quickly be removed from office, either by vote or by force.

This makes the rank of a jarl temporary, and only allows a person to hold it so long as they are living up to it. Because no laws compel obedience to these nobles, an unworthy jarl's inferiors may choose to ignore him. This can occasionally cause problems if they have strong support from others.

This also means that the noble holds authority on his own and not by family right. A jarl's authority or title is not shared with members of his house. A king's son has the same legal rights as any other karl. Despite this basic equality, some families have accumulated enough wealth and popularity that sons are often able to step into the authority won by their fathers.

The best rulers are influential men who can inspire warriors to go into battle and who are able to win public debates. To be jarls, nobles must be generous givers of gifts and welcoming hosts. Nobles must also have a personal guard made up of warriors who support them in battle and others who will support them in the thing. Most of these hirdmadr and skalds who support their jarl also enjoy a status nearly equal to the jarl they serve.

By contrast, the clans of the Fenrir and Ursan are led by a tribal chief or a shaman.

OUTCASTS

While beggars and vagrants may technically hold the rank of freemen, their social status is lower than that of freed slaves. Because these men do not have land or any permanent residence, they live outside of the law. They cannot be charged with any crimes, but they are also outside the law's protection. It is not uncommon for these vagabonds to be severely mistreated by others.

Some of these people who are outside the law may be tramps, seers, sorcerers, witches, beggars, or criminals. Despite living outside of the normal laws and customs

of society, some of them may be dangerous or powerful themselves, or connected to powerful people, so it is always best to treat them with caution.

THE BRIDES OF UTHIN

"With his blood I become one with him and free of the flesh of Erdegard."

Oath of the Bride of Uthin

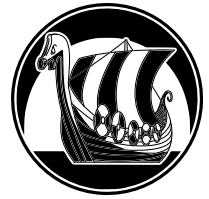
Roles for men and women differ in the society of the northmen, but they are more flexible than those of the civilized realms. Usually, women stay and home and maintain their farmstead and household, but they are not forbidden from doing otherwise. It is not uncommon for a woman to participate in a raiding trip or join an overseas mercantile expedition. Those that cross gender boundaries are sometimes stripped of their clan name or family titles and claims, but only because they are seen to be forming their own new family or clan.

Women are under the authority of their fathers or husbands, in the sense that most clans are headed by a patriarch who determines the roles of clan members. Women, however, may claim the status of Bride of Uthin. A Bride of Uthin is freed from the standard rules for women in society, though she is expected to resume her duties as a woman of her clan once she marries or bears children. When they assume title of Bride of Uthin, they are removed from the house of their fathers and are no longer under his protection or law. They exist technically outside of the law as individuals who are part of no clan or family. Under Ice Kingdoms law, a woman cannot normally become a ruler or take part in a thing, though they sometimes influence the men who rule or partake in a thing. A Bride of Uthin, however, may become a judge or witness. She is still barred from direct political activity, but unlike most women, she is not prohibited from speaking at the council.

Women in the Ice Kingdoms exercise considerable domestic power. They often oversee the finances of the family and clan, running the farm whilst their husbands are away raiding or trading. They are also strongly protected by the law, which in turn allows them to lead more social lives, a freedom forbidden to women of other cultures. Women can inherit property, and indeed many own lands as part of their dowry, but still remain under the authority of their clan patriarch. Many of these rights and protections are forfeit if a woman claims the status of a Bride of Uthin.

Wives from successful clans receive a great deal of respect. Widows especially can exert a strong authority over their destiny and possessions, frequently superseding men in honor for their courage, will, and wisdom. It is often the

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women's role to berate their menfolk to protect the family honor, sometimes inciting blood feuds or acts of revenge.

Women are rarely harmed in Ice Kingdoms society. To abuse a woman is a shameful act but to injure one is a grave dishonor. Even playful violence such as throwing snowballs is frowned upon. During fights of the most bitter bloodfeuds, women are excluded from attack. If a house is to be burnt down to kill the menfolk or drive them outside, women and children are always allowed to leave unharmed first. Of course the women are free to refuse the offer if they wish to die alongside their husbands or sons. The lawful rights and protections of women are not guaranteed to a Bride of Uthin, however, who are often counted as men in the eyes of the law and in acts of war.

There are only two acceptable situations where violence can be used against women. The first is during raids, when women are frequently captured as plunder to be sold into slavery. Second, violence can be used as the lawful punishment for a crime, for example, if a woman is convicted of using sorcery to cause mischief or harm.

However, women in the Ice Kingdoms are free to engage in whatever activities their clan may need. Many young women are trained in the arts of combat and hunting since everyone is expected to partake in the functions of the clan.

While married women are expected to care for their family and household, men too, once married, are expected to leave behind adventuring and to tend to their homes, only departing for war or raiding.

In truth both men and women suffer certain penalties of expectation and forced roles in the Ice Kingdoms, but only the women have an option out of these requirements. A man can only leave his clan if he is exiled or banished. Any other desertion is treason and is often punished by death. A woman can leave a clan through marriage or by the vow of a Bride of Uthin.

Brides of Uthin are not necessarily warriors or shield maidens. Indeed, they rarely are. Many Brides take up other roles, such as merchants, land owners, adventurers and in some cases village elders and thanes.

GLADIATORS AND SLAVES

"For those of you about to kill, we honor you!"

Traditional pre-gladiatorial fight salute

The culture of the Ice Kingdoms is not delicate or squeamish. They have no qualms with slavery or harsh legal punishments. In fact a combination of these two el-



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ements led to the rise of pit fights and gladiatorial entertainment. Under the Thanelaw, individuals may engage in duels to settle disputes. Since they are entitled to have champions, some people began to have their slaves fight for them. In the centuries since, gladiatorial combat has become a popular entertainment. There are small arenas and pits across the Ice Kingdoms with daily, weekly or monthly matches.

Even Arfhrdheim has an arena pit, though it is not the largest in the realms. Thron, Bor, and Talosgard claim the largest pits. The underground pit fights of Thothgard are said to be the most dangerous anywhere and often include mystical and savage beasts and humanoids.

Being a professional (or enslaved) pit fighter is not a mark of shame. A talented and skillful gladiator can win great respect and honor, and sometimes even his freedom. Even the great Arfhrd was once a gladiator!



MILITARY

"Never walk away from home ahead of your axe and sword. You can't feel a battle in your bones or foresee a fight."

The Wisdom of Thrar

The most common troops are members of the fyrd, but each noble family and high powered lord is also protected by his huscarl. Professional soldiers of the theng orders also exist and many communities train and arm their own bondi. The final component are mercenaries.

Fyrd are local militias. Often armored in light cloth and wooden shields, they are usually armed with spears and hunting or farming tools repurposed for war and defense. They are usually 0 level warriors.

Theng are troops raised and trained by the thanes and jarls of the Ice Kingdoms. They are outfitted with heavier leather armors and shields, and they often fight with shield, spear or sword. They are usually 1st level fighters.

Huscarl are warriors. Lifelong members of a clan or tribe, they serve as the personal armsmen and bodyguards to nobles or other prominent people. They are typically better armored than most other troops, with scale or chain armor, and they use various swords, spears and axes in combat. They may or may not be using shields, and some may be archers, but this is rare for a huscarl. These are typically 2nd level fighters.

The bondi are men bonded into contract with local villages and settlements. Their role is to serve as elite warriors defending their homes. While they often also perform other duties while serving their village, their primary role is to fight and lead the fyrds when needed.

For mercenaries, the rulers of the Ice Kingdoms have rogue dwarves, raiders, freelances and adventurers from the many lands of Dargogran or Adierolf. Particularly devious or desperate chieftains have even employed orcs, half-orcs, and ogres. Always willing to lend their swords for the right amount of coin, they also tend to rebel and turn on their masters. Naturally, they are not the most popular choice.

In isolated tribes, nearly every clansman fights. The Urgan and Fenrir, for example, live as nomads, and all their tribesmen must be soldiers at all times. However, settled clans who live in cities and villages usually rely on militias and trained standing forces. Unlike organized professional armies, these garrisons are usually a lord's personal retainers and city guards who train the militia.

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THANELAW

“Never break the peace which good and true men make between you and others.”

The Wisdom of Thrar

Thanelaw is a collection of shared customs and traditions that maintain a level of social peace and avoid rampant abuse of the people. While no codified structure of laws exists, common observances keep a common structure in place.

The roots of Thanelaw comes from the many stories and sagas of gods and men in the early days of the Ice Kingdoms, from the trials of Arfhrd to the journeys of Thrar and other epic poems and myths of the past. The most common aspect of this legal system is the rule of equality.

This merely dictates that the simplest way to right a wrong is to ensure the guilty party pays restitution to the harmed party with a tribute of equal or greater value than the insult. This commonly means giving cattle to repay damages or loss to livestock or property. In theory, it could even require allowing a loved one to be executed in exchange for a murder, though it is difficult to imagine a situation in which that might result.

Other potential Thanelaw punishments include incarceration, fines, exile, outlawry and duels. Outlawry is the act of casting an individual outside of the law meaning that that individual has no position in or protection from the law and any wrongs done to that person would no longer be against the law. This would include assault, thievery, and even murder. The most severe punishment, it must be handed down by a thing of gathered citizens who pronounce the judgement. It cannot be reached as a mutual



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settlement by two parties.

Duels (called holmgangs) are conducted on equal terms over a set area of space called an island. If either participant leaves the island during the duel, that person is declared the loser. Otherwise, the duel is fought until one or the other wins. The terms of victory could be first blood, death, or some other condition, set up under the rule of equality or by decision of a thing.

Most legal rulings under the Thanelaw are conducted either using the rule of equality or in a thing. A thing is a governing assembly of free people in the community. It presides over laws, minor political decisions and civic or social needs of the area. The thing is often presided over by an elder called a lawspeaker. A thing can be of various sizes, can have different meeting locations, and its meeting times and durations can be as variable as the use of Thanelaw itself.

A thing may use the Thanelaw to appoint a local representative of the law who has the duties and responsibilities to dispense Thanelaw rulings away from the thing or within the walls of a city. These legal appointees are more common in larger cities, such as Avarheim and Arfhrdheim, but usually one or two individuals will be appointed in larger areas.

As with most things in the Ice Kingdoms, none of the rulings of a thing or rules of Thanelaw are guaranteed, and the way they work and function will vary widely from place to place.

WERGILD

"Lo that my brother has passed and that his killer rewards me with truth and wisdom!"

The Saga of Uthin

Wergild is a common practice law in the Ice Kingdoms traditionally known as the "man price", which is a value placed on every being and piece of property. If property was stolen, or someone was injured or killed, the guilty party could be forced to pay the value of the wergild as restitution to the victim's family or to the owner of the property.

The wergild is a legal requirement in Thanelaw, when it can be enforced, either voluntarily or via council with elders; however blood revenge is also legal and often preferred, because it is much easier to obtain. However an elder of sufficient rank, status or respect can overrule, enforce or modify wergild as he sees fit.

The wergild value in money is based upon the social rank of the victim. A noble is more valuable than a freeman, who in turn is more valuable than a thrall, though those prices would depend on the thrall's value to his mas-

ter. These values are of course multiplied according to the circumstances of the crime. Wergild is usually a set price only for males, for females the value depends several factors, primarily age and number of children. Typically the fewer children they have, the more valuable the wergild.

In game terms, the base wergild can easily be equaled to the character's level in gold plus a value of silver equal to the character's highest ability score. This is the typical value for a freeman or bondsman. If the character is a noble, both values are in gold and may be increased based on their noble rank, while if he or she is a thrall, the value is shifted down one coin type, to one silver per level plus a value of copper equal to the character's highest ability score.

DRESS AND APPEARANCE

Each of the three classes can easily be recognized by their appearance. Among the jarls, both men and women display their status and wealth in their elegant hairstyles, clothes made from expensive materials like silk, and exquisite accessories like belt buckles, arm rings, necklaces, and brooches. They are fond of jewelry, especially earrings and finger rings. Karls have similar tastes, but they are expressed in a cheaper and more functional way.

The more rugged clans of the Fenrir and Ursan prefer furs and animal skins for their ornament, especially cloaks and hoods made from the skins and furs of their sacred totem animals. The Varyag are known for their war-paint,



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animal skin kilts, and their affectation for bone jewelry. The Huirdu wear layers of thin and flowing clothing. Billowing sleeves and trousers are common, as are scarves, shawls, head wraps and large, ornamental hoop jewelry.

FARMING AND DIET

A large variety of meat products are prepared and enjoyed, including fresh boiled or fried meat, sausages, whey-preserved or smoked meat, and cured meats. In addition to meat from domestic livestock, other foods that are common include seafood, porridge, bread, fruits and vegetables, dairy products, nuts, and berries. Alcoholic beverages are also popular, particularly mead, beer, and bjórr, which is a strong wine made with fruit. For those who can afford it, imported wines are also available.

Thanesmen boast a unique set of livestock such as Thanic cattle, the Thanic goose, the Thanic hen, the Thanic horse, and a number of types of sheep. In Arfhrdheim, the Thanesmen primarily eat beef, pork, mutton, and poultry. When beef is prepared, the legs are split lengthways to get to the marrow as well.

Pork and mutton are typically divided into chops and leg and shoulder joints. Brawn and trotters made from pork skulls and feet are also popular dishes. Hens are raised for both eggs and meat, and a wide variety of game birds are also served including wild ducks and geese, the golden plover, and the black grouse.

SEAFOOD

Another important part of their diet is seafood. In some areas, seafood is even more prevalent than meat from livestock. Along the Horn and Fang coasts, walrus, seals, and whales are hunted. Some of the other popular seafoods include salmon, cod, mussels, oysters, and shrimp. Herring is particularly important in the southern regions.

DAIRY PRODUCTS

Both milk and buttermilk are used in nearly every region, although availability is not guaranteed even for farmers. They are used as drinks or as ingredients for cooking. The preferences of milk from cows, sheep, or goats varies from region to region. In addition to butter and cheese, fermented milk products such as surmjólk and skyr are also produced.

The taste of food is often enhanced with salt or a wide variety of spices. Some of these spices are gathered in the wild, others are grown in herb gardens, while still others, like black pepper, are imported. Some of the herbs that are most commonly found in home herb gardens include



mustard, caraway, wild celery, horseradish, thyme, sweet gale, juniper berry, yarrow, peppercress, and rue.

The northmen forage many foods from the wild. These include various fruits, nuts, and berries. Some examples are wild crab apples, cherries, plums, rose hips, strawberries, raspberries, elderberries, blackberries, hawthorn, and rowan, depending on the region. Hazelnuts are another staple. The nut itself provides nourishment and the outer shell is used in dyeing.

AGRICULTURE

The northmen plow the earth too, and grow what crops they can. Grains such as wheat, oats, barley, and rye are grown to make porridges or breads. Flax is an especially important crop, and is grown for food, oils, and fiber. Linen made from flax accounts for about half of the cloth in the Ice Kingdoms.

FOOD QUALITY

For the average Thanesman, food quality is not very high. First, Arfhrdheim Thanesmen typically make their bread from whole meal flour which includes the seeds of various weeds. Although Corncockle (*Argostemma*) gives the bread a pleasant dark color, these seeds are poisonous and can sicken those who consume them.

The most widely available parsnip, carrot, and brassica seeds often produce bitter-tasting vegetables like the white carrot that are lacking in nutrients. Additionally, the rotary querns frequently leave small fragments of stone in



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the flour as it is being ground. These stone fragments then wear down the teeth of those who eat them.

SPORTS

Thanesmen encourage the practice of a number of sports, the most popular of which help develop combat skills and weapon training. These sports include stone throwing, spear tossing, and stone lifting. The northmen also build up and test their physical strength against others through fist fighting and wrestling.

Mountainous areas commonly have mountain climbing as a sport, and many other areas have agility and balance sports that involve running, jumping, or both. One example of this is oar-jumping, a challenging sport in which participants are expected to leap from oar to oar while a ship is being rowed. Swimming too is a popular sport, divided into three distinct categories: long distance swimming, diving, and a dunking contest.

In addition to men, children are allowed to participate in a few different sporting disciplines. Women are also allowed to participate in the discipline of swimming, but otherwise, women competing in sports is virtually unknown. Kings and nobles also participate in sports activities. King Trygg Olafvason was a master of oar-jumping and mountain-climbing and an excellent knife juggler.

In winter, both ice skating and skiing are enjoyed as winter sports by many thanesmen. Skiing, however, is also a common method of transportation in the snowier northern regions. Hunting birds, hares, deer, and foxes is also very popular. These are hunted with spears, bows, and crossbows and are either stalked, snared or trapped, or hunted par force with dog packs.

ENTERTAINMENT AND GAMES

Thanesmen also devote time to playing games in smaller settings. From rich to poor, dice and board games are very popular. The boards themselves are usually made out of wood because it is readily available, and the various playing pieces are made from wood, bone, or stone. Some fancier sets are elaborately carved and may be made of amber, antlers, or walrus tusks. Sets can even be found with imported materials such as ivory or glass.

Many of the games played by the Thanesmen are connected to local myths or legends, and gambling on them is quite common. An example of a popular game is Hnefatafl. In this game, the goal is to capture the opponent's king while protecting your own. Each side has its own army for defense and offense, and it is played on a board using black and white pieces with a roll of the dice deter-

mining the moves. Frequently, money or other valuables are wagered in dice games.

FESTIVALS AND CELEBRATIONS

During any festive occasion, there are often several forms of entertainment. Beer, mead, and other alcoholic beverages help set the mood for the enjoyment of skaldic poetry, storytelling, or music. Music is especially prized by cultured men. Thanesmen play fiddles, harps, lutes, and lyres.

TRADE

Because of the use of small, portable scales, traders are able to easily and accurately weigh out silver, making trade possible even when actual coins are not available.

Thanesmen became familiar with the use of coinage because of their interactions with major trading centers like Thron and Arfhrdheim. The most commonly used metal in the trades is silver, but gold can also be found in circulation. Silver can be found primarily as coins, ingots, or bars, or in the form of ornaments and jewelry.

GOODS

Organized trade is responsible for the movement of both bulk items as well as specialized luxury products. The design of the Thanesmen ships is a key factor that determines how successful they will be as merchants. Some of the goods imported by the Thanesmen include:

- Spices. These come from distant realms across the sea. Although the Thanesmen do grow their own thyme, caraway, and horseradish, other spices like cinnamon are imported.
- Glass. Highly valued in the Ice Kingdoms, glass is used for decorative beads that can be found throughout the regions.
- Silk. Favored by the richest members of society, wearing silk displays status. It is imported from Dargogran and Biaz.

Table 3.1: Exchange Value of Coins

	CP	SP	GP	PP
Copper piece (cp)=	1	1/10	1/100	1/1000
Silver piece (sp)=	10	1	1/10	1/100
Gold piece (gp)=	100	10	1	1/10
Platinum piece (pp)=	1,000	100	10	1
Mythril piece (mp)=	10,000	1000	100	10

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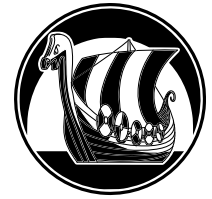


Table 3.2: Trade Goods

Cost	Item
1 cp	One pound of wheat
2 cp	One pound of flour, or one chicken
1 sp	One pound of iron
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

- Wine. Although most Thanesmen don't object to their regular fares of beer and mead, the wealthy love to import fine wines from other lands.

The Thanesmen also export many goods. Some of the goods exported by the Thanesmen include:

- Amber. This fossilized pine tree resin can be found in abundance along the Atalac coastline and the Crown Sea. Before being exported, it is usually crafted into beads or used in ornamental objects.
- Fur. The pelts of many animals are traded for their value in providing warmth. Furs traded include those of foxes, pine martens, bears, beavers, and otters.
- Wool and cloth. Because the Thanesmen are highly skilled as weavers and spinners, their woolen and woven cloths are valued in other lands.
- Slaves. War captives are sometimes sold to faraway slave merchants for some silver. Many of these captured people were foreign priests and monks.

Some of the other goods that are regularly exported by the Thanesmen include walrus ivory, weapons, cod, salt, and wax. Nobles from Adierolf and Dargogran sometimes import exotic hunting birds from the Ice Kingdoms.

COINS

As part of the larger world economy due to their location between Adierolf and Dargogran, the Ice Kingdoms use coins from the realms. The standard coin weighs about a third of an ounce (fifty to the pound).

Because much of the Ice Kingdoms' economy is based on adventuring, trading, and raiding, coins coming from different lands and times circulate widely. The key thing of value isn't where the coin is from, but what it is made of and how much it weighs. Condition also doesn't matter

as coins are often melted and reforged into useful items for ease of storage and branding with family symbols or runes to prove ownership. When coins are needed, they are melted and reforged into coin shape. Also when a character doesn't have the "exact" change to purchase something, he or she may opt to shiver a coin or halve a coin in order to pay the "proper amount". This reduces the weight of the coin and therefore its own value.

While silver and copper are more common among the people of the Ice Kingdoms and indeed the whole world of Eordan, heroes, adventurers, and other important people usually deal in gold.

WEALTH OTHER THAN COINS

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed in table 3.2.

SELLING LOOT

In general, a character can sell something for half its listed price. Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

THANIC HOMES AND BUILDINGS

Most thanesmen live in longhouses, long, narrow buildings made up of a single room. They are typically made of wood, and sod or mud is used to seal any gaps and cut down on the exposure to wind, rain, or snow. Members of the higher classes may also live in stone keeps, halls, and castles.

The size of the longhouse depends largely on the wealth of its owner. While smaller longhouses fit only a single family, others are impressive in size and can house over one hundred guests. Because of the difficulty of transporting materials in the Ice Kingdoms, most construction materials are found within a mile of the house.

Longhouse frames are made of wood. Oak is preferred, but if it is not available, other local woods are used. Once the trees have been felled, they are split into different sections and then shaped with an axe or an adze. Wooden pegs known as trenails are cut and used to pin the joints. This not only helps reduce the building costs because metal nails are both expensive and difficult to produce, but it also helps to avoid the iron nails corroding in oak.

The walls are typically made of wooden planks that either are placed horizontally and overlap each other to keep out the elements or they are attached vertically and gaps are stuffed with grass, sod, or even sheep's wool. Roofs are often thatched using straw or reed, but some shingled



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roofs can also be found made with overlapping wooden tiles.

In areas that are rich with loose stone, dry stone walls may be used for the construction of temples and other buildings. Other areas use dressed and mortared stone for these buildings.

Although most homes are left open and undivided, if there are internal walls, they are often made with simple wooden planks which are neither overlapped nor sealed. Houses feature a central fireplace which not only warms the home, but also provides light and is used for cooking. The smoke is either left to diffuse through the thatch or vents may be places to allow it to escape.

For additional protection, support, and space, homes may be built into the side of a hill or into the ground. Villages and small cities are often arranged in a circular shape, the longhouses surrounding a central temple or other community structure. The farmland then extends around these homes, and wooden fences are used to secure their livestock and protect their crops.

Most city states are comprised primarily of stone buildings that are made from carved or hewn stone blocks. Often, they are built on the remnants of dwarven keeps or outposts. Outside of the city states, there are very few large man-made stone buildings. The exceptions to this are the great hall of Arfhrdheim, grand temples, and fortified keeps.

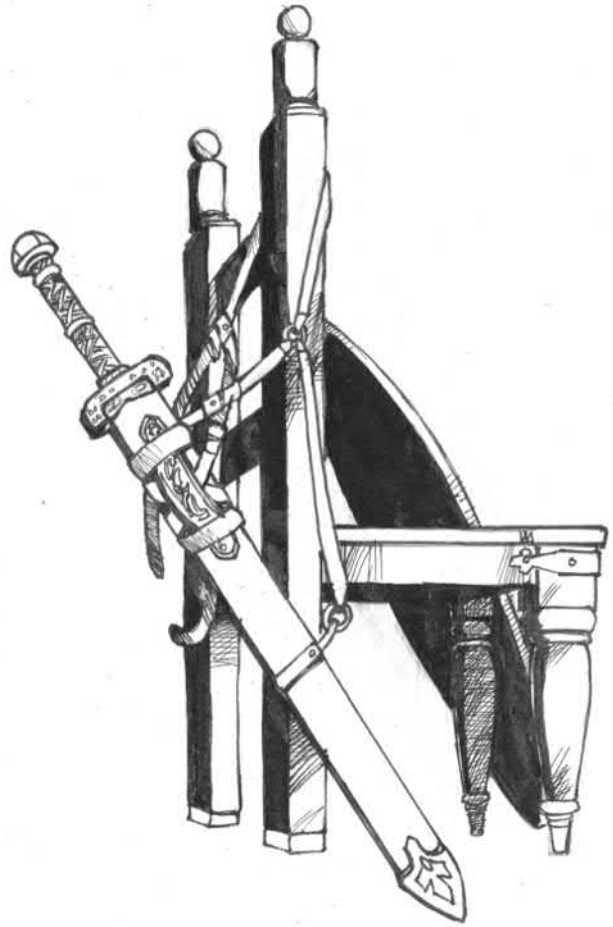
WEAPONS AND ARMOR OF THE ICE KINGDOMS

"A shield protects a coward, a sword the hero!"

The Wisdom of Thrar

The people of the Ice Kingdoms are warlike. Combat and conflict are common everywhere. To this end they have become excellent manufacturers of weapons and armor, with a wide range of uses and purposes as needed to survive in an inhospitable wilderness they call home.

The warriors of the Ice Kingdoms tend to wear and make lighter armors manufactured from hides and naturally available material, such as wood and bone, with a minimal amount of metal. Hide, padded, leather, studded leather, scale mail and ring mail are the most common sorts of protective armor worn. These are often supported with helmets and a variety of shields. More advanced armor, such as chain mail, does exist but are fairly rare. The heaviest types of armor (plate mail, full or field plate) are all but unheard of in the frozen regions of the far north, though metal breast plates are not uncommon among the wealthier and better armed warriors.

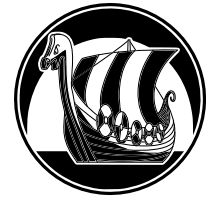


Shields range from the small bucklers and single handed round shields to the larger medium and full shields and are often constructed from wood, leather and bone and held together by small amounts of metal. Some shields are further enhanced with wax or lard coatings or even stone attachments. Shields are used for defensive purposes and few use them as a way of marking their clan or allegiance other than in minor decorative affectations, such as feathers, color patterns or the simplest and crudest of images poorly painted onto the shields. The superstitious warriors may elaborate their shields with runes.

Helmets have a large range of options, from full faced bucket style helmets to simple leather caps. The most popular is a metal helmet that covers the skull and upper ears with a face shield that protects the nose and areas around the eyes. While not a common practice amongst the poorer warriors, decorations protruding from the top or side of the helmet, such as horns, plumes, crests, wings and other designs, are not unheard of, especially amongst chiefs, elders and adventurers.

Unlike armor, the number of weapons that are made

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from metal are nearly countless. Swords include the short, broad, long, two handed and bastard variety. There are also a variety of knives and daggers. Maces, flails, hammers and axes are often fairly popular, with each having one handed, two handed and “battle” or “war” varieties available. Axes also include the simple hand axe and the throwing axe.

The most common weapon by far is the spear, which can range from small spears to huge nearly pike-like weapons. Spears are used in melee combat, as ranged weapons, or for hunting. Nearly everyone in the Ice Kingdoms (adult and child, male and female) knows how to use a small spear at the least and knows the basics in how to construct a simple spear for hunting and fishing purposes.

Being a part of the frontier that joins and yet divides two major continents, a variety of exotic weapons also exist, such as punch daggers, wolf claws, orc blades, and archaic weapons left from earlier times (such as the rare and near unique dragon blades of the Dragon Elves of the Crown Sea). These weapons are sometimes available in exotic weapon shops and are especially favored by pit fighters in Arfhrdheim. Counterfeits are very common.

Bows are not uncommon and the short bow is universally believed by all in the Ice Kingdoms to be a near necessity for survival, especially in hunting seasons. It is also useful for defense. The long bow is uncommon but has been used by a variety of clans and families for decades in the region, while the crossbow (light or heavy) is preferred by those who dwell in larger communities, especially militia and city guardsmen in Arfhrdheim and Avarheim.

Unlike bows, pole arms are extremely rare in the Ice Kingdoms, with lances being virtually unknown. These appear mostly as loot gathered during raids and are regarded mostly as curiosities. However, the simplest pole arm—a huge heavy blade on the end of a long wooden stick—isn’t an alien idea to the warriors of the north. Many who come across them are quick to adopt them, though few survive long enough to gain any real proficiency with them.

Larger weapons of war, such as catapults, trebuchets and ballistae, are also employed in the Ice Kingdoms, though not as efficiently or often as they are in the warmer climates south.

Warhorses are used too, along with simple riding horses and other beasts of burden. Barding, however, is rare, and when it is used, it is always leather or padded. In warfare, horses are used mostly to move people and equipment. The idea of a lance charge seems uninspired to the northmen warriors, who prefer to face their enemies face to face, hand to hand, and not from the back of a steed. However, humanoid raiders, such as goblins and orcs, have no qualms about fighting from the backs of large wolves and boars.

THANIC SHIPS

The thanesmen build unique water-faring vessels known as longships. Although they vary in design based on their specific purpose, they are typically narrow, flexible boats that have a true keel and are symmetrical on both ends. They are built by a clinker method, in which the planks are overlapped and riveted together. Many ships feature various curved decorative design elements or dragon heads on the stern and bow.

Most Thanic ships fall into one of two categories: warships or merchant ships; however, many vessels have done both duties. While most Thanic ships are built for navigating fjords, rivers, and some coastal waters, there are some like the knarr which are able to sail in the open seas, including the Crown and Atalac Seas.

Thanesmen traveling by ship can be found all along the coasts from Dargogran to Adierolf, as far to the south as Histanol, and throughout the island kingdom of JerreSean. Although they don’t frequently cross the Crown Sea to raid, in the last few years, distant realms have reported visits from Thanesmen raiders.

DEVELOPMENT

Since the start of the Ice Kingdoms, the ship has been deeply rooted in Thanic culture. While ships function primarily for pragmatic purposes, there are also a surprising number of religious purposes that the ship serves for the Thanesmen. Ancient stone engravings depict scenes of valuable ships being sacrificed to the gods by zealous, wealthy thanes in the era of the Dragon Elves.

The thick forests and high mountains of the Land Bridge made travel overland treacherous. Dwelling primarily in coastal cities along the Crown Sea and Atalac Sea, the ship became even more important both for their survival. Warships were in particularly high demand in order to maintain control of the waters. This greater dependence on ships led to a greater religious significance placed on them because they were seen as a symbol of power.

Even to this day, many noblemen and chieftains are buried in luxurious ships meant to carry them to the next life. Ships are also stamped onto coins, jewelry, and other decorations, showing off the variety of naval vessels that are used. The longship was once the most formidable ship in the northern waters, though they cannot match the war galleys of Histanol or JerreSean.

FAERING

This is a type of open rowboat which has two pairs of oars. It is a traditional type of boat in the Ice Kingdoms used primarily for travel along the coast and rivers.



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KNARR

These cargo ships are built to travel across the North Atalac Sea. They can carry up to 122 tons and have an overall displacement of around 50 tons. On average, they are 54 feet (16 meters) long and have a beam that is 15 feet (4.6 meters) in height. They are shorter than longships or dragon ships, but sturdier, relying more on the wind than on oars.

Because of its hardier build, the knarr is used on longer or more hazardous sea voyages more often than the dragon ship. It can cover around 75 miles (121 kilometers) every day, is manned by 20–30 hands, and carries a variety of goods and livestock around the North Atalac between the various city-states in the North Atalac Islands and along the coast of the Ice Kingdoms.

LONGSHIP

Thanesmen build longships for a variety of purposes: commerce and trade, warfare, and exploration. The longship has been developed over a period of many years, and has only existed in its completed form for the last few hundred years. Most longships can travel between 5 and 10 knots, though some can reach up to 15 knots if the conditions are right.

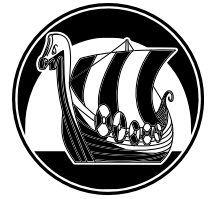
The most notable characteristic of the longship is its long, narrow, design. Its shallow hull allows it to move swiftly through the water. The longship's draft is shallow enough that it can navigate in water as shallow as one meter, and it can easily land on beaches. They are light enough to be carried on land when necessary.

Another notable feature of longships is that they are double-ended which allows them to quickly change directions without needing to turn around. This is used often when traveling in the northernmost regions where there are dangers of icebergs and other hazards in the water. While all longships feature oars along most of the length of the ship, a few have a mast featuring a rectangular sail which helps ease the efforts of the rowers.

The various types of longships can be identified based on the number of rowing positions they have, along with their size, building specifics, and renown. The Karve, for example, has just 13 rowing positions whereas the Busse has 34. These are just two of the many types of longships, which are also known as dragonships by both Thanesmen and their enemies because of how often they feature a dragon-shaped prow.

Because the longship represents the naval strength of the Thanesmen, they are highly valued by their owners,

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who are typically coastal farmers. These farmers have their longships commissioned during conflicts so that a more powerful naval force may be amassed. However, they are not used as warships so much as they are for transporting troops. Sometimes, several longships are trussed together during a battle in order to create a solid platform from which infantry can fight.

KARVE

This Thanic longship is smaller and has a broader hull than most longships which resembles more the knarr. Karves are used for transportation of passengers, livestock, or cargo during times of peace, but also as warships when necessary. They are capable of navigating very shallow waters, which allows them to be used for coasting as well. The broad beams of the karves measure about 17 feet (5.2 meters).

SHIP CONSTRUCTION

The way that Thanic ships are built makes them different from all other types of ships. It makes them much lighter and also more seaworthy. They use a clinker or lapstrake

construction method which involves splitting planks from huge, older trees like oaks and then carefully fitting them together. These split planks can be as narrow as an inch (2.5 centimeters), and yet they are stronger than the sawed planks used in other vessels.

Shipwrights begin with a sturdy oaken keel and then use ribs along the sides of the hull to maintain a perfect form. The thin planks are riveted together with roves and rivets made from wrought iron. Each plank tier perfectly overlaps the one below it and waterproof caulking placed between them allow the ship to be both strong and supple.

This method can be used for surprisingly large ships, and it's not uncommon to see dragonships that can carry 100 warriors that are made using this traditional clinker construction method.

Also built into the ships are the row locks, which provide the rowers the best possible angle for rowing but also allow the oars to be easily stored while the sails are in action. Large ships can travel around 5 or 6 knots with rowing power or up to 10 knots with sailing power when there's a good breeze.



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NAVIGATION

As the Thanesmen advanced further technologically in shipbuilding, they were able to make more frequent and lengthier sea voyages. However, this also necessitated the development of navigation tools to ensure that they would not become lost while out in open waters. Normally, the ship's pilot uses traditional knowledge to keep the ship on course. That entails an understanding of tides, recognition of landmarks, and familiarity of sailing time. An example of this is the sighting of a whale which they use to determine that land is nearby because whales feed in well-stocked waters which are usually caused by landmasses which push deep-water currents toward shallow regions.

Thanesmen also developed more advanced methods of navigation, including sunstones and the sun compass. Sunstones can indicate from which direction light waves are coming, allowing it to show users where the sun is even when it is hidden by clouds. Additionally, when a sunstone is held in direct sunlight, it will change colors with different directions of waves. However, since the use of such tools is limited to certain conditions, the thanesmen continue to rely primarily on their traditional knowledge to determine the direction of the wind and their relative location.

Many Thanic sagas are told of fateful voyages in which the sailors suffer from bewilderment or being "hafvilla" because of inclement weather or fog. The Thanesmen in these tales end up losing their sense of direction and get lost at sea, inspiring other sailors to dedicate more time and attention to developing their navigational skills. In the wild waters of the Crown Sea, which are riddled with storms and other hazards, no amount of traditional navigational methods can help sailors. The most common tactic used by men brave enough to sail these waters is known as "storm chasing." Vessels are launched in the wake of a huge storm. The sailors follow it in hopes that they will avoid an even more dangerous encounter.

The storms of the Crown Sea continuously circle in a set orbit, allowing the most experienced sailors to chart voyages across the sea by knowing where and when the storms will be. Even with this knowledge, these waters are still far more treacherous than any of the other bodies of water found in Eordan. Most men who dare to sail the Crown Sea expect to be claimed by these accursed waters.

CULTURE AND TRADITIONS

Chieftains are customarily buried in their ships. After death, the chieftain's body is prepared for burial and then dressed in his best clothes. The body is then brought to the final burial place by a horse-drawn wagon and laid in the ship. A number of his prized possessions are then

added to the ship along with his favorite hunting dog, one or more horses, and sometimes thralls and even members of his household, who are sacrificially killed to be buried with him. The belief is that the chieftain will be able to sail on to the afterlife.

SHIP CHARACTERISTICS

Capacity: The weight a ship can carry in tons.

Maximum Speed/Speed: The normal movement of a ship, in miles per hour, and the maximum speed that it could reach under favorable conditions (also known as emergency speed). Unless otherwise noted these speeds are with sails unfurled. The speed of all of these ships is 2-3 mph under oar power.

Hit Points: The amount of damage a ship could suffer before sinking.

Navigation: The measure of the ship's sailors' skills. The value of a ship's Navigation is equal to the average of the crew members' average Seamanship or similar skill. This also lists the ship's seaworthiness (the ability to endure rough seas, being rammed or an encounter with an obstacle). A GM may permit a crew to make a seamanship skill check anytime the ship must make a seaworthiness roll. For each point the seamanship skill check succeeds by the seaworthiness is increased by +1%. Unlike normal skill checks, the seamanship check in this case should be made against the average of all characters partaking in the test, not the best skill in the group. This is because no one person controls the entire ship.

FAERING

The faering is an oar boat, with a format similar to that of the drakkar, however with only 6 yards of length. It is used for transportation, fishing and, sometimes, is carried in larger ships. Rarely, it may have light masts with sails.

FAERING

Capacity: 0.5 t

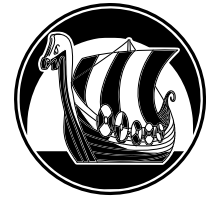
Speed/Maximum Speed: 3.0/4.0

Hit Points: 35

KNARR

A knarr is a loading ship, with few oars used only to maneuver in ports. The knarr depends on its sails to move, and it is wider than a drakkar. They have a cargo compartment under the mast.

OF THANES AND THRALLS



15-YARD KNARR

Capacity: 12 t

Speed/Maximum Speed: 4/12

Hit Points: 95

22-YARD KNARR

Capacity: 40 t

Speed/Maximum Speed: 4/10

Hit Points: 135

LONGSHIP

The longship is the main Thanic ship. It is narrow and light, and depends both on its rowers' strength and on its great sails to travel along the seas. It is used to transport men to battles and on journeys to distant lands. Their prow bears a creature figure, such as a dragon or a serpent, carved on its wood. It is also used to travel on rivers.

22-YARD LONGSHIP

Capacity: 25 t

Speed/Maximum Speed: 6/18

Hit Points: 135

30-YARD LONGSHIP (KARVE)

Capacity: 60 t

Speed/Maximum Speed: 5/17

Hit Points: 175

37-YARD LONGSHIP (BUSS)

Capacity: 110 t

Speed/Maximum Speed: 4/16

Hit Points: 210

JOURNEYING THROUGH THE SEA

During a sea trip, the ship's commander must make a Navigation check (using the ship's value) to complete the voyage without problems. The standard check has no modifiers, but it could be increased if the ship is in unknown waters, facing bad weather, etc.

A success indicates that the ship completed its trip (at least to a certain point) safely and without deviating from its course. A successful check by 10 or more indicates that the ship reached its maximum speed and the trip took less

time. A failed check by 4 points or less indicates that the trip took more time.

A failed check by 5 points or more means that something bad happened to the vessel: it might have deviated completely from its course; it might have suffered mishaps of turbulent waves, etc.

A sea journey could take months or even years. Therefore, the GM may ask for a Navigation check at regular time intervals, such as daily or weekly. If the GM has programmed encounters for a sea trip, he could reduce the time interval, asking for checks only between one encounter and another, independent of the elapsed time.

DANGERS AT SEA

Sea trips are subject to many hazards, such as storms, tidal waves, reefs, narrow passages, etc. Whenever threats appear in the ship's route, a Navigation check should be made to outline the situation. A success indicates that the ship and its crew escaped unhurt, while a failure indicates that there were consequences for the ship, for its crew, or for both. The final result is up to the GM, according to the situation and the result of the Navigation check. Certain situations may need more than one Navigation check, such as when the boat is crossing a miles-long narrow passage.

Note: If the game you are using does not use skills or skill checks, simply roll a d20 and if you roll less than the navigating character's wisdom the navigation works. Base all results off this roll.

A typical check is modified as follows:

- Winds (Check modifier +2);
- Reefs (Check modifier +1);
- Frozen Waters (Check modifier 0);
- Storms (Check modifier -1);
- Narrow Passages (Check modifier -2);
- Tidal Waves (Check modifier -4).

ATTACKS AGAINST THE SHIP

Because they are made of wood, all ships have Hardness 5. Arrows are ineffective against a ship, unless they are on fire; in that case, only fire damage is considered. The amount of hit points will vary according with the ship's size. When a ship has 0 or fewer hit points, it begins to sink. A ship sinks in 3d4 rounds.

A ship can be repaired with the Craft (shipbuilding) or similar skill. For every day of repair, the characters involved must make a Craft (shipbuilding) check. Each point over the check restores one hit point to the ship.



CHAPTER 4: CHARACTERS IN THE ICE KINGDOMS

CHARACTERS

Characters in the Ice Kingdoms are heroic and stand out from the lesser men and women of the Ice Kingdoms. They are mighty and destined for great things, be it glory and power or death and dishonor. They are touched by the gods, whether this is in the form of blessings or curses.

ABILITY SCORES

It is recommended that characters in the Ice Kingdoms use the 4d6 drop the lowest method for generating ability scores and for the player to place the results in the ability scores they desire.

Furthermore, as a character advances they gain bonuses to their ability scores. At each even number level (2, 4, 6, 8, 12, 14, 16, and 18) a character can increase one ability score by 1 point. If used on exceptional strength, then the percentage is increased by 10%. Racial ability score limits still apply (see table 4.6). Characters who are eligible for exceptional strength who go from strength 17 to 18 in this method do not roll exceptional strength and instead have a strength score of 18/01.

When determining ability score bonuses, use the character's highest level only for multi- and dual-classed characters. A character who was a 4th level thief and dual classes to fighter would not get another ability score increase until they reached 6th level as a fighter, while a multi-classed fighter/thief would only get bonuses when one of the classes reaches an even level, not both classes. The first class to reach the next even level would determine when the bonus was gained.

Because of the myriad of ability score modifiers (for age, race and level advancement), a GM may want to consider using a simpler 3d6 straight roll for ability score determination (or at most the 4d6 drop lowest method). Characters will quickly improve and soon be legendary heroes of the Ice Kingdoms. It is not inconceivable for a second level fighter to have increased their initial strength roll by +4 (+2 for race, +1 for age and +1 for experience).

THIRD ERA: LEVELS AND ABILITIES

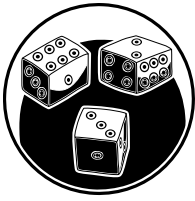
In Third Era and beyond, games use the character's actual level for when these bonuses occur, not their class levels. A 7th level character who is a 4th level fighter and 3rd level thief would have received 3 bonuses, at 2nd level, 4th level and 6th level. When they reach 8th level (be it as a 5th level fighter, a 4th level thief or with level 1 in a new class), they gain an additional bonus.

Additionally, any reference to level in this book can generally be equated with the Third Era concept of character level, not class level.

LEVEL LIMITS

Characters (both PCs and NPCs) rarely make it above the 15th level and, in general, the level cap is 15. In order to make it to the 16th or 17th level, characters must not only earn the required amount of experience points, but they also must have some sort of divine encounter, be this with a benevolent god or a malevolent demon. Level 16 and 17 can also be gained through other super-campaign abilities, such as the use of a limited wish (though the proper number of experience points are still required). Level 18 can only be attained if divine intervention is involved or with the use of a wish spell (again, the proper amount of experience points is still required). What constitutes as divine encounter or divine intervention is left to the GM.

Characters cannot increase beyond 18th level. When they reach enough experience points to reach the 19th level, their god selects the character to serve them in their heavenly host in Valagard and the character vanishes. This vanishing does not usually occur in front of witnesses, but when the character is alone they will be approached by their god or a servant of their god and whisked away to the after-realms. If the character is a vile being who defies the gods or is consumed with great evil and sin, they are not selected to ascend to serve their god, but instead they are summoned and captured by servants of the underworld to serve out their eternal punishments.



CHAPTER 4

CHARACTER DEATH

When a human character dies there is a 5% chance per level that their soul is called to serve their deity in Valagard (or to be punished in the underworld). If this happens, nothing short of a wish can bring the character back to life, unless, of course, their friends can find a way to travel to the after-realms and bargain for or rescue the lost character's soul.

RACES OF THE ICE KINGDOMS

FAVORED CLASS: Players who select a favored class of the race of their character are eligible for a 10% bonus on experience points as long as the character meets the requirements for the bonus that class normally has. If the class doesn't normally have a bonus, the character is eligible for a 5% bonus on experience points as long as the character meets the requirements for the class it is a subclass of (assassin for thief for example, or barbarian for fighter). For the purposes of this setting, monks fall under both fighter and thief (and thus must meet both requirements). If the class in question is not a favored class, no bonus is gained regardless of ability scores.

RESTRICTED CLASSES: A character can be of any class they choose, but if it is not listed in the restricted classes section the character suffers severe penalties. They will receive 25% less experience points earned while 1st and 2nd level, 33% less while 3rd and 4th level, and 50% less at 5th level. They also may not advance beyond 6th level.

ABILITY SCORE MODIFIERS: Each race has special modifiers and bonuses that apply to certain abilities or circumstances. When a modifier is to an ability score, that ability score cannot be increased above the racial maximum or reduced below the racial minimum (see table 4.6). For warrior types who may be permitted to gain exceptional strength, they are still limited to an 18 strength but if the modifier would take their strength over 18, they would instead add +10 to their exceptional strength roll for each point over 18 they would receive.

See the Game Bonuses and Modifiers sidebar on page 158.

SPECIAL TRAITS

Everyone born in the Ice Kingdoms, human and demi-human alike, receives the following bonuses. GMs are encouraged to apply the bonuses to any monsters or animals that live in the Ice Kingdoms as well. Outsiders do not gain these bonuses unless they are from an equally cold homeland.

Ice Born Thanesmen are born into the ice and snow of the Ice Kingdoms so the bitterest cold has little effect on them, and they excel at traveling in areas similar to the Thanelands. They gain a +2 bonus on all saves against cold effects. Thanesmen treat heavy snow as normal terrain rather than difficult terrain and gain a +1 bonus on survival checks while traveling through snowy areas.

Cold Blooded Thanesmen are noble even in the face of the worst dangers and evils. After surviving howling blizzards and spending months at a time inside their clan homes, they have developed mental toughness. They enjoy a +1 bonus on saves against any sort of insanity-inflicting condition, be it a spell, a magical or cursed item, or another situation.

HUMANS

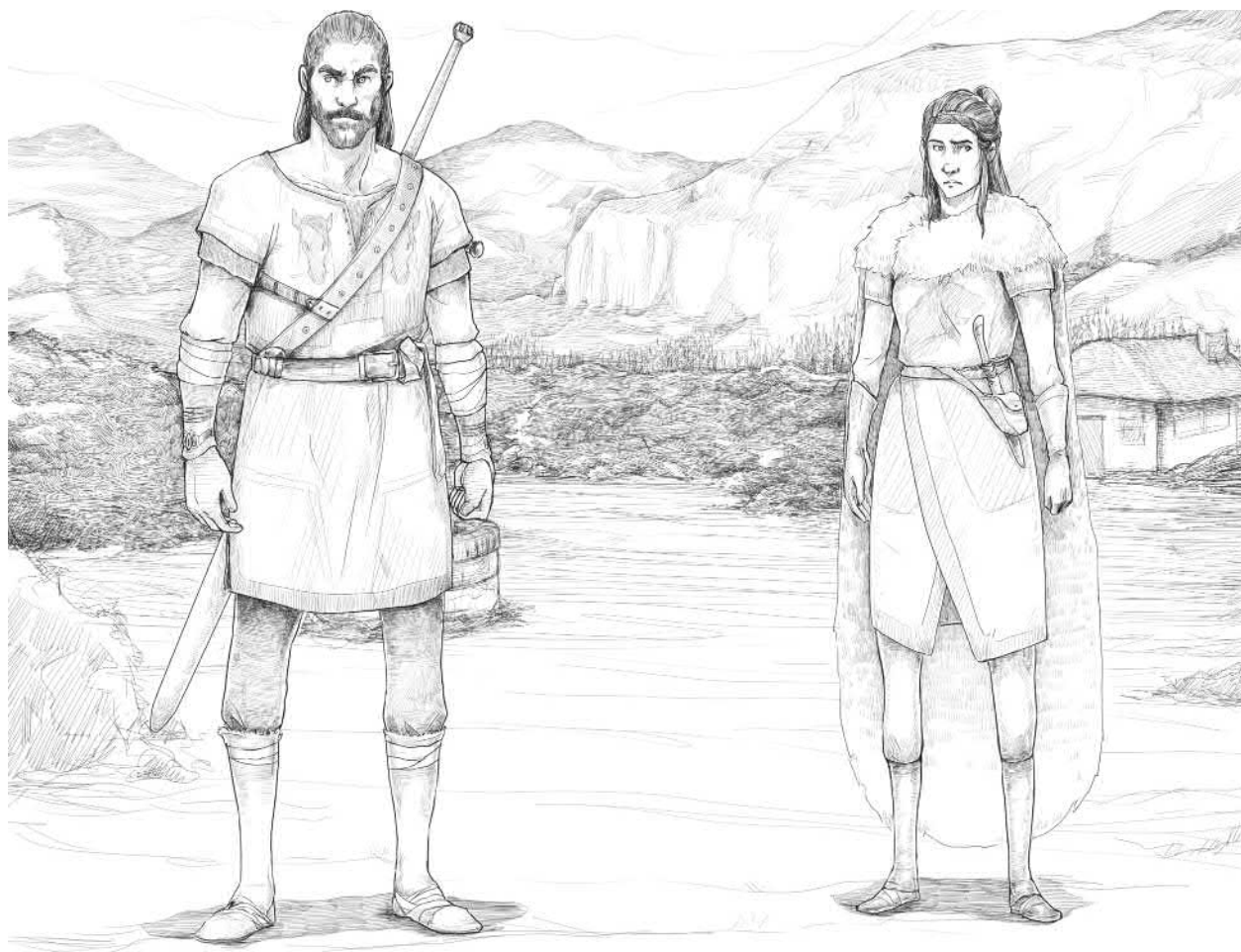
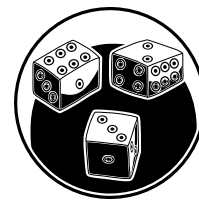
Humans possess an exceptional drive and a great capacity to endure and expand, and as such are currently the dominant race in the world. Their empires and nations are vast, sprawling things, and the citizens of these societies carve names for themselves with the strength of their swords and the power of their spells. Humanity is best characterized by its tumultuousness and diversity, and human cultures run the gamut from savage but honorable tribes to decadent, devil-worshipping noble families in the most cosmopolitan cities. Human curiosity and ambition often triumph over their partiality to a sedentary lifestyle, and many leave their homes to explore the innumerable forgotten corners of the world or to lead mighty armies to conquer their neighbors, simply because they can.

HUMAN RACIAL TRAITS (ALL HUMANS)

- **Medium:** Humans are medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Humans have a base speed of 12" (120').
- **Skilled:** Humans gain an additional +1 to one Non-Weapon Proficiency of their choice at first level.
- **Languages:** Humans begin play speaking Thanic (Common).

The Thanesmen (Nordmen, Norfolk, singular Northman or Nordman; though usually known as Thanesmen or Thanesman) of the Ice Kingdoms are several closely-related races, most having either yellow or red hair and fair skin. Thanesmen usually have blue eyes, though grayish and greenish hues are not uncommon. The Thanesmen are a tall and powerful race as is evident in their physical build, standing an average of over six feet for the

CHARACTERS IN THE ICE KINGDOMS



males. When raiding and pillaging, they are typically vicious and this is often how they are viewed by outside cultures though Thanemen are generally peaceful toward strangers and often greet them with open arms. While Thanic women rarely fight alongside the men in war, they are often charged with the responsibility of managing and defending their homes while the warriors are away, and many a female in the Ice Kingdoms has gained renown by defending her home from raiders, orcs, and monsters.

Despite the traditional male and female roles within the Ice Kingdoms, women are relatively free to conduct business as they see fit, and there are even some that earn a living by the sword.

The Thanemen have a society and culture ruled by a king who typically lives in a hall, and villages are typically built around these halls. Mostly farmers and hunters when not partaking in raids, the Thanemen are quick to feud among themselves and their neighbors.

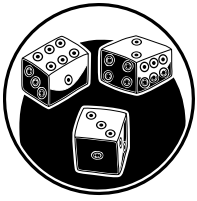
Humans living in the Ice Kingdoms are divided into six major categories: Einheriar, Fenrir, Huirdu, Pohjolan, Ursan and Varyag.

EINHERIAR

The chosen of Uthin, the Einheriar are the standard humans of the Ice Kingdoms.

By far the most populous of the people of the Ice Kingdoms are the Einheriar. Unlike many of the other peoples, the Einheriar do not belong to a single tribe or clan. The Einheriar are spread throughout the Land Bridge area from the shores of the far north along the Frozen Thrones on the coast of the Crown Sea to the southern edges of the Fang Coasts along the Atalac Sea. They can be found to the east toward Courbahl and Adierolf and to the west on the mountainous borders of Dargogran. Most, however, live in the central lowlands between the Grugnifal Mountains and Wolfheim.

Legendarily descended from the union of the first mortal, Syf, and Uthin, the king of the gods, the Einheriar are true warriors and as close to honest nobility as one can find in the Ice Kingdoms. Any semblance of a united culture in the Kingdoms stems from the desire for trade, expansion,



CHAPTER 4

sion, and growth led by Einheriar jarls and thanes. Though quick to repay insult with blood and steel, they are also the most likely of the six tribes to seek peace, counsel, and alliance with their fellow Thanesmen. While this is sometimes for their own gain and power and often for a sense of mutual security, there are times when the Einheriar see themselves as not a separate tribe but as the same people as their fellow Thanesmen in the Ice Kingdoms.

When united forces meet in the Ice Kingdoms it is often a warrior from the Einheriar who becomes the leader or at least stands the best chance of holding the alliance together. Other tribes in the Ice Kingdoms see the holy men of the Einheriar as sacred priests and heed their counsel as strongly as they heed and fear their own wisemen. Most believe that Arfhrd was of the Einheriar and many still believe that when the true Ice King arises he will be of the people of the Einheriar.

FAVORED CLASS

Einheriar are the most versatile of all the people of the Ice Kingdoms, as such they can choose any class they prefer as their favored class.

RESTRICTED CLASSES

Einheriar may only select from the following classes: Bard, Cleric, Druid, Fighter, Ranger, Thief or Wizard (usually Illusionist or Diviner).

SPECIAL TRAITS

+2 To Ability Score of Choice

Courageous Life in the Ice Kingdoms is brutal yet the Einheriar persevere through force of will and faith that they are the chosen people of the gods, destined to win the day and rule the Ice Kingdoms. Einheriar have a +2 on all saving throws against fear.

Warrior Born Einheriar are prepared and trained for battle all their lives and believe they are the chosen of the gods which means they are always ready to act quickly. Einheriar have their initiative improved by 1.

FENRIR

The People of the Wolf are a nomadic tribe of people that inhabit many regions of the Ice Kingdoms. Legend says they are descended from the blood Syf and Fenris from the first war.

Unlike many of the people of the Ice Kingdoms, the Fenrir claim no one territory as home. Instead, the Fenrir are nomadic travelers, surviving by relocating across the great mountains and dangerous woodlands of the Land Bridge,

moving as game and weather dictate. Though nomadic, they're usually found in the central regions east of Arfhrdheim and Thanegard and south of Jotunreach, sticking primarily to a region they call the Packlands.

Devoutly loyal to one another, the Fenrir claim loyalty first to their immediate family, then to their clan, and above that the alliances they have with other tribes and people of the north. They have neither exceptional love nor true hatred of the Ursan, but instead share a natural rivalry with their bear-blooded cousins. However, of all the Thanesmen, the Fenrir hate the Pohjolan the most. It is said that in the early days of Erdegard a Son of Pohjola was born to the chieftain of the Wolf People and that this foul denizen of the dark powers led the tribe to ruin and starvation in his selfish quest for power and sorcerous knowledge. His betrayal led to the coming of the first Hag Queen who was fortunately slain—according to legend by Arfhrd himself—who thus banned the Wolf Men from permanent residence within his kingdom.

THE WARWOLVES

The Warwolves are a sub-clan of the Fenrir. This fractured clan has split off from the main branches of Fenrir society and have embraced the weapons and armor more common to the men of Thanegard than those who dwell in Wolfheim. The Warwolves are primarily mercenaries and bandits who look similar to their more feral cousins but are fond of heavier armors and weapons. They are also more at home on horses than in the woods and hills roaming with wolves. The Warwolves serve as mercenary soldiers in the forces of lesser thanes and outlaws as well as dark sorcerers who need to bend muscle to their deeds. Warwolf bands range in size from 5 to 20 (usually 5 to 10) and roam mainly in the winter months when their more traditional brethren are holed up in their camps and keeps.

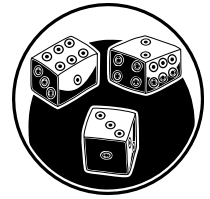
Warwolves follow the same general stats as the standard Fenrir.

FAVORED CLASS

The Fenrir may choose Fighter, Druid, or Ranger as their favored class.

Warrior Druids Fenrir druids gain hit point bonuses from high constitution as if they were fighters (i.e. +3 for a constitution of 17 and +4 for a constitution of 18).

CHARACTERS IN THE ICE KINGDOMS



RESTRICTED CLASSES

Fenrir may only select from the following classes: Bard, Cleric, Druid, Fighter, Ranger, Thief, or Totemic Monk.

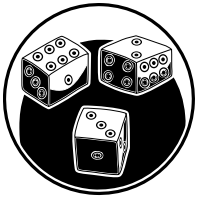
SPECIAL TRAITS

Dexterity +1, Constitution +1, Wisdom +2, Intelligence -1, Charisma -1

Child of Nature The Fenrir have been blessed to be as comfortable in the wilderness as they are at home. Fenrir

gain Survival (Wilderness) as a bonus non-combat skill, and a +1 bonus on Knowledge/Lore (Nature) checks and Tracking if they have these non-combat skills.

Resilient Growing up in the unforgiving wilds of the Ice Kingdoms often forces the Fenrir to subsist on food and water from doubtful sources. The Fenrir have built up their mettle and gain a +1 bonus on all saves against poison, exhaustion, and other similar debilitations.



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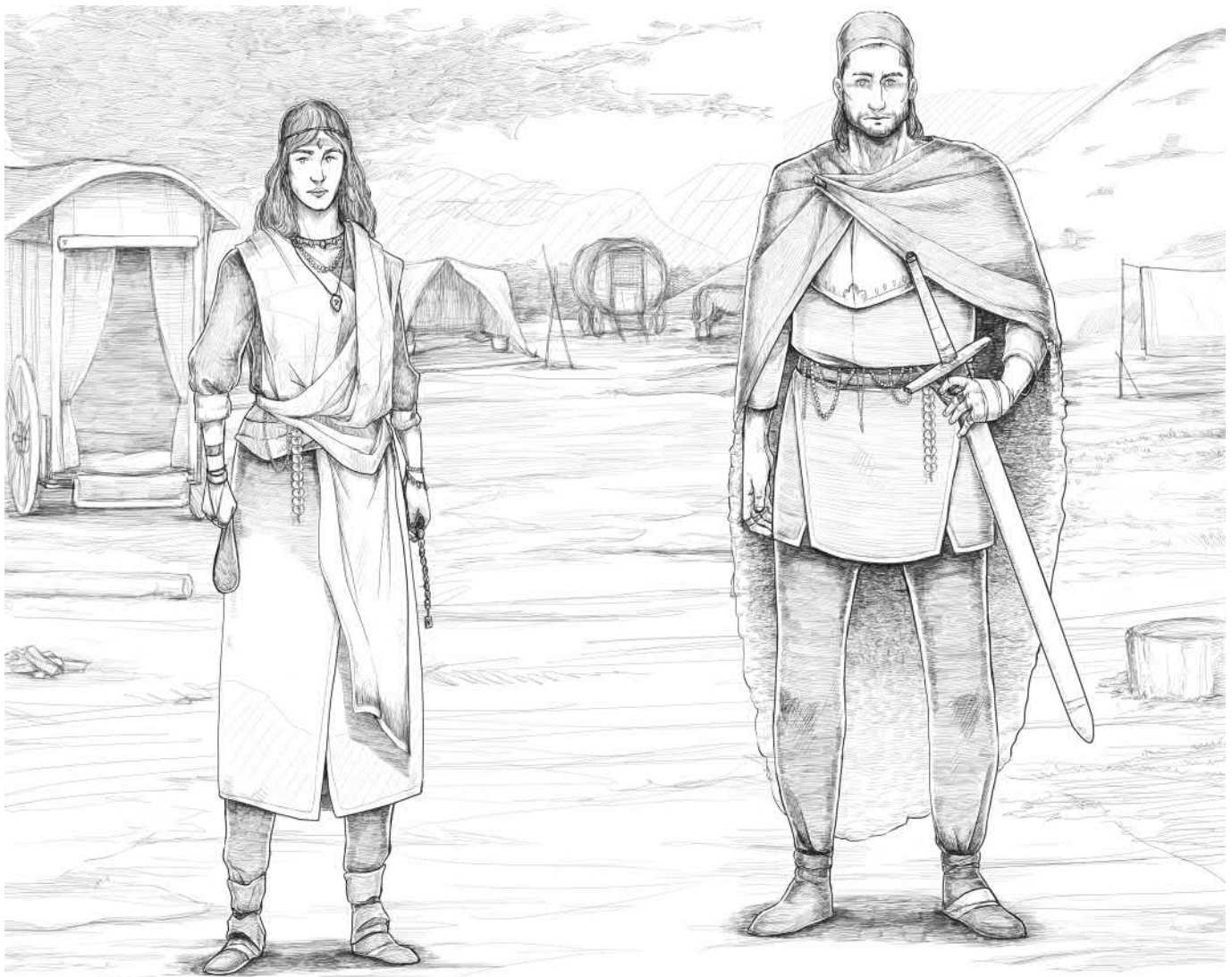
HUIRDU

Descended from Khoss and the Fates, the Huirdu are tied forever to the destiny of the Ice Kingdoms. Often seers, oracles, and medicine men, the Huirdu are feared and valued for their powers of deception and divination.

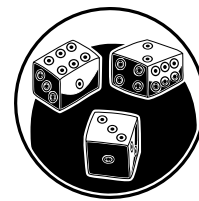
The landless and homeless clansmen of the Huirdu follow no specific migratory path as they roam the Ice Kingdoms, settling in makeshift camps and villages as they travel. The Huirdu are mysterious to outsiders and close to each other in ways that make outsiders feel uneasy and suspicious. The Huirdu have not laid claim to any specific area of land, but claim the night sky as their permanent home. They are often known as wanderers, nomads, and vagabonds.

This status and culture makes them untrustworthy to others. Those of the Huirdu who are not fortunate enough to be able to make a living as an advisor, seer, fortune teller, or medicine man often make a living selling useless charms and potions, performing shows and doing other forms of entertainment, or by engaging in theft, extortion, and cons.

It is not uncommon for Huirdu to leave their clan to search for their destiny on their own or in small bands. These travelers often meet a short end or find riches (or poverty) at markets and refugee camps within the larger Ice Kingdom settlements.



CHARACTERS IN THE ICE KINGDOMS



FAVORED CLASS

The Huirdu are innately touched by the gods. Their favored classes are Cleric, Thief, Bard, and Wizard (usually conjurer, diviner or enchanter).

RESTRICTED CLASSES

Huirdu may only select from the following classes: Bard, Cleric, Druid, Fighter, Wizard (usually conjurer, diviner, illusionist, or enchanter), Ranger, or Thief.

SPECIAL TRAITS

Intelligence +2, Wisdom +2, Constitution -2

Bewitching The Huirdu have an uncanny ability to manipulate others, perhaps due to an alluring physical trait. Their eyes may be a strange color that captivates men and women, or they simply have a talent for twisting others around their finger. When dealing with NPCs whose starting attitude toward them is not hostile, a Huirdu can choose to use this ability to temporarily improve their attitude toward them by a greater degree than normal. The Huirdu may make a Charisma ability check and if successful, they may shift the attitude by one step in any direction they desire. If they fail, the attitude is shifted one step negative.

Magical Talent Either from inborn talent, the whimsy of the gods, or obsessive study of strange tomes, most Huirdu have mastered the use of cantrips. Choose a cantrip. The Huirdu may cast that cantrip once per day as a spell-like ability. This spell-like ability is cast at their highest caster level gained. If they have no caster level, it functions as a

1st level spell. A Huirdu may select another cantrip every 3rd level of experience (3rd, 6th, 9th, 12th, 15th and 18th).

CANTRIP

Cantrips can be done in one of two ways: either as a broad 1st level spell called cantrip or as individual 0 level spells called cantrips. If dealing with just the broad first level spell, then each additional cantrip a Huirdu learns equals an extra time a day they may cast cantrip.

POHJOLAN

Those born with black hearts are said to be of the Pohjolan people, rare individuals who have their fate and destiny tied with evil. Though they can be from any tribe or people, they have different traits and are often removed from their homes at a young age.

The Pohjolan are not a natural clan or tribe of their own, but are instead those born into other clans that have been cursed or tainted by the great hag whether at birth or a young age. These children are plucked from the chords of the great song and set onto a path outside of the plan of the gods by the deceiver. Some of these children manage to not be swayed to the wrong path, others are discovered at a young age and prevented from growing up to be tools of the dark powers, but others manage to hide in the shadows of their family and reach adulthood to find their destiny. Other Pohjolan children vanish into the night to be raised by foul creatures in the woods and hills, hidden away from the world until they are ready to return to it, changed and corrupted completely.

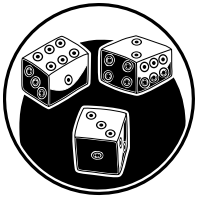
The path of Pohjolan is not a death curse or an automatic condemnation to evil. Legends tell of a few Pohjolan who have been able to resist their final temptations and salvage their lives, if not their souls. But, in general, the Pohjolan are despised by the people of the Ice Kingdoms and those that are discovered are often judged guilty quickly and then executed. However, there are some who have given into their cursed souls fully that can survive such ordeals or else manipulate those around them just enough to hide in plain sight.

While born from the various human clans of the Thanelands, the Pohjolan stand out as they often look sickly, frail, and pale. They have darker eyes and their flesh tends to be shriveled or stretched across the bone. They are usually shorter and of a slighter build than the rest of their birth clan.

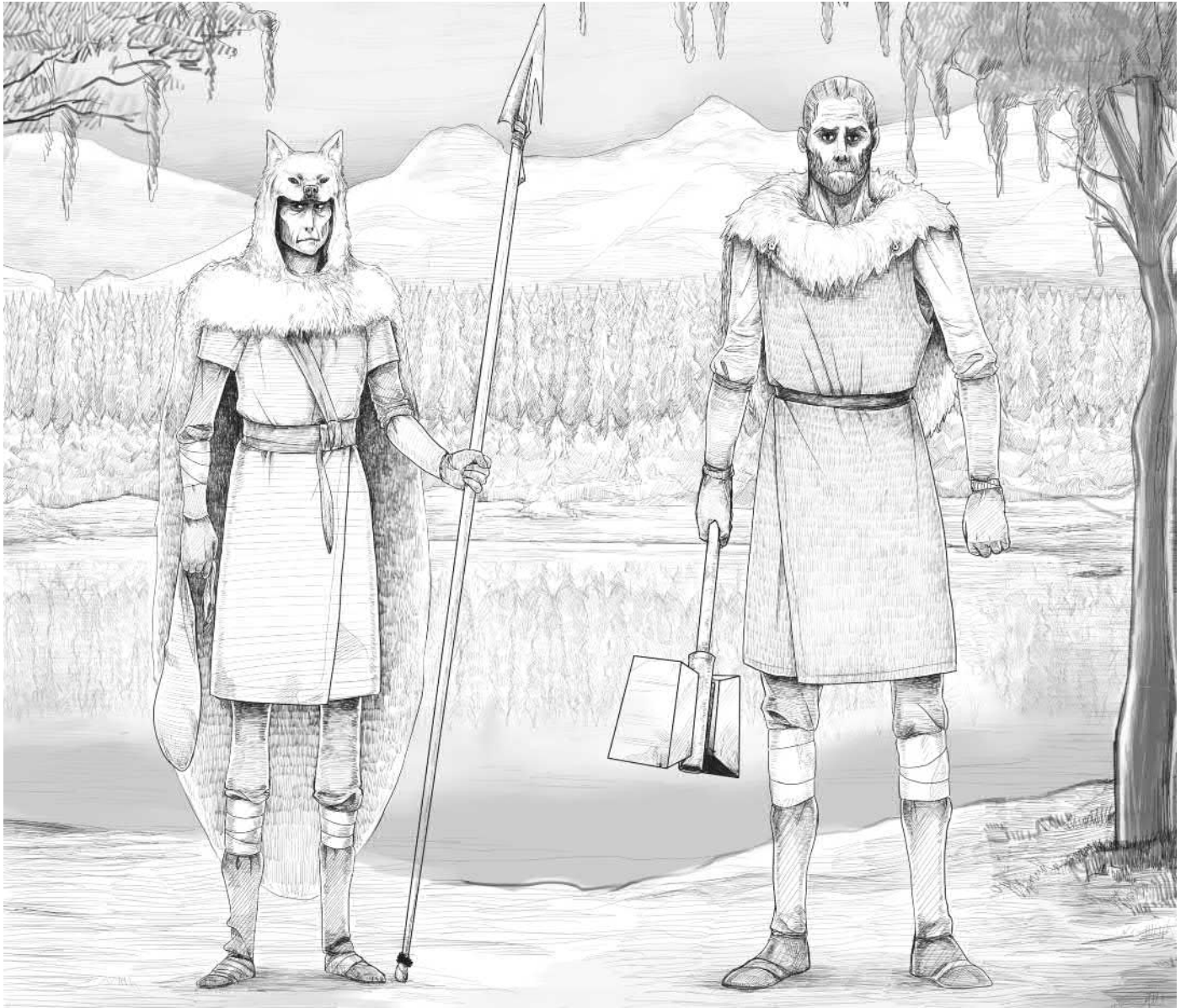
FAVORED CLASS

Pohjolan may pick Wizard (usually illusionist) or Bard as a favored class.





CHAPTER 4



RESTRICTED CLASSES

Pohjolan may only select from the following classes: Bard, Fighter, Wizard, Ranger, or Thief.

SPECIAL TRAITS

Intelligence +3, Wisdom +2, Strength -1, Constitution -1, Charisma -1

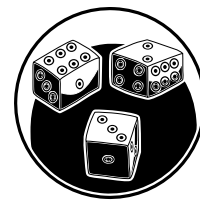
Shadow Born Pohjolan forebearers were noted for their mysterious dealings, sinister reputation, and aptitude for magic. From a young age, they display strange talents that,

it is whispered, are derived from a diabolical pact between their ancestors and an otherworldly being. Pohjolans gain a +2 bonus on all Knowledge/Lore checks in the arcana field of study and with Spellcraft checks due to their arcane upbringing. In addition, their blood is tainted with demonic influence since one of their ancestors was from beyond the veil of reality. Select one of the following trait abilities:

Arcane Nature: Add +2 to their Intelligence or Wisdom for determining bonus spells they can cast each day, allowing them to gather more energy without penalty.

Infernal Glower: They exert a strange influence over oth-

CHARACTERS IN THE ICE KINGDOMS



ers, as their unusual ancestry shines through when they are angry or upset. Their eyes may glow for a brief moment, or the scent of brimstone briefly wafts through the room. The phenomenon allows a Pohjolan to cause fear in an NPC (human only) with fewer hit dice than they have. This is treated the same as the *fear* spell except that it only has an area of effect of a 1" (10') cone from their eyes and the Pohjolan can only affect as many hit dice in total per day equal to their level.

Precognition: Pohjolans enjoy the peculiar ability to catch brief glimpses of the future. Once per day, they can ask a question about the results of an action that they might take or be affected by, allowing them to alter their course of action. There is a percentage chance equal to 60 + their Wisdom score + their experience level that they receive a brief insight about this action's result. If successful, they may alter the next die roll by + or - 3. This die roll can belong to the Pohjolan or someone else.

Pohjolan player characters may also pick one of the two following traits:

Exile Discovered Pohjolans are forced to flee their homes. Chance or fate has brought them back to the Ice Kingdoms, and it is here that their bloodline has caught up to them, leaving them surrounded by those who hate them. They are also being pursued by enemies from their past, and that has made them paranoid and quick to react to danger. Pohjolans gain a +2 modifier on Initiative checks.

or

Adopted The Pohjolan child has gone unnoticed amongst their people or they have successfully hidden amongst a new people. The Pohjolan character may select a trait from one of the clans of the Ice Kingdoms of their choice (human only, there are no non-human Pohjolan characters).

URSAN

People of the far north, the Ursan, or Bear People, come from the land of Rusgard and are fierce warriors of Uthin. Legends tell of shape-shifters and bear-men living amongst their tribes.

At the beginning of Erdegard when Uthin first discovered the mortal woman Syf he was saddened by her loneliness and decreed that she should not be alone but should serve him and Hefreya and she would give birth to the race of man. As gratitude to his brother Khoss for his aid in the war against Thrymtur, Uthin chose to have Syf bear the child of Khoss' most loyal servant, the great bear, and she gave birth to Urs the Bear-Child. The Ursan are of the lineage of Urs and much like their patron they are truly children of the bear.

The Ursan dwell in the north-eastern portions of the Ice Kingdoms in some of the toughest lands imaginable, high in the mountains in a realm called Rusgard. The Ursan are large and burly, noted for their thick beards, strong backs, and fierce rage. The average Ursan is several inches taller than their counterparts from the other tribes and often dozens of pounds heavier. Their size added to their faith and rugged lifestyle give them a natural affinity with bears and other large carnivores and they obsess over bears in an almost religious manner.

This does not prevent them from hunting and killing bears, but when they do so it is a religious ritual, a passage of divine power from bear to man. It is not simply hunting; it is worship and sacrifice. The bear will live on in their blood and in their children. They believe that children conceived shortly after the sacrifice and consumption of a great bear will be blessed first before the gods and are destined for greatness. In fact, one cannot attain status as a shaman or jarl without having slain a great bear on their own.

But bears serve more than just a ceremonial, religious role in the culture of the Ursan. Brown and black bears are often captured and trained to serve as beasts of burden, including performing many acts normally reserved for oxen and other bovine creatures, such as pulling carts and plows (when used). They are also used as pack animals with larger bears serving as mounts for the truly elite amongst the bear clans. A select few clans even have elite war-bears that serve as cavalry mounts in combat. These war-bears are usually grizzly bears though a few clans further north may use polar bears and a few rare individuals are fortunate enough to ride cave bears.

The Ursan are on good terms with werebears when encountered. Unlike the Fenrir who are dire enemies of their lycanthropic doppelgangers, the Ursan see werebears as messengers and prophets of the gods.

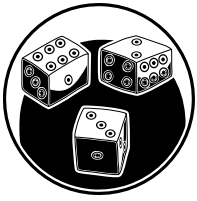
FAVORED CLASS

The Ursan may choose Fighter, Druid, or Ranger as their favored class.

Warrior Druids Ursan druids gain hit point bonuses from high constitution as if they were fighters (i.e. +3 for a constitution of 17 and +4 for a constitution of 18).

RESTRICTED CLASSES

Ursan may only select from the following classes: Bard, Cleric, Druid, Fighter, Ranger, Thief, or Totemic Monk.



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SPECIAL TRAITS

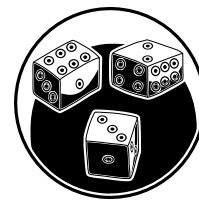
Constitution +2, Wisdom +1, Strength +1, Charisma -2

Mighty Build Ursan are solid and broadly-built, allowing them to use tools and weapons that others would find unwieldy. While an enormous sword might pull someone else off balance, the Ursan have the steady feet and powerful arms needed to use it properly. When wielding a

weapon with two hands the Ursan reduces the speed factor by 1 and adds +1 to damage inflicted.

Bear's Toughness Ursan are stocky, compact, or even overweight. Ursan bodies might be bulkier than normal, but the added mass is muscle and thick bones, not just flab. Ursan resist damage better than others do. Ursan gain +1 hit point per level.

CHARACTERS IN THE ICE KINGDOMS



VARYAG

Cannibals of the north, the Varyag are raiders, barbarians, and berserkers who raid the Ice Kingdoms from their island homes in the Crown Sea. These worshippers of O'Mawj are feared, hated, and hunted. Despite this, it has not been unheard of for Varyag mercenaries to find homes in various armies during times of war.

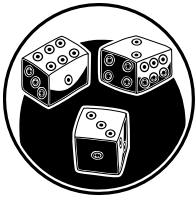
Part-myth and part-truth, the Varyag are a testament to the horrors of survival in the Ice Kingdoms. Once a noble warlord clan loyal to the gods, the Varyag were lead down a dark path that included feasting on the flesh of their conquered foes and engaging in blood sacrifices.

Their chieftain betrayed Arfhrd in battle centuries ago and as a result Arfhrd besieged the chieftain's great hall,

forcing the Varyag to retreat into the mountains or face extinction. The scarcity of game and lack of fertile soil in the rocky and mountainous region of the far north they were pushed to by Arfhrd forced their leaders to make black pacts with dark powers in order to survive. Of the many evil spirits and demons to hear their lamentations, the one who answered was the avatar of O'Mawj, the world devourer.

With his protection and guidance, the Varyag set out to eliminate rival clans and tribes, first through murder, assassination, and war and later with sacrifice and consuming their flesh. The other clans banded together to hunt down the cannibalistic tribes of the north and eliminated them from the face of the Erdegard. But, in secret they survived, in caves and dark holes beneath the earth. Ev-





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ery so often they emerge from their caves and raid villages and caravans, dragging their victims back to their caves for sacrifice and feast.

Some of the clans of the Varyag are more open, building villages and trading posts. Those that become indebted to them, be they slave or serf, eventually find themselves as potential meals to their masters. Other Varyag hide their true identities and find work as mercenaries, secretly taking flesh from their defeated foes as an extra payment for their work.

Besides these savage Varyag clans and mercenaries, there are also Varyag tribes and villages trying to redeem themselves and their people by reinventing their culture and ways. Not every Varyag village is a ravaging den of cannibals consuming human flesh in the name of the demon god O'Mawj. Unfortunately for these "cleansed clans," the perspective of the majority of the Ice Kingdoms is that they are savage cannibals and nothing more. Players may be from these clans and tribes attempting to exist in the shadow of the atrocities of the past, and they will have to live with the stigma and reputation of their past.

FAVORED CLASS

The Varyag have Fighter as their favored class.

RESTRICTED CLASSES

Varyags may only select from the following classes: Bard, Cleric, Fighter, Ranger, or Thief.

SPECIAL TRAITS

Strength +2, Constitution +2, Charisma -2

Bloodthirsty Varyags are a savage people who enjoy the violence of combat and feed off the carnage they create. If a Varyag delivers an attack that immediately causes an opponent to die by dropping to -10 hit points or lower, they gain several benefits. They gain a +1 bonus to damage and a +2 bonus on saves. These benefits last until the end of combat.

Note that the Varyag must deliver a blow that slays a conscious, active opponent. They cannot *coup de grace* or kill a helpless foe to gain this benefit.

Savage Appearance Varyag wear war paint, cover themselves in elaborate tattoos and brandings, and carry gruesome war trophies. Their appearance promises bloodshed and savagery in battles. This tends to startle or cause fear in their opponents. During combat, any opponent with less hit dice than the Varyag has levels that is engaged in combat with a Varyag must make a saving throw against

petrification at the start of the combat. If they fail, they automatically lose initiative for that round of combat. Creatures immune to fear effects ignore this trait while creatures with more than 4 hit dice gain a +1 bonus to their saving throw for each hit dice over 4.

DWARVES (THE GRUGNI)

When the age of the war against the Frost Giants began, Grug, the King Father of the Dwarves, allied himself with Uthin Wolfson and went to war against Thrymtur alongside the gods. Now, years later, the King Father's descendants still dwell in the land of the Thanemen, seeking treasure, revenge, and giantkin blood in the Ice Kingdoms alongside the offspring of Uthin's blood.

The Grugni, more commonly known as dwarves, are a stoic but stern race, ensconced in cities carved from the hearts of mountains and fiercely determined to repel the depredations of savage races like orcs and goblins. More than any other race, the dwarves have acquired a reputation as sour and humorless craftsmen of the earth. It could be said that dwarven history shapes the dark disposition of many dwarves, for they reside in high mountains and dangerous realms below the earth, constantly at war with giants, goblins, and other such horrors.

Dwarves are an ancient race of strong and hearty folk. They prefer to dwell in mountainous regions far from the civilizations of the humans of the Ice Kingdoms. This isolation is a product of their love for mining and their general desire to live among their own kind. They are the foremost authorities on mining and engineering and long to work metals and gems into fine arms, armor, and jewelry.

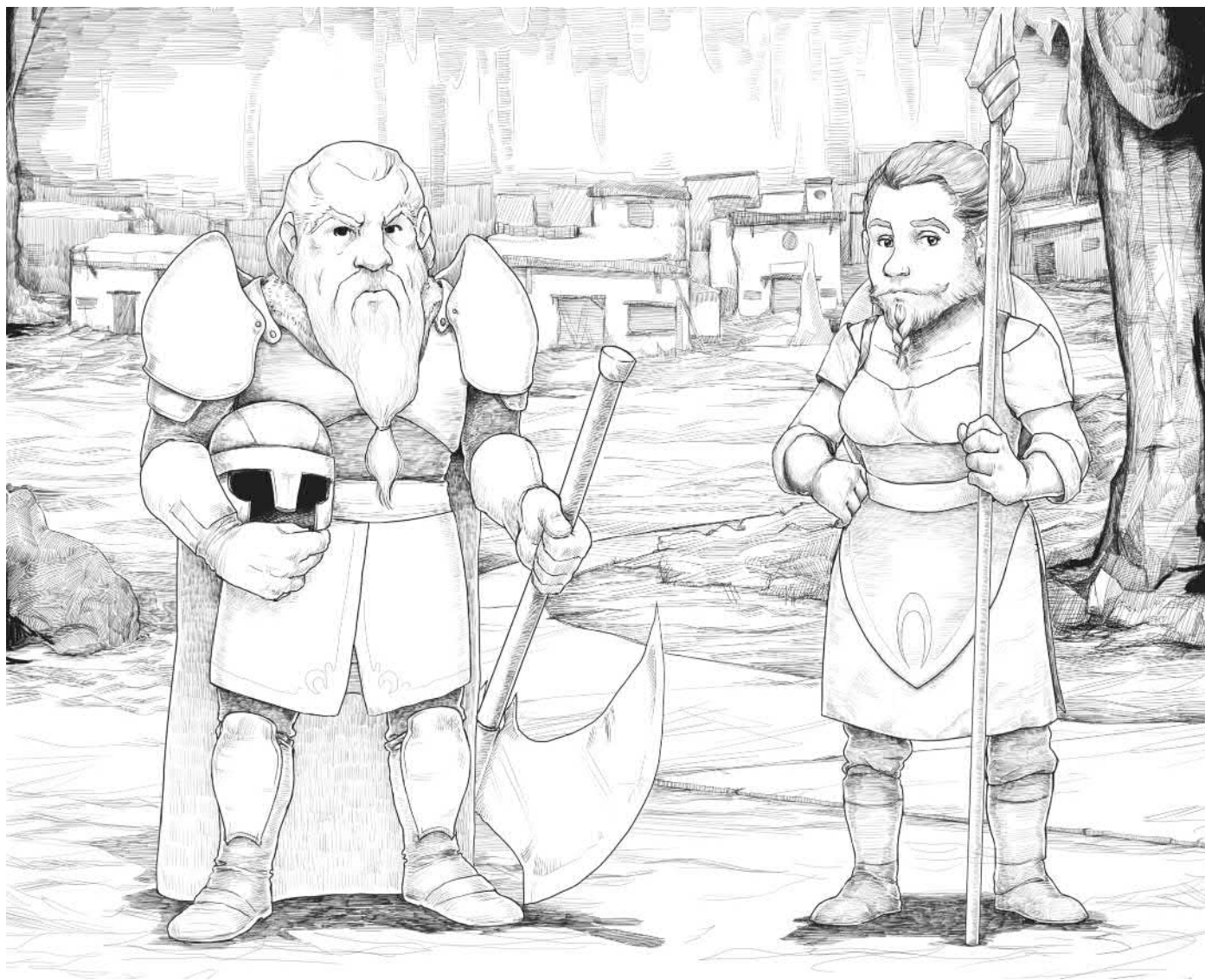
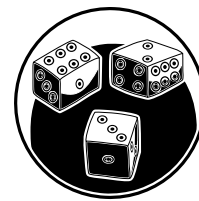
Social relations with other races is tenuous at best, though they tend to get along well enough with gnomes and humans. Other races find dwarves to be rude and crass. Dwarves are simply not interested in diplomacy and pay little mind to the sensibilities of other races, a fact that drives a wedge between elves and dwarves.

Dwarves hate orcs and goblins. These races have been warring against each other for the underworld mines for ages. Dwarves view orcs and goblins as spawns of filth—filth that dirties their sacred mines.

Dwarves stand around 4' tall, but weigh more than the average human. They are strong and have a physical fortitude unmatched by other races. Male dwarves have long and plentiful beards—to not have one is akin to being marked as an outcast. Dwarven females do maintain facial hair; but tend to keep it shorter, braided and trimmed.

Dwarven surnames represent clan history and are often descriptive: Battlebug, Beardslayer, Hammerthrow, Goldsmith, etc.

CHARACTERS IN THE ICE KINGDOMS



FAVORED CLASS

Dwarves have Fighter as their favored class.

RESTRICTED CLASSES

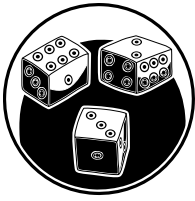
Dwarves may only select from the following classes: Cleric, Fighter, or Thief. According to the myths of the Ice Kingdoms, the dwarves have no souls as a result of a curse placed on them by Uthin after the great betrayal of Umlo (see Umlo the Water Dwarf) and can never be arcane spell-casters (wizards).

SPECIAL TRAITS

Strength +1, Constitution +2, Wisdom +2, Dexterity -2, Charisma -2

Stout Grugni are stocky and compact. Grugni bodies might be bulkier than humans, but the added mass is thicker bones and extra muscles. Grugni resist damage better than others do and therefore gain a +1 bonus to Armor Class. Grugni have a base speed of just 6" (60'), but their speed is never reduced while wearing armor.

Foe of the Giants Grugni have had a long-standing grudge against the giants and their heirs. They have engaged in countless wars and battles since the time of the God War against the Frost Giants when they and their



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Table 4.1: Racial Adjustments for Thief* Skills

Race	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
Einheriar	-	-	-	-	-	-	-	-
Fenrir	-5%	-	+5%	+10%	+10%	-10%	-10%	-
Huirdu	-15%	-	+5%	-	-	-	+10%	-
Pohjolan	-5%	-5%	-	+5%	+10%	-10%	-	+5%
Ursan	+15%	-	+5%	-	-	-10%	-5%	-5%
Varyag	+5%	+5%	+5%	+5%	-	-5%	-5%	-10%
Grugni	-10%	+10%	+5%	-	-	+10%	-	+10%

*includes Ranger, Monk, Bard, and similar class skills.

great Father-King allied with Uthin Wolfson to overthrow Thrymtur. Grugni get a +4 bonus to AC against monsters of the giant subtype. They also receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training they receive against these hated foes. Grugni gain a bonus weapon skill in either the battle axe, heavy pick, or war hammer.

Stonecutting Grugni are natural miners, masons, and stone workers. As such they have superior natural skills with the trade of stonework. When actively searching within 10 feet of natural stone they may make a special check to detect the following:

- Grade or slope in passage: 1–5 on 1d6
- New tunnel or passage: 1–5 on 1d6
- Sliding/shifting walls or rooms: 1–4 on 1d6
- Stone traps and pits: 1–3 on 1d6
- Approx. depth underground: 1–3 on 1d6

They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking. Grugni receive a +2 racial bonus on Appraise checks made to determine the price of non-magical goods that contain precious metals or gemstones.

Sons of Grugnar As the children of Grugnar, Grugni receive many additional benefits. Dwarves can see in the dark up to 6" (60'). They begin play speaking Thanic (Common) and Grugnir (Dwarven).

All magical items used by a dwarf that aren't specific to their class have a 20% chance of failure. The dwarf may try again, but that specific activation fails and a charge is spent if applicable. Dwarves' non-magical nature gives them a +1 bonus for every 3.5 points of constitution to saving throws vs. wands, staves, rods, and spells. Dwarves receive the same bonus for saving throws vs. poison.

RACIAL ADJUSTMENTS FOR THIEF SKILLS

Thieves receive adjustments to their their skills according to their race, as per Table 4.1.

RACIAL RELATIONS

Use Table 4.2 for basic racial relations. These are guidelines and not set in stone.

These relations can modify reaction rolls during encounters as the GM sees fit, with the following suggested modifiers.

- **P**: +3 reaction rolls
- **G**: +2 reaction rolls
- **T**: +1 reaction rolls
- **N**: no modifier to reaction rolls
- **A**: -1 reaction rolls
- **H**: -3 reaction rolls

Table 4.2: Racial Relations

	E	F	H	P	U	V	G
Einheriar (E)	P	G	T	A	T	H	G
Fenrir (F)	G	P	N	A	N	H	N
Huirdu (H)	T	N	P	N	N	A	N
Pohjolan (P)	A	A	N	P	N	N	T
Ursan (U)	T	N	N	N	P	H	G
Varyag (V)	H	H	A	N	H	P	H
Grugni (G)	G	N	N	T	G	H	P

P is Preferred, G is Good Will, T is Tolerant, N is Neutral, A is Antagonistic, H is Hatred

CHARACTERS IN THE ICE KINGDOMS

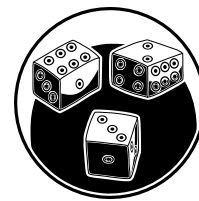


Table 4.3: Height and Weight

Race	Base Height	Modifier	Base Weight	Modifier
Grugni	43"/41"	1d10	130 lbs./105 lbs.	4d10
Einheriar	62"/60"	2d10	145 lbs./100 lbs.	6d12
Fenrir	63"/60"	2d10	150 lbs./100 lbs.	6d12
Huirdu	60"/59"	2d10	140 lbs./100 lbs.	6d10
Pohjolan*	-2"/-3"	2d10	-10 lbs./-10 lbs.	6d10
Ursan	65"/62"	2d10	160 lbs./100 lbs.	7d12
Varyag	64"/63"	2d10	150 lbs./100 lbs.	7d12

*For Pohjolans select another human race for base height and weight and then apply modifiers listed.

Table 4.4: Age

Race	Grugni	Einheriar	Fenrir	Huirdu	Pohjolan	Ursan	Varyag
Base	40	15	15	15	15	15	15
Variable	5d6	1d4	1d4	1d4	1d4	1d4	1d4
Max	250 + 2d100	90 + 2d20	80 + 2d20	100 + 2d10	60 + 1d100	70 + 2d20	65 + 1d20
Young Adult	40	15	15	15	15	15	15
Mature	60	20	20	25	18	20	20
Middle Age	125	45	40	50	35	40	40
Old Age	167	60	55	75	50	55	55
Venerable	250	90	80	100	60	70	65

Young Adult*: +1 Constitution, -1 Wisdom

Mature*: +1 Strength, +1 (0) Wisdom, +0 (1) Constitution

Middle Age: -1 (0) Strength, -1 (0) Constitution, +1 Intelligence, +1 (2) Wisdom

Old Age: -2 (-2) Strength, -2 Dexterity, -1 (-0) Constitution, +0 (1) Intelligence, +1 (3) Wisdom

Venerable: -1 (-3) Strength, -1 (-3) Dexterity, -1 (-2) Constitution, +1 (2) Intelligence, +1 (4) Wisdom

The number in parentheses is the cumulative modifier for the ability score and takes into account all previous age category modifiers to that ability score. If a character is created at that age, apply the modifier in parentheses. Otherwise apply modifiers as characters age.

*Most starting characters will be either young adults or mature, be sure to add in these ability score modifiers during character generation.

Table 4.5: Age Modifiers for Class

	Human	Grugni
Cleric/Priest	+1d6	+5d20
Magic User/Wizard	+3d8	+3d8
Fighter or Thief	+0	+0
Specialist Class	+1d6	+1d6
0 Level Character*	-1d6	-1d20

*Only apply character's base age, variable and modifier for being 0 level.

Note: 0 level characters cannot have any ability score other than charisma and dexterity higher than their age until they reach 1st level.

HEIGHT, WEIGHT, AND AGE

After assigning ability scores and choosing a race and gender, the player should choose his character's height, weight, and age or roll for them randomly. Age has effects on a character's ability scores. There are three steps

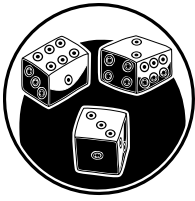
to aging: middle, old, and venerable. Each step provides a cumulative penalty to physical ability scores and a bonus to mental scores. The GM secretly rolls a variable to determine the maximum age of a specific character.

Some effects magically age a character. Characters do not gain the mental bonuses of magical aging but do gain the penalties applied. Effects that reduce a character's age likewise removes the physical penalties but not the mental bonuses.

ABILITY SCORE RANGES

When choosing a race, rolled abilities must meet or exceed minimum abilities indicated for each race. If an ability score is greater than the maximum allowed, the ability must be lowered to match the maximum. Ability racial modifiers may be applied to raise an ability to meet the minimum.

Bonuses from racial modifiers, age and level bonuses cannot raise an ability score above the listed maximums. However magical items and other enchantments can per-



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Table 4.6: Ability Score Min/Max

	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
Einheriar	6/18*	3/18	6/18	5/18	6/18	7/19
Fenrir	3/18*	6/18	6/18	6/18	3/18	3/18
Huirdu	3/18 [†]	3/18	3/18	7/18	7/18	8/18
Pohjolan	3/18 [‡]	3/18	3/18	9/18	9/18	3/18
Ursan	7/18*	3/18	9/18	3/18	5/18	3/18
Varyag	7/18*	3/18	6/18	3/18	3/18	3/17
Grugni	8/18 [§]	3/17	12/20	3/18	6/18	3/16

*May have exceptional strength up to 18 (100)

[†]May have exceptional strength up to 18 (75)

[‡]May have exceptional strength up to 18 (90)

[§]May have exceptional strength up to 18 (99)

mit a character to surpass a racial restriction. An ability score can be reduced below the minimum ability score number, but a character must meet this requirement at character creation in order for the race to be selected.

CHARACTER CLASSES OF THE ICE KINGDOMS

As mentioned in the introduction, The Ice Kingdoms is set up to be a campaign setting using classical early edition fantasy role playing game rules (preferably First or Second Era) and fits well with several modern games designed on those principles (see "Games to Play" in Appendix N). The following rules are recommendations for classes for characters and modify existing rules from these types of games. They also provide suggestions on how to use certain classes that may or may not exist in the various editions of the game.

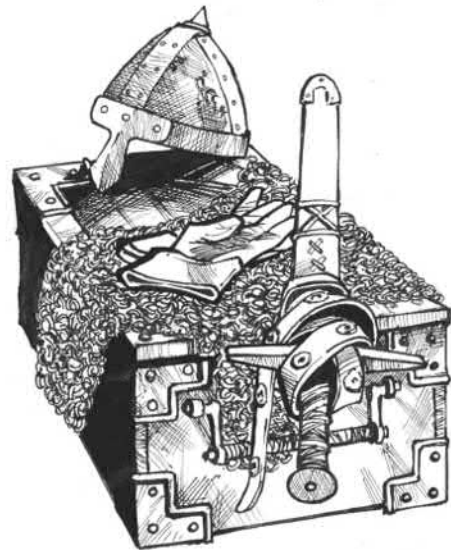
DUAL CLASSING

Dual-class characters are humans who elect to switch from one class to another. The character class of a non-human represents talents and abilities that are somewhat more innate than those of humankind. Humans are more flexible and can generally become more skilled in any one class than non-humans, but, lacking the innate talents of the other races, they can only focus upon one class at a time.

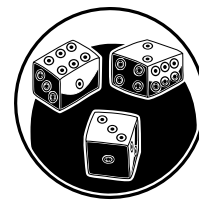
In order to switch from one class to another, the human character must have an ability score of 15+ in the prime requisite(s) of the original class and of 17+ in the prime requisite(s) of the new class, with the exception of becoming a fighter or thief where only a 14+ is required. If a class does not have a prime requisite, then the character is required to have a 17+ in the ability most closely related to their character class and at least one other ability score of 17+. The GM should use his or her best judgment for what abilities are required (for example, an assassin would

be based on dexterity while an illusionist would use intelligence). The character retains his or her hit points. He or she can use the particular abilities of the original class, but doing so will cause the character to forfeit all experience points from that encounter (as determined by the GM). This restriction applies until the character has advanced in the new class to a level at least one higher than was attained in the original class.

When the character begins the process of learning a new class, he or she gains the abilities of the new class as a first level member of that class, and all experience is applied to progressing in the new class. The character gains no additional hit points until reaching a level in the new class one higher than in the original class, after which time the char-



CHARACTERS IN THE ICE KINGDOMS



acter's hit points advance as per the new class. The character gains a number of proficiencies equal to the amount the new class normally has at first level minus the number their first class had a first level. If this number is negative then they receive no extra proficiencies at first level.

Unlike multi-class characters, dual-classed characters cannot perform the functions of several different classes simultaneously. So, for example, an elven fighter/magic user could cast arcane spells while wearing armor, but a human dual-classed fighter and magic user would have to remove his or her armor to do the same thing.

However, with dual-classed characters, any combination of classes is possible, provided the character qualifies in terms of ability scores and can comply with any relevant alignment restrictions. Theoretically, an individual with very high ability scores could play a cleric/paladin or a magic user/illusionist.

A character may return to his or her original class (or any other previous class) but once again is reduced to level one as above, retaining hit points and other fixed statistics. However, unlike normal dual classing, when switching back to a previous class you can use all of the abilities of that class that you already possess without penalty but you will not gain new abilities until you reach a level above the last previous level you held in that class.

Example: A character is a Magic User and achieves the 4th level of experience, but then switches to a thief. Upon reaching 5th level thief, the character decides to return to being a magic user. Since he has already been a magic user, he can perform all of his functions as a magic user at 4th level, even though he has returned to 1st level. He cannot gain new spells or other abilities, or cast spells at an ability greater than 4th level of ability until he earns enough experience points to make it to 5th level Magic User (after restarting at 0 XP).

THE COMMON CLASS

In the Ice Kingdoms, the common class is a reference to the character classes of Fighter and Thief. Because these classes are so common and so mundane, they are easier to learn and multiclass with, especially together. If a character begins his or her career as a thief or fighter (though not one of the subclasses of a thief or fighter) then he or she can dual class to the other with less penalties. First of all, they only need to have a 13 in the prime requisite for the original class and a 15 in the new class. Secondly, if and when they decide to switch back to the original class they do not go all the way to 1st level, but instead go back to the minimum experience points needed to be at the beginning of the last level they attained in that class.

Example: Arnault is a 3rd level fighter who decides to switch to thief. After reaching 3rd level in thief Arnault decides to return to being a fighter. Normally he would go back to 0 experience points as a level 1 fighter (though because he had already been a fighter he would still fight as a 3rd level fighter), but since he is switching between the two common classes he doesn't return to 0 experience points and level 1 but instead has 4,001 experience points and is 3rd level.

NOTE: All experience point quotes are generalized numbers, the specific number required to advance a level may vary from game system to game system.

SPECIALIST CLASSES

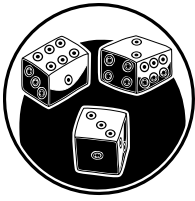
Many other classes exist in various versions of these fantasy role playing games, and while these classes may exist in other corners of the world of Eordan, they are not typically available in the Ice Kingdoms. Classes such as acrobat, cavalier, paladin, psionicists, etc. just aren't normally available for players. However, a GM may allow a non-Ice Kingdoms character to enter the Thanelands and retain all of his or her abilities for these non-standard classes, but it is not mandatory to allow this. It is up to each individual game master to decide if this is permitted or not.

The following recommendations for using these classes should only be used if you do not have sufficient rules for them. It is best to use whatever rules you have available than to use the quick-start suggestions below.

The Bard varies throughout various eras of games. Sometimes it appears as a straight class while at others it is a special prestige class. The Ice Kingdoms assumes it is a straight class that is similar to the thief class (weapons and armor allowed, fighting ability and saving throws, experience points and level chart) but with the bardic special abilities. If the game you are using doesn't have bards then treat them as thieves but with a -15% penalty to all thief skills (receiving bonuses from high dexterity, race, and armor as normal) and the ability to cast magic user spells starting at second level (use the cleric spell progression though) with a limit of 4th level spells.

Assassins are another variant of the thief class. They may use any weapon and do not gain thief skills until 3rd level (treat as 1st level thieves for thief skills once they reach 3rd level), but do have backstab at first level. Their backstab is always treated as one multiplier higher than a standard thief of the same level as the assassin ($\times 2$ damage is $\times 3$ damage, $\times 3$ damage is $\times 4$ damage, and so forth).

Other classes that may be absent are the Barbarian, the Ranger, and the Monk, depending on what old school rule set you are using. They are all simply modified fighter/thief hybrids with different fighting styles and can



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easily be treated as simple fighters. The Barbarian would instead use a d12 hit die, gain double dexterity bonus to AC and double constitution bonus to hit points, but suffer a 50% experience penalty (or just double the XP to level up) and should be restricted to only wearing non-bulky armor. The Monk would require more work to kit bash, but a little work would accomplish this task (see the Totemic Monk).

Rangers are a very important class in the Ice Kingdoms. If the game you are playing does not allow Rangers to hear soft noises, climb walls, move stealthily, and hide in shadows, then in a game set in the Ice Kingdoms they can. Simply add these skills at a level of ability equal to a thief of the same level. If using these abilities in an urban setting, the chances are reduced by half. If the game you are playing doesn't have rangers, treat them as fighters with move stealthily, hide in shadows, and tracking abilities following the guidelines above. Their ability to track is 20% + 10% per level. In either case these modified rangers (or fighters) must pay an experience point penalty of 10% when advancing a level (so if they normally need 2000 experience point to reach 2nd level they would now need 2200).

However, the quickest way to do this is to let characters that can have these classes instead use the multiclass rules, with a Bard being a Magic User/Thief, a Monk being a Fighter/Thief and the Barbarian simply being a Fighter. Variations of these classes are available in different eras of the game as well as in fanzines, magazines and other easy-to-obtain content.

SORCERY

In the Ice Kingdoms (and the world of Eordan as a whole), sorcery is a dark art learned from foul spirits for the purpose of punishing mortals or freeing the imprisoned souls of extra-dimensional beings that have powers which rival those of the gods.

Sorcerers are specialized variation of the dual class rule involving clerics and magic users. Sorcery is a special kind of magic that is very potent and very dangerous. Sorcery is a mixture of divine knowledge and arcane power than any standard form of magic that exists in other regions of Eordan. Sorcery is the art of magic that comes from pacts, deals, and association with other planar beings, usually demons and devils, but it may also be with archaic gods, elemental lords, ethereal spirits, or any other outsider who can grant powers or provide knowledge to a mortal host.

To become a sorcerer of proper ability one begins with a quest for knowledge. In this pursuit, they gain some sort of contact or way of communicating with the extraplanar being that instructs them in arcane arts or grants them knowledge that allows them to duplicate arcane abilities. A sorcerer therefore begins his or her career more or less as a cleric, but instead of having to abide by some strict

ethos or religions behavior these clerics simply seek to appease, bribe, or otherwise trick or convince their "deity" into granting them power.

After advancing two or three levels, the sorcerer changes his or her character class from cleric to one of the arcane spellcaster character classes.

SORCERER

In order to be a sorcerer a character must have an Intelligence 17, a Constitution 13 and a Wisdom 15. The Intelligence 17 is required because they must eventually dual class to magic user or Illusionist (or other specialist if used in the game; they prefer conjurors, illusionists, and diviners). However, for each extra level after the 2nd attained in cleric, the sorcerer can reduce the Intelligence requirement by 1 to a minimum of 14 (so a 3rd level cleric only needs an Intelligence of 16 to dual class, if they were 4th level the requirement would be an Intelligence of 15 and so forth). A sorcerer who does not switch by 6th level cannot dual class and benefit from the sorcerer bonuses.

While the sorcerer is a cleric (and for using clerical spells afterwards) the character does gain extra spells based on high Wisdom but must use their Intelligence score to determine maximum and minimum spells known and chance to learn a spell as if they were an arcane caster. Furthermore, as a cleric they only receive d6, not d8, for hit dice and use Magic User saving throw tables and to hit tables.

Since the sorcerer's powers are derived from arcane lore learned and channeled through otherworldly beings, their spells tend to pack more strength than those used by other spellcasters of comparable levels. Once they switch over to the arcane spellcaster class, the sorcerer can cast spells learned as an arcane caster at a level of experience equal to the sum of their cleric and arcane caster class levels. They do not learn more spells, knowing a number of spells based on their arcane caster level, but the power behind their spells is increased from their connection to the extraplanar being they serve.

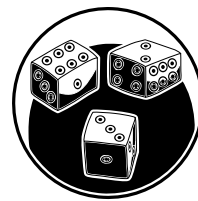
The sorcerer maintains his or her clerical spells and powers but they remain frozen at their last level of experience.

Only humans may be sorcerers and they may only be of evil alignments. Both of these restrictions can be ignored by GMs if they so desire, especially if these rules are being used outside the Ice Kingdoms setting. However, they will almost always be viewed as evil until they prove themselves otherwise.

DEMI-SORCERER

The demi-sorcerer is a character who dual classes into an arcane caster class from another class that is not a cleric. In order to do so they must fit all other requirements of a sorcerer as normal (and no not gain the Intelligence modifier

CHARACTERS IN THE ICE KINGDOMS



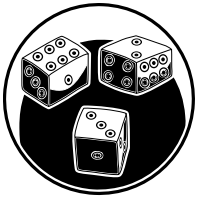
for higher levels) but must be able to cast spells from some means, be it through scrolls or other magical items (potions do not count and the item must be of semi-intelligent status). Unlike a true sorcerers they do not add their levels together for spell strength, but instead add one half of their previous class level to their arcane caster level.

A SIMPLE SORCERER

The sorcerer rules above can be quite complicated and are not necessarily intuitive to use. Anything that requires so much book keeping should have a simpler al-

ternative as an option. If a GM or player desires an easier way of handling sorcery that still retains that otherworldly aspect of planar beings and soul-selling, sanity-reducing pacts, deals, contracts, indoctrination and sacrifices, then the simplest way is to allow the character in question to be a cleric/wizard multiclass. This will increase the number of spells known, the variety of spells, and the range of power a sorcerer may have.

A truly devious GM may even set up the sorcerers in his game as a variation of specialty priests who are permitted to multiclass with wizard or bard for added abilities and power.



CHAPTER 4

DRUIDS

Druids exist in the Ice Kingdoms though they vary slightly from the traditional druid class. The tenets of druidic faith and tradition remain largely unchanged from the general druid class. They worship an ancient version of Uthin usu-



ally known as Wuth (or Vuth). To them, however, the wider pantheon of the Thanic gods is nonexistent, with the other gods taking on more traditional roles of mortal characters, sorcerers, and demons (or devils as the case may be). The worship of Wuth is the worship of the World Tree and its caretaker (Wuth) and Wuth's mother (the great wolf or bear depending on druidic sect).

Thanic druids cast spells much like standard druids, but also may use runes in the place of the standard material components. Their weapon and armor selection remains unchanged with most preferring no armor and spears (in fact, proficiency and possession of a spear is required at first level of experience).

The biggest change is in their special abilities. A Thanic druid is limited in their shape-shifting special abilities. They may only shape-shift into a bear or a wolf. If they are members of the Fenrir or Ursan clans then they may only shape-shift into the animal related to their clan (wolf for Fenrir and bear for Ursan).

However, Fenrir and Ursan druids gain hit point bonuses from high constitution as if they were fighters (i.e. +3 for a constitution of 17 and +4 for a constitution of 18).

For more on druids see the entry on Uthin in Chapter 9.

NOTE: Other gods may also have druids as their priests; these are also covered in Chapter 9.

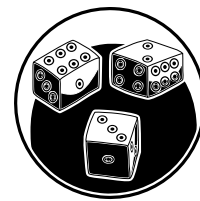
TOTEMIC MONKS

Characters from the Ice Kingdoms that are permitted to take the monk class are actually Totemic Monks.

Totemic monks are spiritual warriors who have attuned their bodies to nature and their patron animal, usually a wolf or bear. They live like these animals, survive like these animals, and, all things considered, worship these animals. They become attuned to the nature and spirit of the animal and are capable of taking on temporary aspects of the animal. As they run faster they shimmer in a blur of movement that looks more animal than man and as they strike unarmed it appears as if their arms and hands become the claws of a beast. They tend to be hairier than their brethren and act as loners. Unlike normal monks, they do not form monasteries or cloisters but generally live alone or in small packs of two to three monks. When they level up, they must fight their spirit animal which appears as a human-animal hybrid form of the creature they represent but with identical stats to the monk being challenged.

In game terms a Totemic Monk is a specialty priest (see Chapter 9).

CHARACTERS IN THE ICE KINGDOMS



TOTEMIC MONK

Spiritual Force

- **Alignment:** Any Neutral (NG, CN, TN, LN, NE)
- **Ability Requirements:** Strength 15, Dexterity 15, Constitution 11, Wisdom 15
- **Weapons Permitted:** Hand axe, battle axe, dagger, spear, short sword, long sword, broad sword, and club. Additionally, a Totemic Monk may specialize in unarmed combat as if they were fighters.
- **Armor Permitted:** None
- **Shield:** No
- **Poison/Oil:** No/No
- **Spheres:** All, animal*, elemental*, healing*, plant*
- **Turn Undead:** No

- **Granted Powers:** **1)** Totemic monks receive exceptional strength and hit point bonuses as if they were fighters; totemic monks move stealthily, hide in shadows, climb walls, and detect noise as a ranger; bonus skills (leaping, running, tumbling, one unarmed combat specialization); unarmed attacks inflict 1d3 damage; special: When a totemic monk specializes in unarmed combat their AC also improves by 1 along with their attack and damage bonuses; **3)** speak with animals as a druid (bear or wolf only); unarmed attacks inflict 1d4 damage; can hit creatures hit by +1 or better weapons with their unarmed attacks; **5)** immunity to disease as a paladin; unaffected by slow (and also haste) spells and effects; unarmed attacks inflict 1d6 damage; can hit creatures hit by +2 or better weapons with their unarmed attacks; **7)** bonus spell (feign death, 1 time per day per level); lay on hands as a paladin (self only); unarmed attack rate becomes 3/2; unarmed attacks inflict 1d8 damage; can hit creatures hit by +3 or better weapons with their unarmed attacks; **9)** +2 to save against beguiling, charms, hypnosis, and suggestion spells (this increases by +1 per level after 9th); treated as if they have an 18 intelligence and wisdom to resist telepathic or mind blast-based powers/spells; unarmed attacks inflict 1d10 damage; can hit creatures hit by +4 or better weapons with their unarmed attacks; **12)** immune to poison; immune to geas and quest spells; unarmed attack rate becomes 2/1; unarmed attacks inflict 1d12 damage; can hit creatures hit by +5 or better weapons with their unarmed attacks.
- **Restrictions:** Totemic monks never have hirelings and do not gain followers; they may only use the following magical items: weapons, rings, and those miscellaneous items that a thief can use; monks may have no more than five magical items of which only two may be weapons; totemic monks follow the same restric-

tions as druids for numbers and advancement beginning at 7th level instead of 11th (see: Druids).

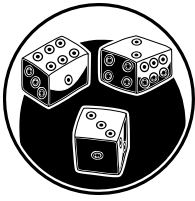
- **Special Restriction (Ursan):** An Ursan totemic monk may only interact with other Ursan totemic monks for training and leveling up purposes. They never adventure together, live together, or otherwise gather in groups save for once every ten years. If on an adventure where more than one Ursan totemic monk is present, each Ursan totemic monk suffers a 10% experience penalty for every Ursan totemic monk involved.
- **Special Restriction (Fenrir):** A Fenrir totemic monk may only interact with other Fenrir totemic monks for training and leveling up purposes, unless they are traveling in small groups they call packs. If on an adventure where more than three Fenrir totemic monks are present, each Fenrir totemic monk suffers a 10% experience penalty for every Fenrir totemic monk present past the third.

VALAGARD PALADIN

While the heart of every Ice Kingdom warrior is fearless in combat, very few live up to the true pinnacle of devotion to fate and the will of the gods as a Valagard Paladin. To truly be a servant of the saga of the Ice Kingdoms, one's own people must come first and foremost if those people are the gods. A Valagard paladin is such a paragon, serving his life in not only the defense of his family and kin, but of his lord and the gods above them. A Valagard paladin gives of himself (or herself) to the people, protecting them, championing them, and sacrificing for them. They ask for little in return and offer their lives if need be.

Unlike normal paladins, a Valagard Paladin may be a raider like much of their kinfolk, but they respect their foes and are merciful when they can be. They seek to gain the wealth and provisions to help their people to survive and while they will do all that they can to ensure this, they will not inflict unnecessary suffering or turmoil if they can prevent it. However, the Valagard paladin is more comfortable with hunting the enemies of their people—such as orcs, trolls, and hags—and they are less interested in the gaining of wealth and power. They take as much as they need and move on toward defeating more powerful foes and making more villages and halls safe for their people.

A true Valagard Paladin does this on more than just a whim. They are often called on by the gods or priests to take up the quest of protecting their kinfolk from the evil infecting the kingdoms. They usually serve a single patron deity, most often Varstraea, Syf, or Udriel, though most gods are possible. It is not a life one usually desires as it often ends in a painful death and is often filled with loneliness. The ultimate honor of their song is at its end, falling while defending the weak.



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In game terms, a Valagard Paladin is a temporary dual classing. When a character is of appropriate alignment (Lawful Good) and class Fighter or Cleric) and the need arises (such as a quest assigned by their god), the character becomes a paladin for the duration of the need. Once the quest or duty has been fulfilled the character reverts to their previous class.

DEMI-HUMAN MULTICLASSING

Demi-Humans who multiclass no longer split their earned experience points once they reach their maximum level in one of their classes. Only classes that can still advance have the experience points divided between them.

MULTI-CLASS AND DUAL-CLASS SYNERGY

Some multi-classing (and Dual Classing) options lead to a unique synergy of skills and abilities. Classes such as thief, ranger, bard, and some specialty priests have certain skills (commonly called thief skills) that overlap. If a character is multi-classed (or Dual Classed) and both classes have the same skill, that skill gains a +5% modifier to it.

HUMAN MULTI-CLASSING

Eordan (and therefore the Ice Kingdoms) has several unique features from the standard adventure campaign. The main difference is the exceptional nature of the human soul. Humans from Eordan can take up many practices and master many skills so they alone are permitted to multi-class using the following legal combination of classes:

- Fighter/Thief
- Fighter/Wizard
- Fighter/Wizard/Thief
- Ranger/Thief
- Ranger/Wizard
- Wizard/Thief

Wizardry takes an incredible amount of study, focus, and dedication to master. For that reason, multi-classed wizards are limited to the 4th level of ability. In addition, every time one of the other classes of the multi-class combination gains a level beyond the 4th level of ability, this limitation on wizardry is reduced by 1 level until the wizard class is stuck at 1st level of ability.

Example: A 4th level fighter, 4th level wizard gains a level as a fighter and therefore loses a level as a wizard becoming a 5th level fighter and a 3rd level wizard. Any hit points gained from the wizard class at 4th level

are retained but all other abilities are lost. Wizard/Thief characters do not reduce their level of wizard if they go above level 4 as a thief, but they still may not go above 4th level as a wizard.

A multi-classed wizard can decide to focus on their magical studies and stop advancing in any other class. However, every time they advance a level as a wizard, they must reduce another class by 1 level. In the above example, if a 4th level wizard/4th level fighter earns a level as a wizard, they become a 5th level wizard, 3rd level fighter. A character that focuses solely on magic can have their other classes reduced to 0. When this happens, they are not permitted to use any of the abilities, weapons, armor or other abilities of their former classes.

This limitation only applies to human multi-classed wizards.

THIRD ERA CLASSES

If using Third Era or later games, use all rules as written in those books. Follow the ability score modifiers (page 38) and dice roll modifiers (page 158) as presented in this book.

OTHER GAMES

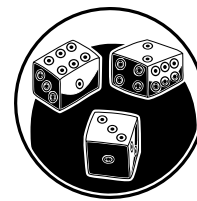
The previously referenced Original Era, First Era, Second Era, and Third Era (and Beyond) games are not the only fantasy games this material can be used with. It is recommended that you consult the rule set you are using before making any conversions and using this book as a guideline for abilities for characters. As mentioned before, consult pages 158 and 38 for generic and simple conversions of modifiers.

BECOMING A FIGHTER

Paladins and rangers who violate their code of ethics and alignment restrictions face the reality of losing their abilities and becoming standard fighters of equal level. When this happens, reduce the experience points of the paladin or ranger to the number required to be a fighter of the same level as the character currently has as a ranger or paladin. Strip all special abilities that are not the result of training, such as divine abilities, spells, and other supernatural attributes.

Bonus proficiencies and skills gained from the original class are not lost, but they must be "purchased" when the character gains their next skills or proficiencies. If a level goes by that the character earns skills or proficiencies and the character opts to take another skill or proficiency,

CHARACTERS IN THE ICE KINGDOMS



then the bonus proficiencies are lost for lack of use and upkeep.

This requirement extends to any special fighting ability the character may have (such as two weapon fighting) where the character must spend the next available combat skills to purchase similar fighting abilities. Again, this is only if they do not they lose the ability altogether.

Of course, the character may have multiple skills and abilities that they can repurchase, but they cannot repurchase them all at once. That is ok; in this circumstance, as long as they purchase as many as they can and when

they can without purchasing “NEW” skills they will retain these skills. They are only lost if the character purchases new skills.

In this case, the character may spend combat and weapon slots on non-combat or non-weapon skills. Additionally, a character can spend ability score bonuses gained when advancing levels to buy off these extra skills.

Lastly, once all the skills have been repurchased the character can then purchase fighter-only abilities, such as specializations.





CHAPTER 5: MAGIC IN THE ICE KINGDOMS

"Cast your hatred runes, and let the day of my fate be revealed before Thrar and Udriel."

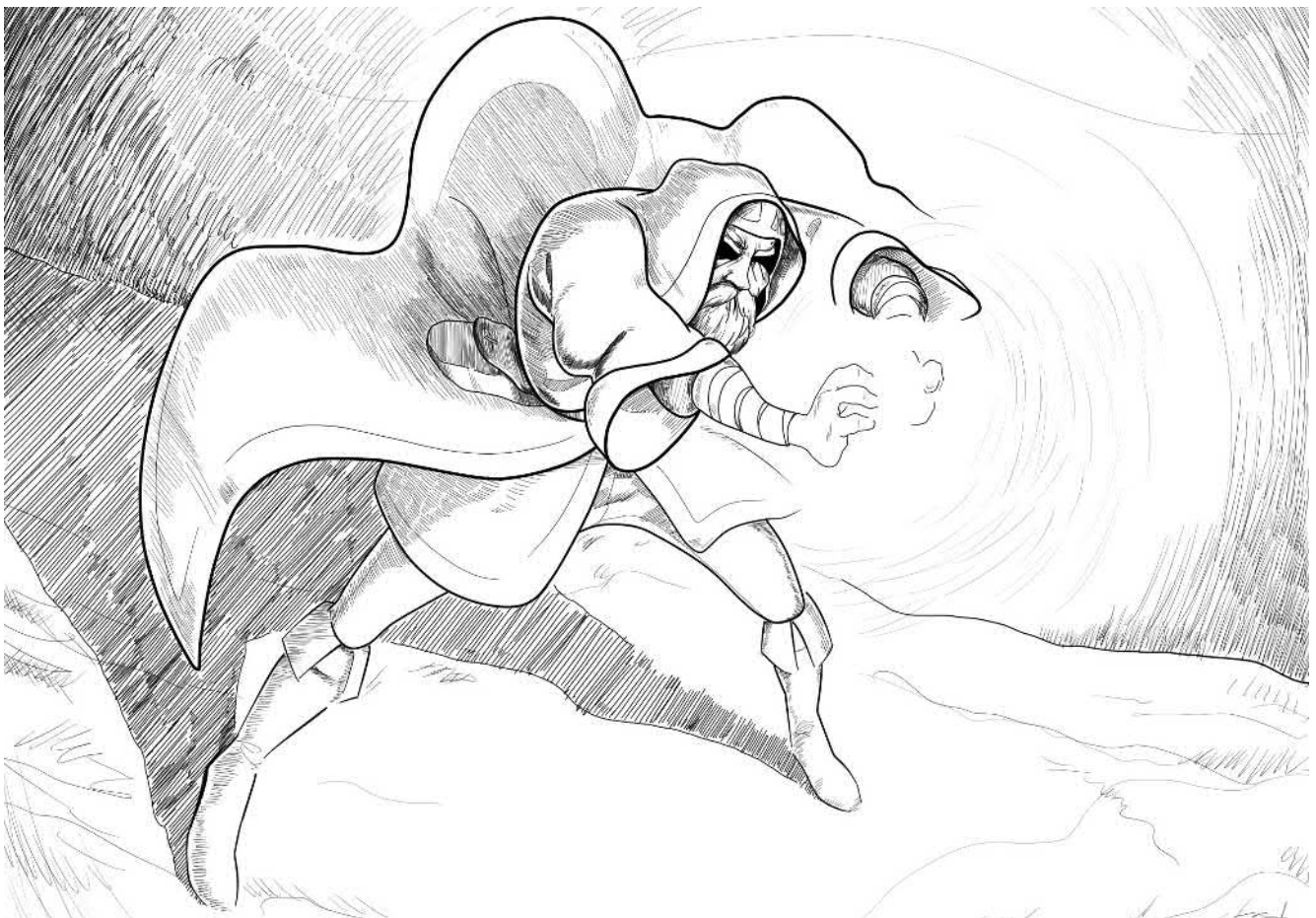
The Saga of Uthin

In the Ice Kingdoms, magic is a very real thing. Priests serving the gods can call upon the power of their patrons to perform miracles, both small and great. Wizards can alter the fabric of reality and summon mystical energies to create elemental forces, deceive minds, and transform shadows into illusions. No one doubts the reality of magic, though perception of magic may differ from one village to

another and from one tribe to the next.

In general, magic is frowned upon and feared. The sorcerous powers of the Hags who hide in the woods and rocks of the Ice Kingdoms are a constant threat to the thanesmen. Evil cult priests of the rat god or spider god hunt the souls of the citizens of the city of Arfhrdheim. Superstition and folktales cloud the truth behind the science of arcane magic and few who practice it are deemed as clean or sane.

It is not uncommon for witches to be tried and burnt or otherwise punished in the Ice Kingdoms. Even an accu-





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sation of being affiliated with the great hag can be dangerous. Sacrifices of wheat, gold, animals, or even humans have occurred to ward against bad crops, goblinoid invaders, and other threats to the thanesmen from magic users. But, wise women and tribal shamans are also consulted for wisdom and knowledge and medicine and protection are the domain of elders with a knack for the supernatural powers of magic. And, of course, the protection and advice afforded to rulers and elders by the clerical servants of the gods (the godi) is a valued asset.

Magic in the Ice Kingdoms comes in a variety of forms. The prominent ones are discussed later. They include: Rune Magic, Clerical Power, Druidic Power, Hagcraft, and Sorcery. Additionally, the power and faith in nature and the gods displays itself in the abilities of the Valagard Paladin and the Totemic Monk.

GENERAL NOTES ON MAGIC

A major difference with magic in the Ice Kingdoms is the availability of arcane magic. The arcane caster uses a mix of sorcery, curses, blessings, rituals, ceremonies, and divine (or profane) channeling. Their spells are often heavily dependent on the use of runes. Arcane spells that are available are usually from the schools of magic of Enchantment/Charm, Conjuraction/Summoning, Divination, Illusion/Phantasm and Abjuration. Spells from the schools of Invocation/Evocation and Alteration are considered rare. A general guideline would be to treat these rare spells as being one spell level higher than they normally are when used by an arcane caster from the Ice Kingdoms. If these casters encounter a version of a rare spell from another

portion of the world (from a travelling mage or a foreign scroll), they can learn the spell at its original level.

Most arcane casters either follow the path of the Rune Caster or the Sorcerer. Few follow the path of a true mage, though it is not unheard of and is fully permitted for PCs to follow the standard arcane classes. But for the sake of the feel and theme of the setting it is advised that the rare spell restriction be maintained regardless of the classes permitted for characters.

RUNES

"The runes tell me nothing! The runes have spoken!"

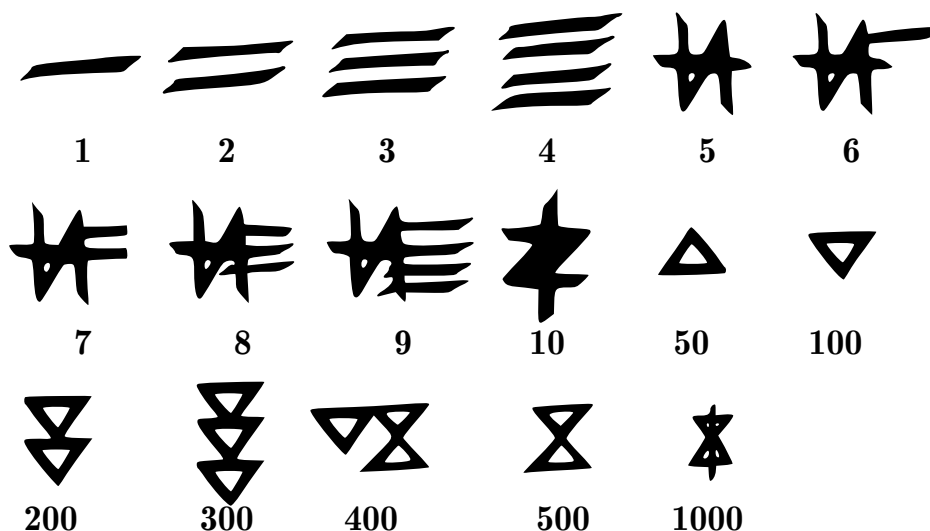
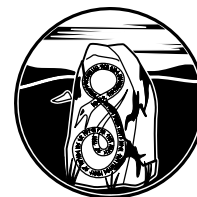
The Wisdom of Thrar

Runes are a form of written communication used in the Ice Kingdoms. Though most runes are rather mundane, there are other runes that are less so. In general, runes are used as an alphabet for the Thanic language and in that form are very similar to the basic alphabet used by dwarves. An older form of runes exists which was created by the ancestors of the current thanesmen of the realm. This older form is more a pictographic form of writing, very similar to hieroglyphs. But as the Thanic language evolved from Ancient Thaneseak into modern Thanic, so did the written version of it. The two alphabets and scripts are completely changed and one cannot read the one just because they can read the other, but it helps to know one when trying to decipher the other (generally a bonus to their chances of understanding when using various decipher script abilities).

Some Thanic runes have special symbols (letters or

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

MAGIC IN THE ICE KINGDOMS



runes) that represent whole words such as days, months, or special titles, while also having individual symbols for certain letters. A player (or game master) does not have to be fluent in the way runes work in the Ice Kingdoms just to play this game, but a basic understanding may help with capturing the atmosphere of the setting. For example, a tomb with five runes carved into the entryway may be a complex warning (as words such as curse, death, or thief as well as king would likely be special enough to have a single rune each) or it could be a five letter name, or even a date (certain runes pull double duty as numbers and letters, while some cultures may have runes that represent whole dates).

New runes enter the script on a semi regular basis, and a rune may have different meanings in different clans, cities, times, or religions. And since literacy is not overly common, it is not hard to get confused when reading runes. There are even some runes that have different definitions based on the time of day or month they are read (or written), which can cause extra confusion.

Fortunately, the Ice Kingdoms is rich with oral and musical storytelling.

TYPES OF RUNES

There are several types of runes. The most basic are of the Thanic Numeral or Alphabet Runes. These are used for the written language of the Ice Kingdoms and are non-magical in nature. There are also the Direction Runes and Greater Runes. Directions are a sub-category of Greater Runes and are used to tell and determine directions such as north and south. Greater Runes are single character runes that represent a greater concept,

such as proper titles and names or key concepts (such as mountains or seas) that would take several standard runes to spell out.

The two types of power runes are Spell Runes—used as components for spell casting—and Magic Runes - used to create magical items such as swords and armor. There also exist other types of runes such as Fortune Runes for luck and True Runes which are more powerful Spell Runes. Some oracles use Fate Runes (commonly called bones or sticks) which are used to tell the future and perform other divination magics.

Lastly there are the Master Runes. Master Runes are 1"x1"x1" cubes used by rune casters to store and learn spells. These Master Runes essentially replace the spell caster's spell book and must be used as a component in the casting of all spells (for arcane casters). To craft a Master Rune the rune caster must make a Rune Carving proficiency check as well as pass the normal learn spell roll based on their intelligence. Failure of either will result in the caster not learning the spell.

Each Master Rune costs about 10 gold per spell level to create.

RUNE MAGIC

When Uthin gathered his allies and powers to defeat Thrymtur, one of the abilities he brought back from his adventures was the power of runes. These magical symbols were passed down to his sons and eventually to his priests and followers. It was from these runes that early sorcerers and wizards devised their spells and abilities.

The basis of the written Thanic language is derived from



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the runes as well, but the common alphabet does not possess the powerful runes that enable a spell caster to create their magic. Arcane Thanic magic relies on the use of specially carved runes in order to cast spells. These runes are used in place of the normal material components that a spell normally requires. It requires one master rune (see the Types of Runes sidebar) plus one spell rune per spell level for the spell to be used (thus a 3rd level magic user spell would require three runes) and for the caster to speak Thanic.

A spell caster (magic user, illusionist, or other arcane caster class) can carve their own spell runes. However, these runes have to be “charged” with arcane energy before they can be used. A spell caster can only charge and prepare a number of spell runes equal to their caster level per day and may never have more charged runes than their Constitution score plus the number of additional languages their intelligence gives them.

A first-level magic user can charge and prepare one spell rune per day, and a fifth-level illusionist can charge and prepare five spell runes per day. A spell caster can carve a spell rune in one hour and charge it with arcane energy in one hour as well. Thus to carve a single spell rune and charge it would take two hours. Spell runes can be carved in advance but not charged. When used, the spell rune is consumed (some melt, some burn, and some vanish or shatter) and cannot be reused.

Dwarven clerics—called rune smiths or rune priests—can use spell runes in the same way for clerical spells, as can priests of Uthin and Ymir (much like dwarves, these clerics are called rune priests) and any priesthood that is

defined as rune casters (see Legends and Lore). Spell runes are typically carved onto wooden tiles about an inch wide, an inch high, and a quarter inch deep. True Runes are carved by powerful mages and rune priests (at least 12th level) and are not consumed in casting but do lose their charge. Note that arcane and divine spellcasting can still be done with normal components for a spell if the caster does not have available runes.

It is up to the game master to decide if spell casters from outside the Thanelands can use spell runes in the place of components. In games that use non-weapon proficiencies, spellcasters must take the Rune Carving proficiency or skill.

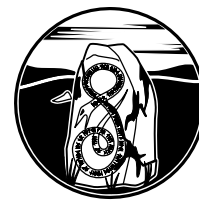
RUNE CASTERS

A simple gesture and certain words combined with the appropriate rune can sometimes be more effective and devastating than a war band of infuriated giants. This is the thought that governs a Rune Caster’s life. All of them know the origin of their powers and they follow the teachings of none other than Uthin himself (or another god of runes such as Khoss or Ymir). They are therefore capable of feats similar to those of the gods themselves.

Rune Casters need a vast knowledge of the existing runes to provoke the desired effects. They cannot simply lean over large volumes of arcane knowledge to extend their power. Thus, only through a fellow rune caster who possesses knowledge of different runes will a given runic caster be able to extend their powers and fulfill the obscure fate Uthin reserved for them.

KING	WARRIOR	QUEEN	THE ABYSS	PRIEST	CLAN	GOOD	DRAGON	TRUTH
EVIL	TEMPLE	FATE	VALAGARD	EYE	LORD-MASTER	MOTHER	TREE	TOMB
SON	SUN	POWER	MOON	UNDER-	MOUNTAIN	SORCERY		
CHILD				GROUND				

MAGIC IN THE ICE KINGDOMS



Unlike other spellcasters, a rune caster doesn't need to prepare their spells in advance. They can cast any spell they know at any time, assuming they have not used up their spells per day for that spell level. They do not have to decide ahead of time which spells they'll cast. They also don't need material components other than their spell runes to conjure their spells.

At the beginning of each level of experience a rune caster can carve one magic rune into an item. This magic rune imbues the item with a small enchantment that in essence makes the item magical, though no true benefit is gained by the item other than its generic magical nature. An item can have multiple magic runes carved into it by multiple rune casters but it ceases to gain any benefits after the fifth magic rune is carved.

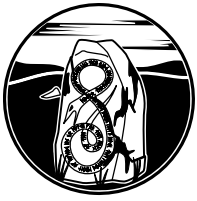
At higher levels a rune caster can create magical items like any spellcaster. These items follow the standard mag-

ical item creation rules. For the rune carved magical items use the following rules:

Upon gaining its first magic rune the item is enchanted and charmed enough to be more durable (+1 on all saves the item must make, not the possessor or user) and the item counts as a magical item for purposes of hurting creatures only struck with special weapons (such a silver or cold iron or any magic weapon of any value).

A second or subsequent magic rune can do one of two things: either it can increase the level of magical item it counts as (a second magic rune will make a sword count as a +1 magical weapon for the purpose of striking creatures hit by magical weapons, but will not grant any bonuses to hit or damage from the magic rune alone, a third magic rune treats the weapon as a +2 weapon and so on) or the item can be turned into a runic spell charm. Either way, the rune-carved item has its saving throw bonus increased





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to be equal to the number of runes it is carved with.

Each magic rune on a runic spell charm after the first can be used once per day as a spell rune for the purpose of spell components and is not destroyed as a normal spell rune is.

BECOMING A RUNE CASTER

Some classes or specialty priests are automatically deemed rune casters whereas other spellcasters must become rune casters.

In order to become a rune caster a character must have a minimum intelligence of 11, constitution of 12, and dexterity of 9. Characters who are automatically rune casters because of other modifiers (like priests, etc.) are not required to meet these minimums. Unless otherwise noted, rune casters never gain experience point bonuses for high ability scores.

The character must be proficient in the following skills (or their equivalent) before learning their first spell: Read/Write Thanic, Speak Thanic, Rune Carving, and Spellcraft.

A character considered to be a rune caster from another modifier (like a specialty priest) are automatically proficient in the required skills without having to spend slots on them.

Any class capable of casting spells can become a rune caster as long as they meet all of the requirements before they decide to learn their first spell.

RUNES AND OTHER MAGICAL ITEMS

Spellcasters can create magical items like normal (based on special class skills and levels) but must use all the necessary components for any spells being imbued in the item, and they cannot substitute these components with runes. They may carve magic runes into these items and create these magical items at a level lower than normal if the item being created is receiving a rune. Reduce the required level for creating the magical item in question by one per magic rune carved into the item.

For example, a mage can generally create magical items at the 11th level. If they are creating a magical sword that is already carved with runes from a Rune Caster, they may create the item at the 10th level. If the item has had five magic runes carved into it then the Rune Caster can create the magical item at the 6th level.

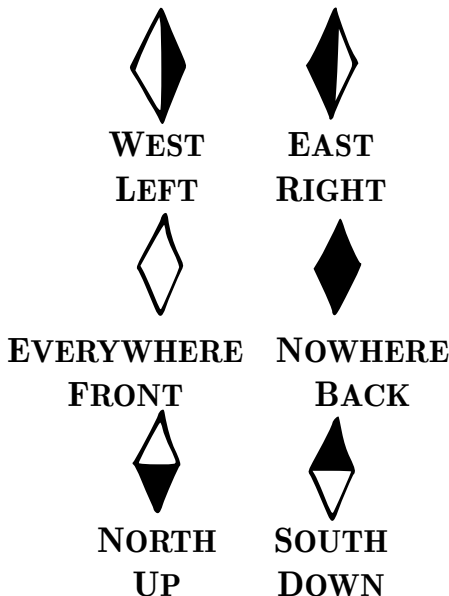
THE WRITTEN RUNE

Literacy is not uncommon in the Ice Kingdoms. The great cities have libraries full of scrolls and books. Many thanes fund scriptoria (centers for book-copying) to ensure the written stories such as *The Wisdom of Thrar*, *the Prose Arfhrd*, and *the Saga of Uthin* are available. They also use clerks and scribes to keep detailed records of their victories and honors (and possibly a few of their failures and disgraces) as well as to track their lineage in fanciful family trees (which more often than not go back to Arfhrd, Thrar, and/or Uthin) and to keep track of their wealth.

After Arfhrd became a successful gladiator, his masters not only awarded him with wine and women but also the written word, teaching him to read and write. Arfhrd saw how important the written word was when he travelled with the Red Muse and Thoth-Albrecht. When Arfhrd forged his own kingdom and city he made it a priority to ensure as many of his people could read and were educated as possible. This is a tradition many thanes continue to this day, not out of any altruistic reason, but to mimic Arfhrd and thus be able to be compared to the great king.

Literacy is most common amongst the Einheriar (25%) and the Huirdu (20%). The Ursan and Fenrir still haven't embraced the concept (5% literacy), while the Varyag rate even lower (no measurable rating can be made). However, Pohjolan are usually literate no matter their parent tribe and the Grugni are perhaps the most literate people in the Ice Kingdoms (75% of the dwarves are literate) other than the few elves that remain.

The surrounding images show the basic structure of the runes used in everyday life: letters and numbers. While detail on how to spell certain words may be lacking (please just base it on whatever language you play in), the Thanic



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Numerals function in pretty much the same way as Roman Numerals work. Now, this is overly simplistic and perhaps unimaginative but it allows players and GMs to insert an aspect of the Ice Kingdoms into their maps, clues, riddles, and so forth without requiring advanced studies in ancient languages. Hopefully it adds to the immersion into the gaming sessions.

LANGUAGES IN THE LAND OF THE THANESMEN

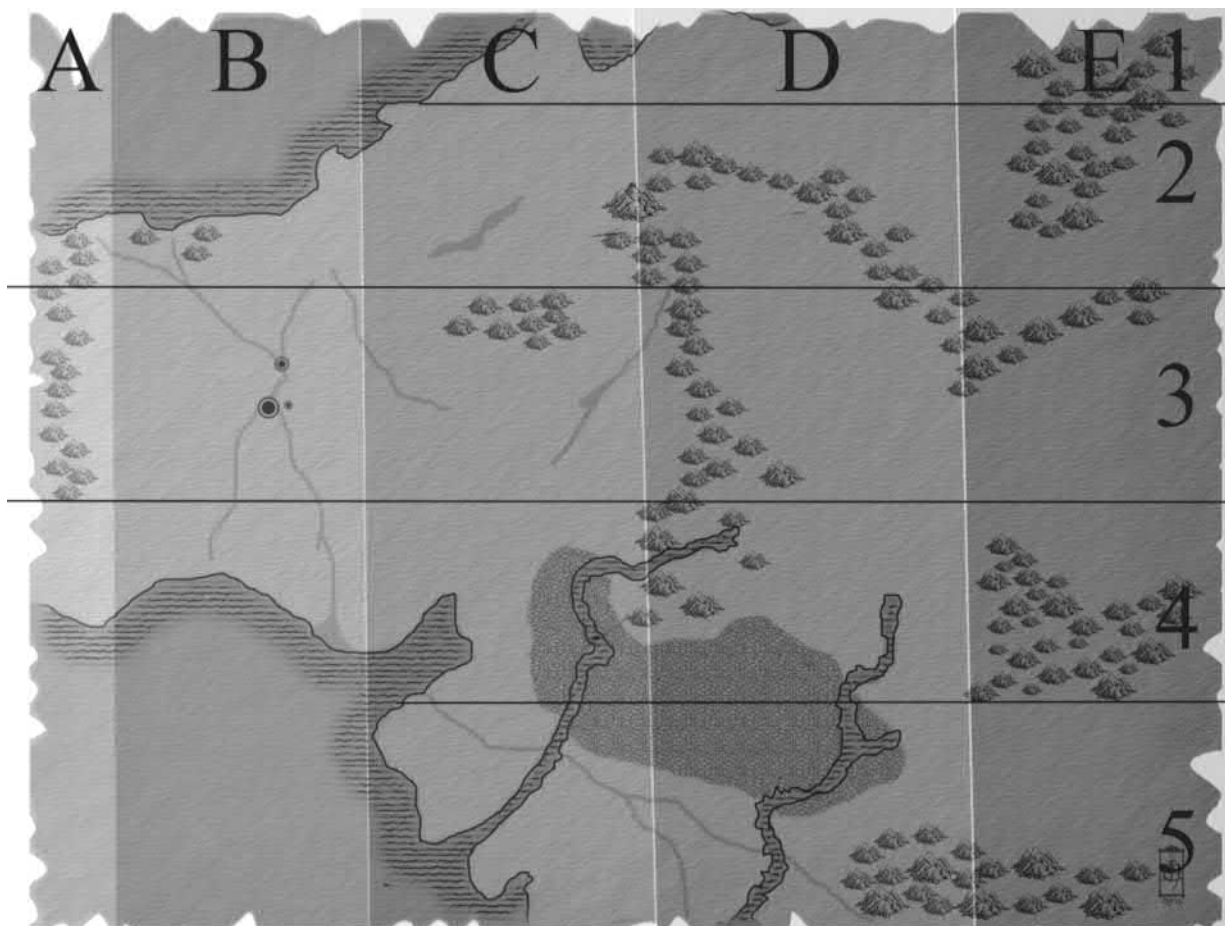
The chief tongue of the Ice Kingdoms is Thanic. Thanic is derived from the sacred runes and was taught to humans during the early days by Uthin himself. The very sound and pace of the Thanic language is what gives runes their power and the ability for runes to be used as components in spellcasting. Without the Thanic language, spellcasters could not use runes. This is true in most regions of Eordan, as many spells have verbal components that originate with Ancient Thanic. In fact, the only languages on Eordan

more influential on magic than Ancient Thanic are the elven tongues, Old Eastern, and the dialects of the Southern Deserts.

However, the Thanic language has a variety of dialects, accents, slangs, customs, courtesies, and divergent speech patterns. Characters can generally interact with little or no problems with communication, but for GMs who want language issues to cause problems (especially with directions, reading, and other more complex communication incidents) can use the Language Matrix to track the difference in regional dialects of Thanic.

Before using these rules, the GM should understand that not every communication should require a roll and day-to-day conversations should occur without issue even if the two parties are from vastly different grids.

The Language Matrix is divided into 25 grids and each grid is assigned a number and a letter. Characters from the same region receive a +1 bonus to communication attempts that require any sort of roll. Each grid the communicating parties are different from one another adds a penalty of -1 to any necessary rolls for communication (including





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reading).

Therefore, two characters from B3 would have a +1 to communicate with each other when rolls are necessary. But if one of those characters was from B2 instead, the modifier becomes 0. If the participants were from vastly different grids the penalty would be larger. For example, if one was from E4 and the others from A2 the penalty would be -5 (+1 to start, -4 for the difference between E and A, and -2 for the difference between 4 and 2).

These modifiers can be applied to the use of the written word (Runes) as well at the GMs discretion within conversations and gathering information.

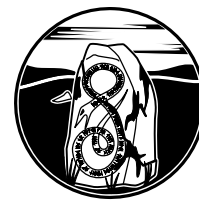
Lastly, Thanic is closely related to the following languages: Dargogranian (-5), Courbahln (-5), and Jerreseanian (-8). Since these four languages are all closely tied

together, speaking more than one of them increases the ability to understand the others (each addition language spoken reduces the penalty by 2 to a minimum penalty of 0). Dialect penalties still apply.

POHJOLA

Behind every shadow and in the corner of every eye there is evil waiting to strike. This is a common belief in the Ice Kingdoms. The faith that Pohjola, the evil realm, exists and interacts with everyone on a daily basis keeps the people of the Ice Kingdoms loyal to their gods and thanes for the safety of their souls and physical bodies. They are right to be afraid.

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Pohjola exists as a shadow world to Erdegard. It is a core belief that everything in Erdegard casts a shadow in Pohjola: every place, tree, animal, and man. These shadows serve Louhi in every way possible, and if a person is not careful, their shadow self will take over and replace them. But Pohjola is not just inhabited by shadows, as a whole race of dark beings and hags dwell there, waiting to escape to the material world to ravage the Thanelands.

Pohjola is home of Louhi and her chief servants. Her Erdegard servants desire to join her as well, but cannot always cross over to be with her and must enact her will in the realm they were born into. While mortals have dark counterparts in Pohjola, these dark souls are just as trapped in their world as the mortals are in theirs. It takes special magic and sacrifice for anyone to cross over in either direction.

Pohjola is also the source of magic for witches, hags, and the priests of Louhi who use sorcery and hagract.

NEW MAGIC SPELLS

Bad Medicine (Charm/Enchantment)

Caster/Level (Sphere): 4/Priest (Charm)

Range: Close/Line of Sight

Duration: Varies

Effective Area: Close/Individual

Components: V, S, M

Casting Time: 2

Saving Throw: Negates

This powerful spell is a favorite of priests seeking vengeance against those who have wronged them. Targets of *bad medicine* will suffer a -2 on to hit rolls, morale, damage, and saving throws. Although it is normally just cast on one target, a priest who has at least reached level 16 may use this spell on up to 300 creatures (both humans and animals) that are in an area smaller than an acre. The saving throw for an entire village is done by the character with the lowest saving score throw.

Bad medicine can be removed by a wish spell, a remove curse, or by the casting of *good medicine* by a priest who is at a level that is equal to or higher than the original caster.

Good medicine cast on its own is not as powerfully helpful as *bad medicine* is harmful. Targets of this spell will experience a +1 bonus on to hit rolls, morale, damage, and saving throws for 1d10 rounds. It can likewise be cast on a large number of targets, but they must all be in an area less than 100 feet in diameter.

Both *bad medicine* and *good medicine* require several common herbs that can be found nearby and venom from a snake. *bad medicine* also requires an eagle's claw and *Good Medicine* requires an eagle's feather.

Berserk (Charm/Enchantment)

Caster/Level (Sphere): 5/Priest (Charm)

Range: 50 feet

Duration: 1 round per level

Effective Area:

Components: V, S

Casting Time:

Saving Throw: Negates

Berserk causes its target(s) to go into a blind killing rage in which they lose their fear of death and take on the shape of a bear. They still have their human eyes and will retain their weapons along with their human hands, but since they can't hear orders they can't coordinate their attacks and they must attack every enemy that they see. They also take a -4 to any Wisdom, Intelligence, or Charisma checks.

Priests may only cast this spell on fighters who are willingly receiving it. Those who die during the duration of this spell will have a place in Valagard.

Warriors who are under the influence of this spell are immune to these clerical spells: all charm school spells, charm person or mammal, protection from evil, and dispel evil. They are also immune to these wizard spells: all illusion/phantasm school spells, all enchantment/charm school spells, protection of evil, and repulsion.

The *berserk* spells grants warriors a +4 to strength checks including attack and damage rolls, a +2 AC penalty, +2 to saving throws against magic spells, and immunity to fire damage. They also will not have to make morale checks.

Enchant Stones (Enchantment)

Caster/Level (Sphere): Special/Priest (Elemental)

Range: Contact

Duration: Permanent

Effective Area: Special

Components: V, S, M

Casting Time: 7 days

Saving Throw: None

This spell is highly specialized and can only be cast by a level 10 or higher priest who worships Uthin. The god Uthin bestows this ability on them once a year so that they can form an area of standing stones. It takes a full 7 days to prepare for and cast this spell, and an interruption will mean that all the effects are negated and the priest will have to begin the process again.

Once this spell has been granted to a priest, they have one year to form the *standing stones* area in order to retain the blessings of Uthin. Failure to accomplish this will result in Uthin taking not only this spell from the priest but all of his other spells as well.

To perform this spell, the priest will need to have the stones already in position before beginning. The only material needed is a small stone that has been quarried from the same location as the stones being used for the site.



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Enhance (Alteration)

Caster/Level (Sphere): 7/priest (All)

Range: Contact

Duration: Permanent

Effective Area: 1 target

Components: V, S, M

Casting Time: 1 hour

Saving Throw: None

This spell is known by a vast number of high-level priests, but it is not one they use very often because of how draining, powerful, and potentially dangerous it is. Because of that, it is typically only used when absolutely necessary or as a way of rewarding a worthy hero.

The *enhance* spell allows the wizard to permanently increase any of the attribute scores of anyone other than himself. Because the spell is so physically exhausting, the wizard has to take an entire week to rest following its casting, or he may choose to permanently lose one Strength point.

The priest will also permanently lose the number of points increased in the target plus one to his Constitution. For example, if 2 points are added to the hero's Dexterity score, the wizard will lose 3 Constitution points.

Prior to the casting of this spell, the priest must name the attribute score (either Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) that he will be increasing. Then, he will roll 1d4 which will determine how many points are added to that attribute. Any special abilities or bonuses that come with the higher Attribute score should also be added at this time.

This spell cannot be used to increase an attribute score higher than 19. If a warrior's Strength is increased to 18 because of this spell, he will be able to determine exceptional strength by regularly rolling percentile dice.

The starting chance that this spell will backfire is 30% whenever it is cast. However, for every level that the caster has, this chance of backfire is decreased by 1%. For example, a level 14 priest will only have a 16% chance of the spell backfiring because $30 - 14 = 16$. In the event of a backfire, the priest will end up losing 1d4 points of the named Attribute score.

Different materials will be needed depending on the type of Attribute score that is being increased:

- Strength: A bull's horn
- Wisdom: Two owl feathers
- Intelligence: A wolf's heart
- Dexterity: A eagle's feather
- Constitution: A stag's antler
- Charisma: A charismatic (score of at least 16) woman's lock of hair

Favor (Evocation/Invocation)

Caster/Level (Sphere): 5/Priest (Protection)

Range: Contact

Duration: 1 week per caster's level

Effective Area: Singular

Components: V, S

Casting Time: 1 hour

Saving Throw: None

This spell involves the priest requesting that his deity look over the spell's target. It is most often cast on great heroes like Arfhrd or player characters before they go out on an epic quest, but the priest may choose to cast it on anyone, including himself.

This spell's effectiveness is directly related to the god's opinion on the deed and how glorious they believe it to be. Since the gods tend to grant favor somewhat arbitrarily, this should be determined by a roll of 1d6. The number on the die is the amount that is then added to any saving throws. However, this is at the discretion of the DM, so if they believe a quest or task to be particularly glorious, they may give a unique modifier.

Additionally, the target of the spell will be given one godly intervention which allows them to re-roll any dice roll that is directly against them. Unfortunately, even if the second dice roll is unsuccessful, the player may only use this godly intervention once during the duration of the spell.

It's also important to keep in mind that there can only be one *favor* spell cast per group of adventurers, and the gods will usually require it to be cast on the leader. If someone in the group does attempt to cast another *favor* spell, then the first spell will be lost and the second one will be unsuccessful.

Frenzy of the Gods (Charm/Enchantment)

Caster/Level (Sphere): 3/Priest (Combat)

Range: 90 feet

Duration: 1 turn per level

Effective Area: Special

Components: V, S, M

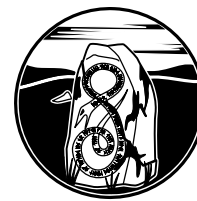
Casting Time: 6

Saving Throw: None

With *frenzy of the gods*, a priest can create a battle frenzy among their army before going into combat. The spell's range is 20 hit dice of creatures for each casting, which is typically used on ten level 2 warriors. During the duration of the spell, those who are under its influence don't have to check morale, receive a +1 bonus to attack rolls and saving throws, and can move 1 and a half times their speed without penalty.

Targets of this spell will also be forced to charge the nearest enemy whether or not it's the best strategy. Although

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warriors don't need to have leadership when under this spell, when they come out of the frenzy without a leader within sight, they will return to their line or seek safety.

To cast this spell, the priest needs a small chariot wheel along with a spark made by flint and steel.

Lay On Hands (Necromancy)

Caster/Level (Sphere): Priest/1 (All)

Range: Touch

Duration: Permanent

Effective Area: 1 creature

Components: None

Casting Time: 1 round

Saving Throw: None

This spell allows the caster to restore 1d6 HP of damage to the creature touched with a maximum amount equal to 2 hit points per level of the caster. The healing cannot affect creatures without a corporeal body, the undead, non-living, or extra-planar creatures. Only current wounds are healed, and the spell does not prevent future wounds.

Power Rune, Blind (Conjuration)

Caster/Level: Wizard/3

Range: 5 yards/level

Duration: Special

Effective Area: 15-foot radius

Components: M, S, V

Casting Time: 7

Saving Throw: Negates

This spell causes one or more creatures within range and in the effective area to go blind. At the time of casting, the caster may choose to affect any one creature (with 80 or fewer current hit points), or he may select a creature near the center of a group, and the effect then travels outward, affecting all others in the effective area, starting with the closest creature to the target with the lowest current hit point total, until up to a maximum of 80 hit points worth of creatures are blinded. The spell's duration depends on the combined current hit point total of the creature(s) involved.

HP	Duration
Less than 20	3d4 rounds
21-50	2d4 rounds
51-80	1d4 rounds

A creature with more than 80 current hit points is unaffected and doesn't count toward those affected by the spell. A creature also cannot be partially blinded. If its current hit point total would exceed the limit, it's not affected. Any healing spell or potion or successful *dispel magic* will reverse the effects.

The material component is one gold cube per level of the caster. Each gold cube is about 1"x1"x1" in size in size with runes carved on each side. Each cube costs 1d20 gold to create. This is in addition the normal rune caster component requirements.

Power Rune, Kill (Conjuration)

Caster/Level: Wizard/4

Range: 5 yards/2 levels

Duration: Permanent

Effective Area: 10-foot radius

Components: M, S, V

Casting Time: 8

Saving Throw: Negates

At the time of casting, the caster can choose to instantly kill one creature with up to 20 current hit points, or multiple creatures with 8 or fewer current hit points each, totaling a maximum of 40 hit points, within range and in the effective area.

The material component is one gold cube per level of the caster. Each gold cube is about 1"x1"x1" in size in size with runes carved on each side. Each cube costs 1d20 gold to create. This is in addition the normal rune caster component requirements.

Power Rune, Stun (Conjuration)

Caster/Level: Wizard/2

Range: 5 yards/level

Duration: Special

Effective Area: 1 creature

Components: M, S, V

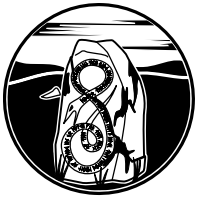
Casting Time: 7

Saving Throw: Negates

This spell allows the caster to stun one creature of his choice with less than or equal to 90 current hit points (within range). The duration is based on the creature's hit points at the time the spell is cast.

HP	Duration
1-30	2d4 rounds
31-60	1d4 rounds
61-90	1 round

The material component is one gold cube per level of the caster. Each gold cube is about 1"x1"x1" in size in size with runes carved on each side. Each cube costs 1d20 gold to create. This is in addition the normal rune caster component requirements.



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Repair Critical Damage (Enchantment)

Caster/Level (Sphere): Priest/3 (Elemental)

Range: Touch

Duration: Permanent

Effective Area: 1 creature

Components: V and S

Casting Time: 8

Saving Throw: None

This spell functions the same as *repair light damage*, but restores $3d8 + 3$ points of damage.

Repair Light Damage (Enchantment)

Caster/Level (Sphere): Priest/1 (Elemental)

Range: Touch

Duration: Permanent

Effective Area: 1 creature

Components: V and S

Casting Time: 5

Saving Throw: None

This spell allows the caster to restore $1d8$ points of damage to the item touched. Only current damage is recovered, and the spell does not prevent future damage.

Repair Serious Damage (Enchantment)

Caster/Level (Sphere): Priest/2 (Elemental)

Range: Touch

Duration: Permanent

Effective Area: 1 creature

Components: V and S

Casting Time: 7

Saving Throw: None

This spell functions as *repair light damage*, but restores $2d8 + 1$ points of damage.

Spirit Animal Form (Alteration)

Caster/Level (Sphere): 3/Priest (Animal)

Range: Contact

Duration: $1d10$ days

Effective Area: 1 target

Components: V, S

Casting Time: 1 hour

Saving Throw: None

Spirit animal form is usually cast on rangers and warriors when they are seeking to accomplish a heroic task. The spell can be cast on the caster or any other willing participant. The person receiving the spell will enter into a trance for at least an hour, and will then turn into the spirit animal of his choice.

The target will retain his intellect and saving throws, but all other attributes, abilities, and combat tables used will be those of that animal. Anything being carried with him



becomes part of the animal form and will still be on that person when they resume their normal form.

$1d10$ is rolled to determine the number of days the spell will last, and neither the receiver of the spell nor the caster can control exactly when it expires. Supernatural and extremely large creatures cannot be used for this spell, and users of the spell will end up as a similar type as the animal they are looking to become. For example, if a thunderbird is desired, the target would end up as an eagle instead.

Warding Rune, Lesser (Conjuration)

Caster/Level (Sphere): Priest/2 (Guardian), Wizard/2

Range: Touch

Duration: Special

Effective Area: 10-foot radius

Components: M, V, S

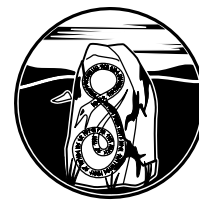
Casting Time: Special

Saving Throw: Special

With the exception of the above information, this spell functions identical to the spell *symbol* (Priest/7, Wizard/8). However, each time this spell is selected (learned) it only covers one of the Lesser Rune functions (Fear, Hopelessness, Pain, or Persuasion). Effects have a duration in rounds instead of turns.

The material component is one silver cube per level of

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the caster. Each silver cube is about 1"x1"x1" in size in size with runes carved on each side. Each cube costs 1d20 silver to create. This replaces the normal rune caster component requirements.

Warding Rune, Greater (Conjuration)

Caster/Level (Sphere): Priest/3 (Guardian), Wizard/3

Range: Touch

Duration: Special

Effective Area: 10-foot radius

Components: M, V, S

Casting Time: Special

Saving Throw: Special

With the exception of the above information, this spell functions identical to the spell *symbol* (Priest/7, Wizard/8). However, each time this spell is selected (learned) it only covers one of the Greater Rune functions (Death, Discord, Insanity, Sleep, Spell Loss, or Stunning). Effects have a duration in rounds instead of turns.

The material component is one gold cube per level of the caster. Each gold cube is about 1"x1"x1" in size in size with runes carved on each side. Each cube costs 1d20 gold to create. This replaces the normal rune caster component requirements.

NEW MAGIC ITEMS

Sigia Made from steel found in the highest mountains of Valagard and bearing the image of a three-headed wolf, *Sigia* is a +5 shield that has special magical abilities. The wielder can cast cause fear 1 time per day per level of experience. The wielder can cast *shield* and *protection from evil* in a 10' radius 1 time per day. Lastly, the wielder can cast *aid* and *cure light wounds* 1 time per day per level. If the wielder is of one of the fighter classes, the shield's bonus also applies to any saving throws against fear.

Although Uthin most commonly carries this shield, he occasionally allows Varstraea or Syf to carry it or one of his favorite mortal heroes.

Sacred Bundle The Ursan, Fenrir, Varyag, and Huirdu are known for their shamanistic ways and one of their key ceremonial events for young warriors and shamans is the creation of their *sacred bundles*. The *sacred bundle* groups several sacred items that are ceremonially bound together to provide divine protection to the one who is wearing it.

The first step in attaining this item is for the warrior to enter a trance in order to contact their guardian spirit or a servant of his or her god. This is usually done with the help of a shaman or priest. When they contact their guardian spirit, they then ask for help in creating a sacred bundle.

The guardian spirit will then come up with the items for the warrior to gather. This number is determined by rolling 2d4 then adding 2. Typically, several of the items (1d6) on the list are dangerous or else difficult to obtain, like giant snake skulls, bear claws, or feathers from an eagle's nest. The other items may be more easy to procure.

Once the warrior has the necessary items, they return to the shaman so that the items may be mystically bound together. Usually, the shaman will ask the warrior to get one final rare item which will be used to perform the duties as the shaman, and they will keep this item for themselves.

With the final item in hand, the shaman is then able to perform a binding ceremony on the totem items, creating a *sacred bundle*. The warrior must then wear the *sacred bundle* at all times, as removing it from their body will cause the benefits to disappear forever. They can also never replace this *sacred bundle*, and the effects do not benefit anyone but that warrior.

The benefits of the *sacred bundle* are: +2 to all saving throws, and unarmored AC improving by 3.

Sword of the Titans After Arfhrd chased Hadel into his fiery lair, he discovered that his sword was completely useless against the fire giant. Fortunately for him, he was able to get ahold of the *Sword of the Titans* which was hanging on the wall, glowing with a golden light. He then used it to slay the giant, but nobody knows what became of the sword after Arfhrd used it.

The *Sword of the Titans* is actually a +3 two handed sword which constantly glows and provides resistance to fire to whoever is fortunate enough to bear it.

Sword of Uthin One evening during a banquet, Uthin arrived disguised as a mysterious stranger. He carried the magnificent weapon into the Hall of the Thane of the city of Palo where he plunged it deep into a tree. He declared that anyone who was able to remove it was able to keep it and that heroes may use the sword after taking an oath that they will return it to the tree when their task is complete. Despite this, the sword has been missing for over twenty years and has not been returned by whomever withdrew it.

This sword is actually a dragon slayer which was forged by the dwarves of Grugnifal specifically for the slaying of white dragons. Although it normally carries a +3 bonus, it becomes +5 and does triple the damage when being used against dragons. Additionally, the Sword of Uthin protects the bearer from both normal and magical cold damage. Only those with a lawful good alignment can wield this mighty weapon.

Standing Stones Priests who worship the Thanic gods have the ability to build a *standing stone* formation which will increase their magical abilities. They perform ceremonies while creating a circle of *standing stones* which



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makes that area magically charged so that mere mortals will not dare to tread there.

The process to create the *standing stones* is lengthy and many priests are required for it to be successful. A minimum of 50 levels worth of priests or druids must be present, among which there must be worshippers of a minimum of four of the Thanic gods. The most important spell requires a level 10 priest of Uthin. The chosen site needs to be at least 5 miles from other *standing stones* and must have the stones available to create the circle.

To cast the spell, it takes the priests a month to assemble the stones and attend the various ceremonies needed to complete *standing stones*. As the stones are gathered, enchant stones must be cast every week, and it must be cast again when the construction is complete. If there are any interruptions during this month-long process, the spell will fail and they will have to begin again. One school of magic must be chosen for the *standing stones* site, and it will forever remain dedicated to that type of magic.

The exact size and arrangement of the stones varies because they are based on everything from seasons, constellations, and stars, but specifics are unimportant as far as

the game is concerned. They typically follow various circular patterns and can be between 10 and 30 yards in diameter. Because of their large dimensions, they are among the largest of the magical items that can be found.

The *standing stones* have the ability to multiply the abilities of the priest or priests that are casting a spell within that school of magic. One attribute of the spell can be multiplied by the number of levels of priests that are involved in the casting of the spell. For example, if there are 50 levels of priests involved, a spell with a range of 30 feet can then be used on targets up to 1500 feet away. Casters may also multiply the area of the effect or the duration of the spell. The base numbers for the spell come from the priest that is actually casting it.

Torc of Valagard This item which Uthin himself created is only given to the bravest warriors in the tribes. It was forged from rare metals and there is a gem set into its front. While wearing the torc, warrior classes can use the alter self spell once per day. The duration is determined by the wearer's level.



“Cold tonight” Reichard silently muttered as he surveyed the northern wall of the keep. “Your shift shall be even colder, methinks.” With that he turned to look at his replacement on the wall, Almarge. A coy smile stretched across Reichard’s old worn face. His youthful compatriot annoyed him to no end, even though Reichard had battle scars older than the young Almarge. There was something about that boy that he didn’t like.

Without any more effort or friendly pretense Reichard took his leave, heading down the creaking stairs hastily erected to mount the wall, allowing the city guard, the bondi, to assume watch over the cold northern reaches. Recent reports had come down from hunters and trackers of the far north that the Witch Wind was picking up and all the wise women and men in the village had echoed the same sentiment.

The devourer was returning and with him would come his fangs and claws, sent before the great eater to tear the flesh of the world apart. It would be young men like Almarge who either made or broke the lines of defense allowing the people of Uthin to stay the course and hold back the night.

But many other rumors persisted. Rumors of traitors in the night, seeking to aid the devourer for their own reward; people willing to sacrifice their kin for their own pleasure and profit; men and women and children willing to play host to the feast of blood the devourer promised.

But the effort was not yet lost and no bitter wind had come so far south. Perhaps the Witch Wind was merely passing by? Perhaps the devourer still slept and all this worry and prophecy was for not? But still, there was something about that boy that Reichard didn’t like.

Reichard would never figure out what it was. He never felt the cold blade pierce his neck, never heard Almarge move behind him. All he felt was a sudden gush of the warm and wet blood spilling from his throat and he collapsed to the ground.

It appears that the boy he didn’t like, didn’t like him either.



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CHAPTER 6: LEGENDS AND LORE OF THE ICE KINGDOMS

"In the time before gods and giants, the universe was a vast void, a void of perpetual cold and ice."

First Line of the Saga of Uthin

The common lore of the Ice Kingdoms divides the story of the universe into nine ages. The Nine Ages stretch from the beginning of creation to the end of time. Every third age is the end of one of the Three Great Songs (or Sagas). The first sings of the gods, how they came to be, how they overthrew their giant predecessors, and how they created the world and gave it to man. The Second Song is the Song of Man, or Middle Age. It is divided between the rise of mankind, the kingdoms of men, and the fall of man. The fall of man also leads directly to the final song, the Song of Fire. It tells the story of the return of the giants, the last war between the gods and the giants, and the great fire that consumes the universe.

All life is tied to these songs, and thus they can be told before they happen. Every living creature has a doom within the songs, a specific role to play. The strongest (or luckiest) might defy their doom and forge a different path. But those who defy their doom and fail to overcome it will suffer the Eternal Night, and their spirits will slip away to the void of nothingness. Those who fulfill the roles that the gods have given them are guaranteed a seat in the great long houses in the lands beyond this life.

But even with this grim outlook on life, the peoples of the Ice Kingdoms show hope for the future. As each telling of the last saga ends, those gathered to hear the story are told that the great fire that consumes the universe eventually runs out of heat and flame and the universe cools leaving behind a void of perpetual cold and ice.

AGES AND SAGAS

- The Age of Gods: Creation and Ymir
- The Age of Gods: Ymir, Thrymtur and the World Tree
- The Age of Gods: Thrymtur and the Gods
- The Gods War
- The Age of Man: Era of Thrar (1000 years before)

- The Age of Man: Rise of Arfhrd (200 years before)
- The Age of Man: The Ice Kingdoms (Now)

TITANS AND GODS

Ymir (a titan) is the first being. He has many brothers and sisters (the giants). He has four sons (Uthin, Khoss, Xeiros, and Belac). There are three other titans, the World Tree, who has a daughter (Hefreyra), the Great Wolf who has two children (Fenris the Wolf Mother and Ullvanus) and O'Mawj. The other gods are descended from various encounters between the gods, giants and mortals.

THE KALEVALA

The Kalevala is the sacred song and saga of the Thanic Gods. It is one of several key works that define and shape the religion of the Ice Kingdoms (the others being the Wisdom of Thrar, the Prose Arfhrd and the Saga of Uthin).

The Kalevala is the name of the saga as well as an item within it. The Kalevala is a scroll of fate and destiny. On this scroll are forgotten runes that even Uthin cannot read. These runes dictate all that is, all that will be, and all that has been. They control the dooms of man and god alike. Whoever controls the Kalevala has limited power over fate. Uthin loses the Kalevala in a battle with a ten-headed man, who gives the scroll to a winged snake. Losing the Kalevala puts the Four Fates into un-waking slumber and enrages lord Khoss.

In the end, Udriel battles the winged snake at the top of the World Tree and retrieves the Kalevala for Uthin. But the snake had damaged the Kalevala and some fates were unmade. Now those who truly stand out and risk it all can control their own fate. But only a small section was damaged, so not all can take the reins of destiny in their hands without consequences.



CHAPTER 6

THE GODS OF VALAGARD

The Gods of Valagard are the deities born from the God War, when Uthin defeated Thrymtur, or from the creation of Erdegard that followed it. These are the true gods of the Ice Kingdoms.

Aegis God of the Sea, Fear and the Underworld, the Great Punisher

The Four Fates (Adriel, Edriel, Idriel, Odriel), Goddesses of Fate

Hefreya Queen of the Gods

Khoss God of Dooms

Mordi God of Mischief, Anger, Strife, Jealousy, Scheming, Wisdom

Nikoklas First of the elves, patron protector of humanity from the cold

Syf Goddess of Mothers, Shield Maiden of the Gods

Thrar God of Humanity, Strength, Storms

Tyres God of War

Udriel God of Guardians

Ullvanus God of the Hunt

Uthin King of the Gods

Varstraea Goddess of Justice, Law

Xeiros God of Dreams, Sleeping, Death

Ydriel the Anti Fate

OTHER GODS

The Outsider Gods neither descend from Uthin and his siblings, nor were they created by them. They may be great powers that came before Uthin or natural forces of universal energy. Some of these gods are carry-over gods left behind by other tribes and races. Others really are the kin of Uthin, but they have been exiled or cast out from his halls.

Belac God of Goblins

The Crone Goddess of Pohjola, Evil, Witchcraft

Grugnar God of Dwarves

O'Mawj the Cannibal God

Fenris Goddess of Watching, Goddess of Wolves, Goddess of Fertility

Thrymtur God of Frost Giants

The World Tree God of Existence, Eternity, the Universe

Ymir God of Knowledge, God of True Runes, True Creator

OTHER GODS

While the major gods of the Ice Kingdoms are listed in this chapter, they are far from the only deities that can be encountered in the Thanelands. Most of the other gods are actually demons, devils, elemental powers, or other powerful extra-planar beings capable of granting clerical powers to their followers. While many of these spirits are distant and do not create clerics and prefer to create sorcerers (see Sorcerers, page 54), nothing prevents a cleric from choosing to worship these god-like beings. If this is the case, the GM will have to work with the player to create an appropriate set of abilities and an ethos for the cleric's allegiance.

There are also 'derivative cults' of foreign gods. These cults are not original to the people of the Ice Kingdoms and imitate the cults of other pantheons, peoples, times, and places. Usually the new god's traditional rites and ceremonies have been changed to suit the needs of the new worshippers. In game terms, this means you can transfer gods from other sources to the Ice Kingdoms but the deity's level of power should be reduced by one or more magnitudes, for example, from greater god to intermediate god or lesser god or even demi god). Correspondingly, the power of the god's worshippers is also reduced. For each step that the god's power has been reduced, a level's worth of special powers and abilities is also lost to his priests. For example, a greater god who has been reduced to a lesser god would not grant any special powers or abilities to his priests at levels 9 and 12 since the god has gone down two steps.)

The most popular foreign god in the Ice Kingdoms is Jove, a the god of a monotheist cult widespread in the southern realms of Adierolf. Jove came to the Ice Kingdoms during the King War and left followers behind. While Jove is a greater god in these realms, in the frozen north he is only a demi god (He can only grant spells of 4th level or lower and grants no powers at levels 7, 9 or 12). A true priest of Jove from the south does not suffer any of these penalties.

It is often easier to become a priest of a derivative cult since the fledgling faiths are desperate for members, and their simplified rites are often incomplete and easier to understand. Therefore, the ability requirements of these cults are also reduced by 1 point for each step the god has been reduced.

The worship of Jove is strongest along the border with Courbahl and in the city of Arfhrdheim.

LEGENDS AND LORE OF THE ICE KINGDOMS



COSMOLOGY

The divine realms of the Ice Kingdoms connect to the World Tree and meet together to form the parts of Erdegard. Erdegard, the earthly realm is the converging point of good and evil, fire and ice, earth and water. Erdegard cannot exist without the other realms, but the other realms exist because of Erdegard.

Above Erdegard are the higher realms of the gods. Commonly known as Valagard, it is comprised of hundreds of "demi-planes" or "pocket-dimensions," centered on each god. These planes border one another, and divine beings can cross between them as easily as mortal beings cross a river. But each plane has its own rules, laws, and functions. The most prominent hall in the divine realms is the Great Hall of Uthin, called Valagard which lends its name to the whole divine realm.

Valagard exists above the World Tree, extending out to her highest branches.

At the base of the World Tree and along her trunk, lie both Erdegard and Pohjola. These two middle realms are home to the followers of the gods. Erdegard is the earth and everything on it, while Pohjola is the misty and smoky realm of evil that lurks in its shadow. Pohjola is a ghost and shadow realm, existing in the fog and haze of the positive material of Erdegard. But Pohjola exists side by side with

Erdegard and everything in Erdegard has a counterpart within Pohjola.

On the other side of Erdegard, as the opposite of Pohjola, is the Kalevala, the great song. The mystery of the song is what drives creation, existence, fate, and destiny. It intertwines with the mortals of Erdegard and compels them to fulfill their destiny. One cannot travel to the Kalevala, though fortunate individuals can hear the music and sing the song on their own. Only the greatest can bend the tune to their will, forge their own fate, and defy destiny.

The roots of the World Tree are long and reach deep into the earth below it. This earth is known as the Abyss. The true Abyss begins at the lowest depths of the sea and continues deep into the nether-realms beneath.

While the Abyss is a blanket term for all the "demi-planes" of the vile underworlds, the most feared and evil of these underworlds is the dark keep of Helagard. An icy, frozen wasteland of jagged razor sharp rocks, it is home to an unnatural fire that burns as it freezes. Helagard has no ruler; it sits empty, awaiting the return of Thrymtur. Corrupt gods occasionally venture into Helagard to secure dark powers and corrupt souls for their own purposes.

While there are other planes of existence, such as the ethereal plane, the astral plane, the plane of shadow, elemental planes, they are connected to Erdegard through Valagard and the Abyss.



THE CREATION OF YMIR

When the universe unfroze from the great cold, only two things existed, the first was a great pillar of ice and the second a mighty column of fire. Everything else was bathed in darkness until existence split, cracked open like a giant fanged mouth. From this crack grew forth the mighty World Tree and with it came Ymir.

Ymir was the first being, and he was a primordial being of uncontrolled creation. Every step he took created rivers and mountains, every breath he made created clouds and moons as he climbed the World Tree seeking out the heavens, high above the branches within the pillar of ice. He called the ice Valagard.

He soon created his lesser brothers, the Frost Giants. Chief among them was Thrymtur, a jealous tyrant who craved Ymir's power for himself. Thrymtur descended the tree to the column of fire and uprooted the tree declaring that if he could not rule the universe, then the tree would burn. Ymir was enraged and cursed his brother but was forced to act. In desperation Ymir lifted the tree above the fire and held the flames at bay. Unable to leave the tree, Ymir has held it above the fiery pit ever since.

In Ymir's absence, Thrymtur ascended the throne as king of the universe.



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THE COMING OF UTHIN

And so before Erdegard existed, the Frost Giants ruled the universe. They were cruel and tyrannical, violent and dangerous and always hungry. A prophecy made by one of the giant witches at the court of Thrymtur predicted the sons of the giants would rise up against him and overthrow the frost giants. In retaliation, the frost giant king took all the male children of the frost giants, including the sons of Ymir (Khoss and Uthin), and pitted them in deadly sport and gladiatorial combat against each other for eight days. On the ninth day, the frost giants grew bored and abandoned the games. Thrymtur was still wary that one of the survivors would rise up against him and decided to feed the child-gods to his giant wolf Fenris.

Fenris, the Wolf Mother, was the last of her kind. Hunted and killed for game and sport by the frost giants, Thrymtur captured her and kept her as his pet. In her captivity, she learned to hate Thrymtur and when she heard Uthin was destined to slay the giant king, she took the opportunity to save the gods. Fenris fooled the king by eating portions of the fruit of the world tree instead of the children. Then she took them to her den under the tree and hid them there. She raised young Uthin and his siblings until they were able to go out and fend for themselves. She told Uthin the secret of Ymir's fate and sent him to find the magic and weapons he would need to attain victory over Thrymtur.

When the child-gods came of age they quested for the magic and the power to defeat their parents. Finally they returned with weapons and spells more powerful than the brute force of their fathers and rose up against them. After the long battle many giants and gods were dead. Those who survived looked at the carnage they had wrought and were amazed that their blood and battle had created Erdegard and its peoples.

As the new chieftain of the gods, Uthin vowed that they would let these people control their own destiny. Much as they had carved out their own realm of Valagard and won their divinity, so too should men fight for their own power, wealth, and glory. Though the gods are often as vain and biased as men, and they too have their favored mortals.

Not all the giants died. Some hid in other elements, such as fire, water, or stone, but they lost their immortality and over the centuries have been reduced to mere beasts, ogres, and trolls. Many of the evils created by the frost giants still plague mankind. And not all is peaceful amongst the gods as they also live by the adage 'earn your place,' and many lesser gods and demi-gods plot against Uthin.

UTHIN AND HEFREYA

During the Gods' War, Uthin Wolfson sought great power to aid him and his brethren against Thrymtur. Seeking out his father, Ymir, Uthin descended the World Tree to the very roots, where Ymir held the tree high above the burning fires of hell. He begged his father for the runes and knowledge of fate to defeat Thrymtur, and he promised that he would set Ymir free from his imprisonment as the tree-bearer. Ymir granted him the knowledge he requested, but Uthin knew he could not release Ymir, as only Ymir could hold the tree safely. Uthin turned and left his father behind. Enraged, Ymir spent the last of his power and pinned Uthin to the limbs of the world tree, trapped by metal bonds. Uthin refused to beg any longer. And he waited, hanging by his wrists for nine days as he mastered the runes and magic Ymir had given him. And as the sun sat on ninth day, Uthin witnessed the coming of Hefreya, daughter of the World Tree.

When Uthin was held fast to the earth, Hefreya broke his bonds with her mighty hammer. Then she forged for him a crown and a spear so he might go forth and battle Thrymtur. At his request, she forged the metallic dragons and sent them to fight by his side, but in her jealousy she secretly recast many of the drakes and hid them throughout the world in the colors of their elements. These second casts of wyrms would be used to extract her revenge against those Uthin loved more than her. With her fae allies and a host of dwarves, Hefreya joined the other gods in the battle with the giants, turning the tide of battle with her dragons of gold and silver and bronze. And when Thrymtur was defeated and Uthin became the king of the gods, Hefreya tricked him into marrying her when she presented him with a rune covered ring of lordship. When her fae assistants, the elves, learned of her betrayal they abandoned her, save for Helath the Spider and Gurthan of the flame. She replaced her lost elven followers with a legion of dwarves she had refashioned in fire and darkness. When she married Uthin, she became Queen of the Gods, the Lady of Metal and Weapons, the creator of earth and steel. Her love of Uthin is absolute, but her jealousy over his bastard children and over his fondness for humankind nearly matches it. She hates no one more than Thrar, against whom she has unleashed dragons and trolls and armed dark elves and orcs with powerful artifacts. But always the son of Uthin prevails. Until she seduced him with her shieldmaiden, Syf, the first woman, tricking Thrar to ascend to Valagard, never to return to Erdegard until the end when Thrymtur will walk the earth again.

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SYF AND THE BIRTH OF MANKIND

With a crash of thunder and lightning, Uthin fell from the sky. Thrymtur followed him, skewered by Uthin's spear. The earth gave way to their bodies, splitting the flesh of Erdegard, leaving behind the World Wound. Here the blood of gods and giants washed over creation. As he stood, Uthin could see only one creature witness his triumph, the first mortal, Syf. Turning to the heavens Uthin made his first decree, that for all time the remaining giants would be exiled to Erdegard to live as mortals. But the fallen blood of Thrymtur also created beasts and creatures, just as Uthin's blood had created Syf. And the demon and serpent offspring of Thrymtur will haunt Erdegard until the very end.

For time unmeasured, Syf served Uthin and Hefreya as their link with Erdegard and the creatures born of the god's blood, from the wolves born from the blood of Fenris to the bears born of the blood of Ullvanus and the birds of Xeiros and Khoss. But Uthin noticed that Syf was alone and took pity upon her. Casting her into the dreamworld, Uthin had Hefreya forge Syf seven sons and with his magic he infused the seven with life taken from nearby beasts. And so unto Syf were born her children.

Her first son Urs was born with the strength of a bear and the second, Kanis, with the courage of a wolf. Then followed Hawkric, who had the cunning of a bird of prey, and Helmstag, who had the spirit of the great deer. Leoric was born with the ferocity of a snow cat, and Churn was born with the stamina of a boar. The last child was Donar, born of Uthin.

These seven men served Syf for a generation before they went their own ways and founded their own tribes, taking wives left for them by Uthin and Hefreya in their new lands. The seven tribes thrived and prospered until the coming of Pohjola, last crone servant of Thrymtur, who came to Erdegard to seek vengeance on Uthin's favorite children.

But to Uthin and a mortal woman of the tribe of Donar was born a son called Thrar. And he would fight and destroy the enemies of mankind all across the Ice Kingdoms until he would ascend to Valagard to marry Syf and both would one day be made demi-gods by the power of Uthin.

SONS OF UTHIN

Uthin fathered two sons with mortal women. Thrar is a demi-god who is more human than divine. Though immensely powerful, he is often played for as a fool in the stories. But in the end, he always prevails, usually by fooling everyone else. All the songs about Thrar have their share of drunken brawls, adultery, and action adventure.

Uthin was tricked by Louhi of Pohjola to lay with her, and she bore him his lesser son, Mordi the Deceiver. Mordi craves his father's love but his Pohjolan (and therefore giant) blood also craves the throne. Sometimes, he shows exceptional loyalty to his father and brother, but sometimes he is their deadliest rival.

Louhi of Pohjola is a decrepit and crippled old crone, misshapen and skeletal. She is a vile sorceress and necromancer who rules Pohjola. The offspring of a frost giant and a human, she rules Pohjola through her evil and sorcery. She sends many evil heroes into the world of man to punish the gods. (In some sagas she is Uthin's sister and in others his daughter from a Frost Giant).

A lesser known son of Uthin is an adopted child he found in the woods. The son of a frost giant and a winter nymph, Nikoklas was born mortal. He is the patron protector of humanity from the cold. On the coldest of nights, he stirs extra heat into the fire and extends the servings of stew and soup. He follows lost travelers and protects them, often guiding them to safety by means of a deer or lights. During particularly cold periods, the people of the Ice Kingdoms often leave markings at their doors in the form of pine, fir, or mistletoe as offerings. They believe these ornaments keep the frost giants at bay and entice Nikoklas to leave gifts, usually warm mead, or extra timber, or coals to stoke the fire. Some clans even hold great feasts on the coldest nights in honor of their winter protector. Other clans hold similar feasts once winter has passed to celebrate surviving another year of cold.

Wind, snow storms, blizzards are often called Dragon's Breath by the people of the Ice Kingdoms. During Nikoklas Feast, the Thanesmen decorate their homes with the forms of dragons and winged birds. In some communities, wicker dragons are set up outside, and salted and other slow perishing foodstuffs are "sacrificed" to them. At the break of winter, the wicker dragons are burned and their contents consumed during a grand celebration known as Thawfest.

During the middle of Nikoklas Feast, it is a common tradition for the people of the Ice Kingdoms to engage in various hunting activities to honor the Master of the Wild Hunt.

THE GREAT HUNTER

In the distant past, shortly after the sons of Syf left to found their own tribes, Alfhildr was born the daughter of a chieftain of one of the woodland clans. She grew to be a beautiful woman who was beloved by all of her tribe and was known as friend to both animal and tree. But she yearned to be free of her father's iron grip and his marriage plans for her.



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Her true love was a great hunter. Álfhildr gave him her heart, and he gave her his in return. Her father was outraged and in his anger he struck a pact with the Hag Queen Dagrún, who cursed the young lovers. She turned Álfhildr into a swift deer, and enchanted the huntsman, so that he would track Álfhildr and slay her every full moon. In order to increase their suffering, Álfhildr is reborn once a month so the hunt can begin again. If Álfhildr can evade the huntsman for the entire night, the two are reunited during the following day, but the hunt commences as soon as the moon rises again.

According to the songs, anyone who can stop the huntsman from catching Álfhildr will earn the services of the huntsman and Álfhildr from sunrise to sunset the next day.

The huntsman is served by a pack of seven giant wolves and a raven of unmatched quality.

THE STALKER OF THE MOURNWOOD

Within the vast stretches of Hag Wood lie secrets long forgotten, or long avoided, by men and dwarf alike. Any dark forest provides ample shadow for evil things. In the first days of Uthin and his sires, forests covered the land. Indeed, one obscure creation myth suggests forests once covered every square inch of the world. Another, perhaps even more obscure, contends that all things come from the heart of a great forest. Some believe that Mournwood is that forest.

Regardless of whether one believes in these old tales, there are places and things in the Hag Wood that are not easily explained. More than simple conjurer's tricks, areas in Mournwood defy all natural law. "And in the forests of the night the deepest secrets lurk," goes an old dirge still sung by some few skalds in the Ice Kingdoms. Somewhere

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near the center of Mournwood, were one able to find it, such a place exists.

This place has no name, for none have ventured there and returned. Still, logic dictates someone must have entered this area of the wood and survived. If not, how else did elements of the story get out?

All but the most ignorant know of the Pohjolan, a place, a birthright, and a curse. Those born under the eyes of the Old Crone, the Great Hag, defy the destinies set out by the gods. The sons and daughters of Uthin cannot read the skein of fate mapping the life of a Pohjolan. Either the Old Crone guides the fate of those so born instead or forces menfolk cannot guess at. While nearly every account of a Pohjolan birth ends in the corruption of that individual's soul, there are lost tales which tell another story.

Sometime in the past—some versions of the tale say

long ago, others recently—a girl-child was born in a small, nameless village along the farthest northern point of the Crown Sea. Other versions say the girl was born on an island in that sea. Whichever is true, the tales agree that the girl came into a remote part of this world marked by the Old Crone.

The superstitious people of her village cast out the girl and her mother. South they fled, encountering various beasts and obstacles along the way until they reached a city whose name is not said in any tale. At the gate of that city, the mother died, and the girl-child was raised by the guard that found her. In time, she evidenced strange powers, and, like her mother before, was forced to leave the city, but before her father could train her with the blade and shield.

For some time she traveled the Ice Kingdoms, leaving





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rumor in her wake. The girl felt the pull of Pohjolan night and day, but when the sun disappeared, the call was much stronger. Somehow, she resisted for years until she grew into full womanhood. She met a man whose heart matched her own. Love could not name the fire that held them together. For some small while the burning goodness and purity of this connection kept the Old Crone at bay.

Then, one night, the couple's home, which lay far distant from any village, fell under the onslaught of monsters. Orcs, goblins, mossmen, and others attacked the home. The woman and her man fended them off until midnight, when the man fell from a grievous wound. Surrounded by her foe, her love dying, the woman did the thing she swore she never would—she allowed Pohjolan to flow through her. Such was the power in her blood that night that every foe was slain and her lover healed. Yet in his eyes she saw the reflection of what she had become, a monster too. She fled then, away from the lands of men never to be seen again.

In some versions of the tale, the story ends there. In others, the woman crosses trackless frozen waste for years, a monster in both heart and body until she comes across Mournwood. Like the Crone's call before, the forest draws her to it. She enters, pulled as if by gravity to the true center of the wood. There, she finds not merely more forest but what she comes to believe is the wellspring of creation. In the deep wood any thought physically manifests, and desire becomes real. Her love, gone these many years, returns, a castle sprouts from the loam of leaves and reaches past the highest tree. Yet the woman does not believe these things. They are the Old Crone's tricks, the shadows of the real, cast by Pohjolan.

And so she forces herself to stop thinking of these things and instead summons that darker side of self which, finding mirror here, jumps from the realm of the conceptual to the real. For a year and a day she fights these demons. After that last day, the woman leaves the center of the wood and does not return. Yet that place, whatever it may be, does not forget, and all those things that she thought in her mind lurk there still. Moreover, those things which ages of men and beasts saw flitting through their minds lurk there too. Anything thought by the living that passed this place lives there, thrives there, but cannot leave Mournwood. That is the boundary of their existence.

But the woman, fighting all those nights, saw darker things, shadows behind shadows, and knew, as she knew the sun would rise and set each day, that the wrong thought would create a horror unlike the world has seen since Uthin himself were a boy. Indeed, she became convinced this mysterious spot in the woods existed solely to bring that horror into existence.

Since then, she has stalked the woods, ensuring no one enters that part of the wood and hoping, each dark day

into the next, that she might find the means to destroy it.

But eager dreamers hear only of a place that makes all their fantasies true. Each year, dozens of foolhardy folk venture into Mournwood to seek this spot. After the winter passes, their bones are sometimes found. Sometimes, those bones have fused with skeletons not human nor beast. Who can say if the woods made them so or the monster which guards them?

THE ICE CROWN

Grandfathers tell their grandsons a story of an ancient queen far to the north. She craved nothing but the power to keep her children alive in the cold. Seeking the powers of darkness and the runes of the earth, she forged a crown for her head that gave her control of the wind and the ice, and she erected a mighty fortress of stone. As the years passed, her love of her children was so absolute that she hid them away from the world. She hid them in a place so dark and secret that they were hidden even from her own memory. Years later when she remembered, she went to rescue them. She only found one. He was so bloated on the flesh of his siblings that she could not recognize him, and she cursed him to crawl across the ice of the north forever. Abandoned and accursed, he took his revenge on her. He slew her and consumed her flesh too.



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The crown was left untended and its powers unchecked. Ice rose up and consuming both her keep and the prison fortress of her children. The surrounding lands became a frozen waste, a realm we now know as the Frozen Thrones. It is here that many adventure to find treasure and power, now lost to the ice and snow as well.

UMLO THE WATER DWARF AND THE BETRAYAL OF MAGIC

As mankind grew older and wiser, other children of the gods positioned themselves for power. The elves became spirit folk and one with nature, assuming the traits and qualities of the environments they dwelled in. Most became close to the nature of the woodlands, while others lived in the darkness and became cold and heartless. To the far north, the elves of the Dragon Isles near the top of the world became much like the dragons they lived with, ancient, wise, powerful and greedy.

The dwarves also changed, burrowing deep into the mountains. Hidden away in near seclusion, the dwarves knew nothing of the magic that man and elf had learned above the ground. They found their calling in the art of craftsmanship. Dwarven made weapons and armor surpassed all others. They made jewelry far better than anything wrought by men, and they filled their coffers with gold. But for some dwarves this was not enough.

Umlo, lord of the fire cliffs below Mount Surtur, sought more. Umlo wanted to make something that would make the dwarves superior on Erdegard and match the sorcery that men and elves had learned. He bartered with a spirit of smoke and shadow, a dark being of unknown origin. It is largely accepted that this spirit was a mortal avatar or servant of Hefreya or Grugnar's brother, the fire giant god, Heimnir. Whatever this conjuring was, Umlo bought the power of magic and sorcery, but it cost him his soul. He became one of the Pohjola. With his newfound magic, Umlo crafted a mighty funerary mask to bury the days of his slavery and the birth of his dominance. The mask gave Umlo an aura that ensured all bowed before his might and leadership. With no love left in his soul, he enslaved his fellow dwarves and raised arms against the gods themselves.

Using his sorcery, Umlo began to craft a bridge to besiege Valagard and overthrow the rule of Uthin. But Umlo was defeated by his own patron god, Grugnar, who wrested the mask from his face and shattered it into a dozen stars that fell upon the earth. Grugnar handed him over for judgment and cast Umlo's followers deep into the earth. Grugnar called them Duergar. In the deep places, the Duergar sought Heimnir's protection. Slowly, they grew like him. Following him and his allies—the powers of Pohjola—they hid from the surface world for millennia.

The rest of Umlo's clan was cursed to wander the earth homeless forever. They were cast back to Erdegard, and Grugnar called them Gnomes. But Uthin's judgment followed, and it was heavier.

Uthin declared that, from then on, no dwarf would ever have a soul. All the dwarves were drained of their spiritual essence, and they lost all hope for an afterlife. Instead, dwarves return to rock and stone when they die. They also lost the ability to use the power of arcane magic or sorcery again. However, because Grugnar had already renamed the outcast dwarves, they escaped Uthin's punishment to some degree. Gnomes are still known for their talent with illusion magic, and the Duergar too are known to use sorcery from time to time, especially sorcery with an elemental tilt toward fire and earth magics.

Umlo received his punishment last. Cast into the sea, he became the immortal servant of Aegis, the god of death and water. Condemned to gather and collect all the souls below the sea, Umlo shares in their torment forever. He is always with Aegis and he is always suffering.

HAGS

Also called crones and witches, hags are an ancient evil that plagues the Ice Kingdoms. Most commonly, they are outcast human women who have either been touched by the curse of Pohjolan or who have willingly accepted Pohjolan powers. Others descend from the Crone's first daughters and their unfortunate paramours. (Rarely by choice, these mates are often themselves inhuman monsters such as orcs, ogres and trolls.) Lastly, some hags descend directly from the First Mother, after her fall. Whatever their origin, a hag is a fearsome evil. They live for the purpose of haunting, harassing, and terrorizing humans. They are fond of human flesh and enjoy the suffering of their prey. They hate the humans of the Ice Kingdoms and the gods as well, especially Uthin.

Hags typically dwell in dark forests, secret caverns, or isolated huts in the middle of nowhere. Legends warn travelers and adventurers of the Jarnvior forest, as many hags have been encountered in those deep and dark woods. It is rare for them to venture out into the lands of humans, but out of desperation, revenge or means beyond their control they have been known to do just that. They like to ambush travelers, kidnap children (and eat them) and corrupt the innocent. When a Pohjolan touched child is born, they are not afraid of entering a human settlement to retrieve the child. Usually, the child's family does not survive their visit.

It is believed that these children eventually become hags themselves (the female babes at least, the male ones tend to wind up as food or are cursed to become trolls).



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Unsurprisingly, hags are also hated by both dwarves and elves.

CULT OF THE HAG

There are stories you are told, passed down from one generation to the next. There are stories of runes, written in stone, these myths found laws and rules of men. Then, there are lost stories, stories few can name and fewer may recount. There is the story of Fenris' Ear. The Story of Uthin and the Cauldron, and the story of Syf's sister.

What is that? Syf had a sister? Everyone knows that Syf was the first woman and gave birth to the sons of Uthin. She had no sister.

And yet she did.

Before he made Syf, Uthin first created another mortal woman. He intended her to be the mother of mankind. Ever crafty, he took his nieces, the Four Fates, and as they cycled through their ages, he plucked from them their essence just as they reached the end of their cycle, right before they were to be reborn. From this essence, he created the woman who was to bear him his people. She remains forever nameless, for in naming her she would be given power. Thus it is not given for man to speak her name nor read it. This mother, the first intended mother, was beautiful. She was as beautiful as the snow-swept mountains and storm-tossed sea. Her red hair was like the fire of the sun and her blue eyes like the depth of the pools from which the World Serpent sprung. But the gods were jealous of her beauty. They thought that Uthin had overstepped by making such a beautiful creature, and they were angry.

In their anger and jealousy, they conspired to curse the woman secretly. They thus picked from the World Tree seven fruits, one for each intended son. From the raw clay of the earth, the gods molded a man, giving him his sex and his libido both. To the nameless woman, the man was sent so that he might woo her. For seven days he pursued her, each day bringing her one of the fruits. At first, she merely thanked him and went on her way, but on the fourth day they spoke.

When they spoke, the man's words were bewitching. He had no spirit of his own—he was a hollow-man. Like a puppet, the gods moved his limbs and his lips, and they spoke through him. They wooed the woman with divine words, and, on the fifth and sixth nights, they made love. On the seventh day, she gave birth to seven children as Uthin had intended. But this was not Uthin's doing, and the fruits the woman ate each day changed her blood. She gave birth to seven girls instead, each of them as hideous as their mother was beautiful. The hags hated their mother and lusted for revenge, for what creature would be so cruel as to bring such hideous faces into being?

They fell upon her. She was strong and survived, but

her wounds were so grievous that they never healed completely. Her face was left so scarred it was said no being could look upon without turning to stone.

The woman fled into the primeval forests of the world's youngest days. Her children, unsatiated, took to the dark corners of the earth, where they dwell still today. This was the first woman. Uthin, it is said, took his vengeance upon the other gods, but this is a story not told, not writ in stone. Some say this led to certain gods being banished. Whatever the truth, the nameless woman became the Gorgon, the first Hag and her children the Crone Brides of Darkness—lesser hags in their own right.

All true hags descend from this purposefully corrupted bloodline. The curse is the taint of this blood, and merely a drop can turn any beautiful woman into a hag—but only a woman and only one with beauty.

This story, like many left untold and unwritten, was seemingly lost to time. So it might have remained, had not the Crone Brides whispered it into the ears of the offspring of the Seven Sons. In dreams they came to them, as ages turned, and some few who were corrupted took these words to heart. So the Cult of the Hag was born.

The Crone Brides seek two things—to mate with each of the Seven Sons and to find and kill their mother. They wish to corrupt the blood of all men.

INSIDE THE CULT

The Cult of the Hag, founded in dream whispers, is tasked with helping the Hags achieve this in the mortal realm. It is a cult comprised of men led by women. On the outside, the group presents itself as a mystery cult. Men are subservient to women, thus upending Thanelaw. Yet this exception is so rooted in time that no king has successfully suppressed the cult for long, though many have tried.

The Cult of the Hag, for its part, made itself indispensable to kings, for the hags are known as prophetesses. Each cell of the cult is led by a single female hag. This woman is herself not a true hag, but scars herself so that she is as hideous as they. In fact, only the blood of a hag can truly turn a beauty into such a creature, but true hags, in the sense of monsters, are few and far between. A total of no more than four lead cult cells.

All the priests are women, each in a stage of ritual scarring leading, they hope, to hagdom. You see, the story is so secret and old that, like the blood of the first mother, it is corrupt. The story twisted, turned and mutated over the eons. Very few know that the only way to hagdom is the blood of a real hag. Fewer know where to find one.

Thus, the overwhelming majority of cult members are no more than mortal. However, the ritual scarring creates a sympathetic magic linking the high priestesses to



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the original Crone Brides. From this they get their powers of prophecy. The uglier the priestess, the more accurate her predictions. For ages, the visions of these women have been sought by rulers of all types. Arfhrd himself journeyed to the temple of the Eye, where he was told his grand destiny.

So, there is a reason rulers today allow this organization to so overturn the order of things. This is an exception, not a rule. Nearly everywhere else, women serve men, though Brides of Uthin have more freedom. The highest priestesses come to know the true story of the First mother in dream. The whispers become discernible, and they understand the purpose of their cult—to find the Gorgon, the First Mother and mate with the Seven Sons.

CULT RITES

Two ceremonies are most important in the Cult of the Hag—Seventh Night and the Uncomely. The first ritual involves sex. On seven successive nights, high-ranking priestesses select men and mate with them. On Seventh Night, they mate with all seven in a single, orgiastic ritual that begins at dusk and ends at sunrise. Some sects of the cult are said to slay the chosen men, but this is likely a pernicious rumor.

Regardless, nobles oft times send their sons to be chosen for this role, and it is not unusual for a noble born male to spend some time in the cult for this reason. Again, this is part of the delicate arrangement that allows such a cult to exist in the first place. Mating with one of the scarred women is said to give a ruler power over men that the First Mother herself had when beautiful.

This ritual mimics what the Seven Hags wish to achieve with the Seven Sons—mating that leads to a new race of men. This, the cultists believe, is the race which is the true heir to the gods. The race of men now known is but a mistake on Uthin's part, a usurpation of the original power of the feminine.

The second ritual is known as the Uncomely and it occurs twice a year. It is a method of ritual scarring that, over the years, gives the priestesses their power. Scars are carved into the would-be hag by her acolytes and, if successful, she begins having portentous dreams. In time, these dreams turn to waking prophecy. The latter is what rulers are familiar with when they consult a "hag."

As each year's ceremony ends, the woman either gains new prophetic powers or her progress ends. The woman is not transformed into a true hag. True hag blood is necessary for that ritual. However, the Seven had children in their time, and thus lesser hags can be found in the depths of old forests, in fetid fens, and caves reeking of sulphur. These true hags are said to lead the cult in secret. Who has penetrated the cult's mysteries deep enough to say?

THE CULT OF THE GORGON

Some say the Cult of the Gorgon came before that of the Cult of the Hag, some say after. Regardless, the Cult of the Gorgon lies in opposition to the Cult of the Hag. This cult reveres the First Mother. She was, they insist, the victim of the gods' trickery and the true heir of mankind. Women and men both worship the Gorgon. They are equal partners in the cult.

In fact, during the end of the rule of Arfhrd, an order of knight-monks began to worship the First Mother, whose betrayal gives mankind the right to vengeance. It is the destiny of the Cult of the Gorgon, and mankind overall, to push the gods out altogether and replace them with a single, deity—the First Mother. The Gorgon Hag, in other words, will become the one, true god.

To this end the cult is purposed.

Overthrowing the gods and replacing them is at odds with Thanelaw, common belief, and the social order. The Knights Gorgon were tortured and put to the stake under Arfhrd's successor. That was, officially, the end of such business. But, it is easier to crush an organization than an idea, and the Knights Gorgon went underground. Members of the original order founded new cults and inserted themselves into long-standing organizations. Even today, a small but influential number of them infiltrate all levels of society. Belonging to this group is punishable by death. The only known members are those who have been "bolted to the stones" and survived. There are two members in Tenebrous, where they are allowed to live so long as they do not leave the hamlet. Killing them, superstition says, would end the prophecy of all survivors and bring ruin to Arfhrdheim.

THE FIRST MOTHER AND THE CRONE BRIDES

Somewhere, perhaps in the waking world, the First Mother and her hag daughters still exist. They may have been born mortal once, but they have become immortal—or extremely long-lived.

The First Mother seeks a single thing—her true name. With it, she will inherit the power of her creator, Uthin, and might reshape the world and take vengeance upon the gods.

The Crone Brides seek their grooms. By mating with them, they create a new race and forever end the threat of their Mother. Likewise, they still want to avenge themselves on their mother, who they see as the cause of their ugliness and suffering. Perhaps if they learned it was the gods themselves who caused their pain, the two forces might join. What might the fallout be were that to happen?

Rolfgar surveyed the scene. The body slumped on the ground beneath the stairs, in a frozen and untidy pile.

"Ah, Reichard," he registered, "probably a good thing I came myself." Another girl had gone missing too, and Rolfgar's mind was mostly on that. He had thought about skipping out on this errand.

This man was not exactly his friend, though he had known him a long time and they had shared a long history. They were about the same age, and they had both come to Arfbrdheim around the same time. In those days, the dead man had been halfway famous as a sprinter and was the frequent victor in races and other contests of agility or speed. And he was universally respected among the huscarls for his bravery. Rolfgar respected him too. He had seen Reichard's meddle firsthand and more than once.

"Ah, swift Reichard," he thought again in silent eulogy, "champion sprinter and veteran of many battles." And then he added almost audibly, "and lately victim of stealth?"

They had already scrubbed the blood from the steps, but the spot was still visible. The rinsewater made a telltale glass on a couple of steps, just below the top. Rolfgar regarded the sight in silence and kicked his own feet against the bottom rung, scraping mud. "These damn boots," he thought to himself.

"We were together at Trondheim," he remarked at last to the several younger men who stood around waiting on his word. "We were standing only about ten yards apart during that final charge. I don't think any of us who were there then thought we were going to withstand it or survive it. We were all ready to die in that moment—fighting only for the gods' notice. Reichard safely earned Valagard on that day alone." Nodding, the younger men grunted respectfully.

Turning back to the corpse, Rolfgar stooped closer. "He sure as hell didn't fall," he said aloud to the several men who attended him. Blood stained his clothes and the terrible wound in his neck was plain to see. "Bled out fast, I'd bet" he remarked to his lieutenant, Dagstyr.

"Probably a mercy there," agreed the younger man, twisting on a tuft of red hair at the end of his chin, "he'd have been dead before the cold started on him."

"So somebody finally got the jump on old Reichard," he muttered to himself. "I guess we all really do lose a step." And then looking up sharply, he asked, "Who found him?"

"The guard who replaced him, lord. His name's Almarge."

"We'll need to talk to him then."



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CHAPTER 7: TEMPLES OF THE ICE KINGDOMS

DEFINITION OF TERMS

- **Type:** If cult and worship can empower the gods, gods also empower their worshippers. The gods are divided into different types, based upon the degree to which they empower their priests. Greater Gods are the most powerful. They can grant 7th level spells to their priests. Intermediate Gods can grant 6th level spells, Lesser Gods 5th level spells, and Demi-Gods (4th level spells); less powerful Spiritual and Elemental Forces can grant (3rd level spells). Though they are not covered in this book, there are also Philosophies and Disciplines (2nd level spells) and Internal (1st level spells) religious practices.
- **Alignment:** All divine beings have an alignment. The god's alignment indicates his or her disposition toward prayers and supplications.
- **Domains:** Domains are the particular fields or spheres of influence that are the deity's special concern. These domains also determine what type of aid a god or goddess might grant to his or her worshippers. For example, a fire goddess will grant fire abilities to her followers or even rain down fire on her enemies. In third edition games and beyond, domains are used by priests/clerics to determine available spells, powers, and special abilities.
- **Symbol:** The symbols that the gods give their worshippers help focus their divine power. Of course they also serve as a reminder to the faithful who wear them.
- **Traditional Garb:** Divine beings usually appear to their worshippers clothed in some recognizable dress.
- **Deity's Favored Weapons:** Divine beings are often noted too for favoring certain weapons. A god's personal weapon is imbued with great power and special abilities. Very often, that same type of weapon is preferred by the clerics and even dedicated worshippers of the god.
- **Form of Worship Services:** Throughout the year, festivals and other holy days celebrate the god's power and influence. During these times, heightened devotion and particular divine favor.
- **Typical Worshippers:** Divine beings often attract certain types of worshippers. Unsurprisingly, deities

who like to help giants gain giant worshippers.

- **Worshipper's Favored Weapon:** Deities often prefer particular weapons for their worshippers.
- **Holy Places of Worship:** Gods often have their favorite special places on the Earth or elsewhere. These places redound to the deity's worship. Sometimes they become targets of conflict between the worshippers of rival deities.
- **Animal Totem:** Deities often have favorite animals. For example, Odin had ravens and wolves he favored as pets. These animals were often seen as harbingers or messengers by the deity's worshippers.
- **Appearance:** While deities usually appear to their followers in some recognizable form, sometimes they hide or change their appearance. For example, Odin liked to walk the land of man as a one-eyed beggar to see how his followers treated such people. At times of war, he might appear as a valiant warrior, armed with a huge spear and astride a winged horse.

FOLLOWERS

A basic description of who the general followers of this god is and what they do.

PRIESTHOOD

A more detailed description of how the priests and clerics of this god behave and act. Special game rules for the priests may be included in this area as well.

CLERIC OF ...

Which god the specialty priest serves.

- **Alignment:** Alignments available to specialty priest of this god. Any special modifiers for alignment restrictions will also be listed here.
- **Ability Requirements:** Ability scores required to be a specialty priest of this god.
- **Weapons Permitted:** Weapons permitted to specialty priest of this god.
- **Armor Permitted:** Armor permitted to specialty priest of this god.



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- **Shield:** Whether or not specialty priests of this god can use a shield.
- **Poison/Oil:** Whether or not a specialty priest of this god can use poison or oil.
- **Spheres:** For some earlier era games, especially 2nd edition, specialty priests had access only to specific spheres of spells. Specialty priests have only minor access (spells from levels 1-3) to spheres marked with an asterisk (*).
- **Turn Undead:** Whether or not a specialty priest of this god can turn undead. Specialty priests of some gods can control undead.
- **Granted Powers:** Most specialty priests gain special powers at levels 1, 3, 5, 7, 9, and 12. These powers are listed in order, following that sequence. Unless otherwise noted, all specialty priests use the paladin experience point and level charts. If your game does not have paladins, use the chart for magic users or wizards instead. Any special modifiers will also be listed here.

Granted powers can take several forms, from bonuses on particular rolls to special abilities, and even extra magic. The following is a brief explanation of how some of these granted powers work.

- **Ability Score Bonuses:** An ability score bonus works like any other bonus to an ability score. It cannot raise the ability score above any racial (or other) maximums. If for some reason, the character has exceptional strength (or another exceptional ability) then each +1 only increases the exceptional rating by 10%.
- **Bonus Spell(s):** Bonus spells are treated like any other spell the character might have, but they do not count toward the normal allotment or limit of spells a priest can cast during a given time. A bonus spell can only be “memorized” or prepared once and is not available to be memorized with other spell slots from character level or high wisdom bonus. If, however, the character normally has access to this bonus spell, then it may be memorized multiple times, as normal. Bonus spells may even come from spheres (or even classes) to which a cleric does not usually have access.
- **Rune Caster:** A priest with rune casting can work and make and use rune magic (see runes on page 62).

THE POWER OF CLERICS AND PRIESTS

The specific abilities of clerics and priests depend on which god they serve, how they serve that god, and which aspects of their god they choose to promote. Since the Ice Kingdoms is compatible with a variety of editions

and game systems, there are two key notations to pay attention to when using these gods for your clerics. First, the *DOMAINS* entry should be used for third era and later games to determine what abilities or spells are available to a cleric. Secondly, the *SPHERES* section should be used for determining spells available for a second era game and can be used with first and basic era games as well. See Appendix C for a listing of spells by sphere. Third, entries such as favored weapons, armor permitted, alignments, ability requirements and so forth can be used across editions with very few modifiers or none at all. Finally, the granted powers section can be used easily in basic era, or first and second era games. It can be used in third and later era games too with only small conversions. Just be sure both the player and GM know exactly how the abilities will function in your particular game.

FALL FROM GRACE

Clerics and priests are not guaranteed their powers and abilities. Most have to follow a moral code, or a regimen of daily practices. There is little room for their own needs, desires, and goals. Indeed, their own needs, desires, and goals should mirror those of their deity as closely as possible. Infractions to the ethos of the god can result in minor punishments, such as loss of their powers for a short time, or severe ones, such as a permanent fall from grace.

There are three levels of transgressions: Minor, Medium, Major.

Missing an important ceremony or failing to render some commanded tribute are simple violations. They usually result in loss of a special ability or bonus for a limited time. These penalties usually go away quickly and with little effort—an extra tithe, a bonus sacrifice, a simple gesture requesting forgiveness.

Willfully violating the god’s ethos in some way constitutes middling sort of sin, a medium transgression. Gaining proficiency in a forbidden weapon, for example, violates a commandment. Refusing to pay a necessary tithe or perform the proper sacrifice also offend the god. Disrespect to the deity’s priests, oracles, or temple—or in more structured cult, disobedience to one’s superiors—can also provoke the god’s anger. Punishment for sins of this kind is usually harsh. Sinful priests might lose all experience points gained since reaching their current level, or lose on spell casting level or even refusal to renew spells once cast. A penitent cleric or priest must petition the temple or a higher level priest for some means of making amends. Usually, penance takes the form of a quest or mission on behalf of the temple or a direct and painful punishment.

TEMPLES OF THE ICE KINGDOMS



In order to be restored to divine favor, guilty priests have suffered flogging, branding, forfeiture of all their possessions, or even the loss of an eye or a hand. Reinstatement can also include a temporary exile or excommunication.

Major transgressions are sacrilegious actions in direct opposition of the gods' ethos, but which also betray or dishonor and insult them egregiously. For example, a priestess of the god of justice who uses her priestly powers to steal or murder commits more than a crime. Murder and theft are crimes nearly anywhere, but for a priest of the god of justice, they are a perverse treason indeed. Priests of war gods who flee just and necessary battles commit the same sin, as do the priests of healing gods who become poisoners. Of course any priest of any god who steals sacred items or treasures from their own temple commits the worst kind of sacrilege.

Specialty priests are struck by their god with a punishing blow and become standard clerics. They continue to use the experience chart of druids, and their weapons and armor restrictions continue to apply. They retain the same spheres of spells, but they have no other special powers (not even turn undead). A second transgression of any kind results in a permanent fall from grace.

A fall from grace for a priest or cleric is an irrevocable loss of divine favor. It does not have to result from only a major transgression. Repeated or indifferent violations can lead to a fall from grace. In general, it should take three minor or two major to equal a single major transgression, based on time between transgression, severity of the crime itself, and how the cleric or priest repented.

A priest or cleric who falls from grace becomes a fighter, at whichever level has the same attack ability as the cleric or priest (using THAC0 or Base Attack Bonus.) The character begins with the exact number of beginning experience points for that level. They retain their current hit points, but they cannot exceed the number of hit points a fighter of that level could have—including any bonuses for high constitution, race, and other modifiers. If they do exceed that maximum, then they are reduced to a matching number of hit points to the maximum they could have for their new class and level, this continues until they could possibly have more hit points from fighter levels than they do from their days as a cleric. They do not gain any extra skills, proficiencies, or abilities, though they will gain new ones as they advance as a fighter.

If, by becoming fighters, fallen priests qualify for additional special rules—such as exceptional strength in 1st and 2nd edition games—those additional rules begin to apply to them only once they have gained at least one level as a fighter. Once the character has gained a level as a fighter, roll for his or her exceptional strength as normal. This rule also applies to any other ability score modifications that fighters get that clerics do not—for example, to

the constitution bonus to hit points in 1st and 2nd edition games.

Example: Oduth of Thrar is a 4th level priest of Thrar in a 2nd era fantasy game. He has 9,331 experience points, a 17 Constitution, and 24 hit points (4d8 + 8); his THAC0 is 18 with 3 combat and 5 non-combat skills—8 in all. Having fallen from grace, he becomes a fighter with an 18 THAC0 (level 3.) As a level 3 fighter, Oduth would normally have 5 combat skills and 4 non-combat skills—9 in all—but he retains the number he already has. His maximum hit points as a 3rd level fighter are 36 (10 per level, plus 2 per level for high constitution, he doesn't get the fighter bonus to hit points for high constitution until he reaches 4th level) so he starts with his 24 hit points. He now has 4,000 experience points.

Once he gains 4th level as a fighter, he can use his high constitution bonus for being a fighter—he gains 3 hit points per level instead of 2—increasing his hit points by 1d10 + 6 (3 for 4th level, 1 extra for levels 1, 2 and 3 plus the standard 1d10).

SAMPLE ETHOS

What is the ethos for a specific priesthood? The following are examples. Most are Loyal, Charitable, and Righteous. GMs and players may create others to develop more fully the relationship between a priest and his or her god. Use the entries on each god as guidelines.

Loyal: Loyalty requires priests to be dedicated completely to their alignment of their deity. If a loyal priest knowingly commits an act contrary to his deity's alignment, he must confess his sin to a 7th level or higher priest as soon as possible and seek to do penance. If a priest knowingly and willfully commits a contradictory act, his status and powers may be stripped permanently (see fall from grace).

Humble: Humble priests may not carry more than 10 magical items, restricted to one suit of armor, one shield, four weapons (ammunition does not count), and four miscellaneous items. Priests can haul and transport magical items in saddlebags or in a cart, but they cannot have on their person more than their restriction. If a priest encounters an opponent while carrying more magical items, he or she must drop them before fighting. More restrictive versions of this ethos could be limited to 6 magical items or even 3. The most severe version permits no magical items.

Charitable: Charitable priests must tithe (or sacrifice) at least 10% of their total income to their god or his temple every month. They may only keep enough treasure to support themselves, pay their servitors at a reasonable rate, and maintain a stronghold, although a fraction



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of the funds may be set aside for construction, repair, and emergencies. All excess wealth must be donated to their god or his temple; it may never be given to PCs or NPCs.

Righteous: Priests only employ henchmen of their allegiance or those who act in a similar manner. Righteous priests can tolerate characters of any alignment, so long as they do not openly violate the priest's own ethos; however, a righteous priestess will try to convert non-followers.

Loners: Loner priests can never have henchmen, hirelings, or servants at any time, although they may travel and associate with other adventurers. This restriction is lifted after 8th level.

Frugal: Frugal priests cannot own more treasure than they can carry. Excess treasure must either be converted to portable form (gems, art, bank notes) or donated to their deity.

Outsiders: Because of their beliefs, priests do not dwell in man-made cities or towns. An outsider priestess may reside in a city, but she must stay away from built structures, living in parks or outside the walls.

AEGIS

- **Type:** Intermediate
- **Alignment:** Chaotic Evil
- **Domains:** Water, Magic, Chaos, Death
- **Symbol:** Trident
- **Traditional Garb:** Sea Shell Armor with a cloak of Kelp
- **Deity's Favored Weapons:** Trident
- **Form of Worship Services:** Storms and ceremonies of death (burial)
- **Typical Worshipers:** Sailors, those who fear death, those doomed to die
- **Worshipper's Favored Weapon:** Tridents and spears
- **Holy Places of Worship:** Special shrines built near docks, the prow of every ship in the sea
- **Animal Totem:** Shark or Kraken
- **Appearance:** The god appears as a 30 feet tall merman with blue scaled flesh, long white beard, snakes for hair, and three fingered talons for hands wielding a giant golden trident.

While the most feared god of the pantheon is the Doom King Khoss, few indeed court the attention of Aegis. After the Gods' War, Aegis wished to be king of gods and men, but Uthin punished him for his jealous desires and imprisoned him beneath the waves. Instead, Uthin made him the keeper of the vile dead.

Aegis serves beneath the sea, trapping the souls that are not worthy of Valagard. He drowns the doomed souls in the Abyss, where they serve forever under his lash. Aegis is the punisher of mankind and the god of the sea and ruler of the underworld.

Aegis is served by Umlo the water dwarf and his children. Umlo serves a function similar to Uthin's winged shield maidens, but instead of gathering souls to journey to Valagard, Umlo uses his enchanted scythe to reap the souls of the damned and chains them to the rocks at the bottom of the sea so they may wait for the judgement of Aegis.

Legends say that any living mortal who sees Aegis, the snake haired sea god of death, is turned instantly to stone. The stricken soul flies straightaway to Aegis' throne to be judged.

FOLLOWERS

Aegis is universally worshipped and receives tribute and propitiation from most people in the Ice Kingdoms. No one wants to invite his wrath. During the summer, children carve wooden replicas of deceased family members and weight them with stones. They throw the carvings into the sea (or other bodies of water) in order to trick or placate Aegis, so that the souls of their loved ones might escape his judgement.

Aegis has no ceremonies or celebrations except the ones performed by his priests and his holy days are not observed by laymen. Burial ceremonies in the Ice Kingdoms are quick, with either a hasty funeral pyre or deep grave within hours (at most days) of someone's death. A quick burial hastens the soul into Valagard and escapes Umlo's attention.

PRIESTHOOD

Priests of Aegis take on several roles in society. They often serve as judges who administer the Thanelaw. "No one wants to cross a dead one," say the northmen, using a common but unflattering term for Aegis' priests. Dread of the god adds respect for the law, since few are willing to flout the legal decisions of the Punisher's priests. Whenever a priest of Varstraea isn't around, or a godi of Uthin can't be found, the priest of Aegis is usually enlisted to uphold the law.

Some priests of Aegis serve as grave makers. They prepare the bodies of the dead and bury (or burn) them. These gravemakers also perform first judgement on the departed soul. First Judgement entreats Aegis to let the soul go to Valagard. Usually, it involves the departed's friends and family members; they make their pleas to the gravemaker-priest, begging Aegis' mercy. Often, the priest

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performs rites and ceremonies meant to better the dead man's chances. Priests of Mordi the Deceiver have also been known to pose as grave makers and defraud the grieving relatives of the dead. Not even the crookedest thief would dare join in their fraud.

Finally, as guardians of the underworld, priests of Aegis also serve as slayers of undead. They live in dark, damp caves near bodies of water, where they keep watch. Their vigil blocks the souls of the dead from returning, since the only way from the Abyss to Erdegard is through bodies of water (or so they believe).

CLERIC OF AEGIS

- **Alignment:** Any Evil.
- **Ability Requirements:** Strength 9, Constitution 12, Wisdom 12
- **Weapons Permitted:** Any
- **Armor Permitted:** None
- **Shield:** Yes
- **Poison/Oil:** Yes/Yes
- **Spheres:** All, charm*, creation*, divination*, elemental (water only), healing*, necromantic, protection*, summoning
- **Turn Undead:** Turn
- **Granted Powers:** **1)** see in darkness; bonus spell (*know alignment*); bonus skill: Swimming **3)** bonus spell (*darkness in 10' radius*); control undead as cleric two levels lower; **5)** water freedom (as a *ring of swimming* that also bestows water breathing); **7)** bonus spells (*cause fear, hold person*); **9)** control winds (direction but not intensity) for up to one hour per level of experience per week; **12)** regenerate 5 hit points per round.

BELAC

- **Type:** Intermediate
- **Alignment:** Lawful Evil
- **Domains:** War, Destruction, Chaos, Mutation, Corruption
- **Symbol:** A bloody iron axe
- **Traditional Garb:** Bear cloak and ring mail armor.
- **Deity's Favored Weapons:** Iron axe
- **Form of Worship Services:** The dark of the moon each month is a high holy night.
- **Typical Worshippers:** All goblinoid races from ogres to orcs to kobolds.
- **Worshipper's Favored Weapon:** Axes, scimitars, spears and clubs
- **Holy Places of Worship:** Special caves dedicated to the deity.
- **Animal Totem:** Vargs, giant rats and boars

- **Appearance:** Belac appears as a massively strong goblin, standing seven feet tall. He stands with a shield and axe in his hands and he wears glowing ring mail.

The youngest son of Ymir, Belac was once young and handsome. Before the Gods' War, he was a favorite of Thrymtur, but he admired too the heroics of his brother Uthin. Torn during the conflict, Belac fought on Thrymtur's side one day and Uthin's side the next. In the end, Belac sided with Uthin in the final battle and watched their uncle perish.

When Uthin's allies were rewarded, Belac stood by, watching and waiting his turn. The dwarves of Grugnar received their great mountains. For Fenris, Uthin gave the wolves domain over the plains and forests of Erdegard, and for Khoss and Xeiros, he presented the birds all the skies of the whole world. Belac watched as Uthin gave the bears of Ullvanus the hills and low mountains of the east. He waited and gritted his teeth when Uthin made Hefreya his queen, and gave her elves and dragons the north. He glowered when Uthin made Tyres the lord of his armies, and he fumed when Aegis was granted the sea and the underworld. But he bellowed with rage when at last Uthin gave the whole domain of Erdegard to the human Syf and her children.

"And where, dear brother, will my followers who fought and died for you live?" Belac asked.

"There is no place left, Belac you betrayer. All of the lots have been divided." And then Uthin cursed Belac: "You and yours shall be as the monsters of the world, beasts of night, as unholy to the world of man as Thrymtur himself!" At a glance from Uthin, the followers of Belac twisted and melted into a ruined and terrible form. They became the orcs.

And then, Belac lifted his great iron axe and hacked into Erdegard. "Liar! he cried. 'You have denied me of my birthright, a prince at your side, and cheated my followers. There is a place for us to dwell... here!' he bellowed, and his axe blow collapsed the mountains, opening mighty rifts and chasms. "And here!", and the blade split the hills making them shake and covering them in ruin. "And here!"

"There!" howled Belac triumphantly, and his voice shook Erdegard. "There is where my people shall live! There they will survive, and grow stronger. We shall inherit!"

But Uthin would not hear it: "My children will lose no part of their inheritance, Betrayer," shouted Uthin. "I will not divide up Erdegard!"

And Belac walked away haughtily and roared in anger. "Then we shall take it all!"

Since that day, the enmity between the children of Uthin and Belac has never abated. Belac and his kind have been a constant source of the corruption, treason, and violence to



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the people of Erdegard. He sends his orcs and corrupted beasts forth from the bowels of the earth to destroy and cause fear. Belac and his followers search for the Cursed-Runes, a set of magical runes powerful enough to break Ymir's and Uthin's control of the heavens. Like Gragnar, Belac leads his own pantheon of gods, but little is known about them.

FOLLOWERS

Belac is the Great Traitor. Scholars debate if he deserves that title or not, but the end result is all the same, he is the god of all the goblins, orcs, kobolds and other humanoids that plague mankind. His followers are either one of these nasty creatures, or half-orcs. Only the most desperate human being would seek his help. But there are always some who power seekers who are willing to sell out their own kind for that power. For some, the allure of Belac's powers of corruption and mutation are too strong to resist. Indeed, many of the human beings who have been misled by Belac have been wizards bent on refashioning creatures.

Belac's followers actively seek to overthrow and destroy the humans and dwarves of the world. They engage in all

sorts of breeding experiments, creating half-breed orcs of all sorts, with humans, goblins, ogres, and more. Each is an attempt at crafting a creature to serve in its role perfectly, be it as a spy, assassin, warrior or laborer.

Followers of Belac tend to be flesh eaters, willing to consume the remains of any creature, (dead or alive) including the flesh of their own kin. They leave nothing to waste, creating weapons, clothing, tools, armor, belts and other items from the earthly remains of friend and foe alike.

PRIESTHOOD

Belac's priests are shamans and war leaders for orc and goblin tribes. Others who serve him specialize in experiments that mutate and corrupt creatures and breed new monstrosities. Belac's earliest beast masters created vargs and war boars, and today his servants claim lycanthropy as Belac's curse on both mankind and the favorite animals of the gods. But their breeding are not only limited to animals, for they have corrupted their own kind for thousands of years. Whatever their calling, Belac's priests thirst for power and domination, and they delight in suffering, pain, and fear.



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CLERIC OF BELAC

- **Alignment:** Any Evil
- **Ability Requirements:** Strength 15, Constitution 14, Wisdom 8
- **Weapons Permitted:** Battle axe, club, flail, scimitar, spear, two handed scimitar
- **Armor Permitted:** Leather, studded leather, padded leather, hide, ring, chain and breastplate (always painted/dyed black or red)
- **Shield:** Yes (always painted/dyed black or red)
- **Poison/Oil:** Yes/Yes
- **Spheres:** All, combat, divination*, elemental (earth, fire), healing*, necromantic, protection*, summoning, sun (reverse)
- **Turn Undead:** No
- **Granted Powers:** **1)** +1 hit versus dwarves, Ursan, Fenrir, and elves; use d12 for hit dice at levels 1 and 2; bonus spell (*berserk*); **3)** can cast *aid* on self; use d10 for hit dice at levels 3 and 4; turns undead as if 2 levels lower than actual level; **5)** heal self for 1d8 hit points for every sentient creature killed in the last 24 hours; **7)** can enchant a single axe to do +2 damage (duration 2 rounds per level); bonus spell (*frenzy of the gods*); **9)** increase strength and constitution by 1 point each; **12)** once per month can use the spell *enhance* on one creature, this use is special and increases the creature's HD by 1, gives the creature +1 to hit and to damage, improves creature's AC by 1, and morale by 3, the creature will follow the priest's commands but must make a saving throw against poison every day or die.

THE CRONE

- **Type:** Demi
- **Alignment:** Chaotic Evil
- **Domains:** Earth, Chaos, Death, Evil
- **Symbol:** Crescent moon
- **Traditional Garb:** Witches robes
- **Deity's Favored Weapons:** Staff with a crescent moon
- **Form of Worship Services:** Full moons are holy nights for worshippers. On these nights, males of all kinds are sacrificed to the goddess.
- **Typical Worshippers:** Hags, outcasts from society, evil wizards, and illusionists
- **Worshipper's Favored Weapon:** Poisoned dagger
- **Holy Places of Worship:** Consecrated islands in the middle of deadly swamps or openings in dark forests
- **Animal Totem:** Toad
- **Appearance:** The Old Crone of Pohjola always appears as a bent old woman in witch's robes. She stands seven feet tall. Her features are all huge, and warts

cover her face and hands. She always carries her crescent moon staff.

The Old Crone of Pohjola is the Hag Mother. Known as the "the Gorgon," "the Hag Queen," and "Louhi," she is considered the greatest threat to the Thanelands and the gods of Valagard. Very few know her secrets. She is related to the other gods. She used to be one of them.

The Crone was the beautiful and radiant older sister of Syf, created by Uthin to be the mother of humankind. But she was betrayed by the jealous Hefreya, who tricked her into loving a hollow man. Hefreya deceived the Crone and tricked her into bearing seven monstrous hags. These daughters attacked her and left her scarred and disfigured. Now she is so foul and ugly that a glance turns mortals into stone. And so the gods cheated the Crone of her name and her birthright. Instead, she became the mother of the hags of Erdegard.

She hid away and learned the secrets of the earth and the moon, a powerful magic untouched by Uthin and his runes. Deep within the earth's crust, she unleashed the magic of an unknown realm, Pohjola. Pohjola is the shadow of the real world, existing side by side with Erdegard, but ever invisible to those who do not know where to look or how to see it. From Pohjola, the Crone corrupted human hearts, just as Syf inspired them.

Syf and Thrar hunted the seven daughters. Though no one knows how many of the seven remain, there is at least one that dwells in Mournwood.

The Goddess of Pohjola holds many hidden secrets, and her religion is a mystery cult. Initiates are brought to an isolated maze, hedge, or caver, and are led through by the Guide. The Guide is already a Witch. All witches save one per coven are female. This male witch appears once in each generation. He is known simply as the Son of Pohjola. No witch will say why this happens, but other clerics of other gods believe the male witch is an incarnation of Mordi, some believe he may be a child of Thrymtur or Belac. In the southlands, where the gods go by other names, scholars in the great cities debate this potentiality. In the Ice Kingdoms, there is less time for philosophical dialectics.

Despite her relations to the other gods, the Crone of Pohjola is undeniably evil. She hates them and desires above all to destroy them and the human beings who serve them.

FOLLOWERS

The Crone's followers are mostly women who practice magic, or who want to, or pretend to. Many hedge-witches and fake oracles follow her, but only her priestesses are really witches. For most, she simply represents the empowerment of the feminine aspect, most often symbolized by the Moon. All agree this is an Age of the Sun, and therefore the male aspect is dominant.



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Few in the Ice Kingdoms respect the worshippers of the Crone. Widely regarded as a kind of holdover from early days, the cult is often derisively called the “church of the woods.” She has no proper temples and is no proper goddess.

PRIESTHOOD

The Priests of the Crone are true witches. They practice a form of magic they claim is older than any tradition known or taught by men. Woman must give birth to man, and so a woman’s magic must have come first. Witchcraft draws power from the Goddess, another name for the Crone, and from the moon. The sun is their counter-aspect, but is not an enemy in the way some of the powers are.

Instead, the moon and sun, male and female, are inextricably connected. Witches, for all priests of the Goddess are so called, recognize this and use the shifting balance between the two to their advantage. In the male-dominant Ice Kingdoms, a witch’s power is suspect.

Witches have no permanent churches or temples. They may wear symbols of the moon, but they have no vestments. Some say that the male witch always has a crescent moon birthmark, but only a witch would know for sure. All witches know that the Age of Man will give way to the Age of Woman. It has happened before and must happen again.

CLERIC OF THE CRONE

- **Alignment:** Any Evil
- **Ability Requirements:** Constitution 11, Intelligence 13, Wisdom 13
- **Weapons Permitted:** Daggers, staves, darts, knives, and slings.
- **Armor Permitted:** None
- **Shield:** No
- **Poison/Oil:** Yes/Yes
- **Spheres:** Special (a crone priestess has minor access to all spheres, including the wizard/magic-user school of illusion/phantasm)
- **Turn Undead:** Control
- **Granted Powers:** 1) Priestesses of the Crone are witches and gain their power directly from her; they do not memorize or pray for spells, but instead, they are able to cast their spells once each per day; spells cast during the day are cast at half the caster’s level, while spells cast at night are treated as if they were cast by a character 1 level higher (2 levels higher on the night of a full moon), this includes their ability over undead; tied to the moon cycle for their power, the Crone’s witches suffer –1 on all actions during the day (if in the sunlight) but they gain +2 on all saves at

night; bonus spells (charm, find familiar); make saving throws as magic-users/wizards. 3) the cleric can create one hex per week, this functions identical to the spell glyph of warding but may be cast on a living creature; immunity to poison; 5) the Crone’s witch can brew potions, storing one first or second level spell in liquid form for later consumption per week, this brewed potion functions as if cast by a 1st level spell user, after a week the potions become stagnant and poisonous (inflicting 1d4 damage if someone drinks them, save against poison for half damage) and evaporate completely after one month; 7) the Crone priestess can brew potions of up to 3rd level spells and all potions are treated as if cast by a 3rd level caster; the Crone priestess can now create two hexes per week; 9) the Crone priestess can create magical items the same as a magic-user/wizard; the crone priestess can now create three hexes per week; 12) bonus spell (conjure elemental); the crone priestess can now create four hexes per week.



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FENRIS

- **Type:** Intermediate
- **Alignment:** Chaotic Neutral
- **Domains:** Healing, Chaos, Travel
- **Symbol:** A wolf's head
- **Traditional Garb:** A toga made of wolf fur with the head still attached
- **Deity's Favored Weapons:** Fangs and claws
- **Form of Worship Services:** All full moons are holy to the faithful. The Spring Equinox is the highest holy day.
- **Typical Worshippers:** Rangers, hunters, lycanthropes
- **Worshipper's Favored Weapon:** Daggers and hand axes, weapons that mimic a wolf attack (clawed gloves, wolf head shaped weapons)
- **Holy Places of Worship:** Temples dedicated to Fenris
- **Animal Totem:** Wolf
- **Appearance:** Fenris usually appears as an aged human mother to her human followers, though she can also appear as a huge varg.

Fenris is a titan, one of the first beings after the creation of the World Tree. She was once a member of a proud family of wolf-titans that roamed the universe freely, but her kin were all hunted and killed by the frost giants. She was the last of her kind when Thrymtur captured her. For aeons, Thrymtur kept her as his pet, and she suffered. She saved Uthin and his brothers from Thrymtur's wrath and aided them in their war against the frost giants. When Uthin prevailed, she was freed. She renewed her race once again, filling Erdegard with wolves. Even a tribe of men took her name.

Fenris is an ally to Uthin. She continues to roam the World Tree seeking out threats to the balance of nature, though she has no love for restrictive rules or regulations.

FOLLOWERS

Fenris is the patron god of the Fenrir, the wolf nomads of the pack lands of Wolfheim. To all of Uthin's followers, she is also celebrated as his loyal servant. In general, the people of the Ice Kingdoms embrace her, though their feelings toward her sacred creatures and the Fenrir vary.

PRIESTHOOD

Fenris' priests are known as shamans—or pack lords and pack masters—and are treated as wise men and medicine men by their tribes. They serve as counselors to tribal chiefs and mentors to young Fenrir warriors—braves, also called cubs until their first kill in combat. They recount the stories of her wanderings and exploits from the Gods'

War. Her songs also include many stories of wolves and wolf-like creatures.

To those outside the Fenrir tribes, the shamans serve as ambassadors of the pack ways. They earn trust and respect of other Thanemen because of their goddess's connection to the other gods, especially Uthin and Ullvanus.

During hunts, the shamans serve as granters of last rites to the animals that are killed. The priests also prepare the sacred bundles and wolf cloaks for Fenrir warriors.

CLERIC OF FENRIS

- **Alignment:** Any Neutral (Good, Evil or True)
- **Ability Requirements:** Constitution 13, Wisdom 13, Charisma 13
- **Weapons Permitted:** Clubs, sickles, darts, spears, daggers, scimitars, slings, and staves
- **Armor Permitted:** Leather, studded leather, padded leather, hide
- **Shield:** Wooden shields
- **Poison/Oil:** No/No





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- **Spheres:** All, Animal, Combat*, Divination, Elemental*, Healing*, Protection,
- **Turn Undead:** No
- **Granted Powers:** **1)** priests of Fenris can speak with animals (dogs and wolves only) as if it were a standard language skill; +2 on all saves against fire and cold; +2 with the animal handling skill; **3)** detect nature and woodland stride (as druid); base move is increased by 25% (3", 30 feet, etc.); **5)** summon wolf as a companion, this is a standard wolf (not a winter wolf, varg or any other special wolf) and for all purposes gives the priest the same benefits and drawbacks as the *find familiar* spell; **7)** charm immunity (as druid); **9)** wild shape (as druid) but only into a wolf; **12)** the priest of Fenris gains a special mount that is the equivalent to a paladin's warhorse but is actually a large wolf; the cleric's constitution becomes 19.

THE FOUR FATES

- **Type:** Lesser
- **Alignment:** Lawful Good
- **Domains:** Air, Earth, Good, Fate, Luck, Magic, Sun, Water
- **Symbol:** Tree branches or leaves
- **Traditional Garb:** Gossamer Dress.
- **Deity's Favored Weapons:** None
- **Form of Worship Services:** Worshippers work in gardens and cultivated fields thinking of the fates and what they need from them.
- **Typical Worshippers:** Everyone, especially Huirdu and diviners
- **Worshipper's Favored Weapon:** Daggers and spears
- **Holy Places of Worship:** Gardens
- **Animal Totem:** Robin and other common birds
- **Appearance:** The Fates appear as beautiful maidens dressed in rainbow colors. When they have to deal harshly with humans they show themselves as 7 feet tall crones dressed in black robes with whips in their hands.

Look at the World Tree. Is it not the same top and bottom? Do not the roots of the tree, if upended, look like the branches themselves? Now, imagine a thread comprised of tinier threads. At one end, the threads have not yet been woven. But at the other end, the threads unravel. The thread of the world looks like the World Tree.

The intertwined threads are your life, however long or short. The threads still unwoven are your future, and the past unravels behind you. Your whole life is being woven even now, but you shall never know it all. Only these Four can know. If you are lucky, you might get to ask them a

single question. But you may spend the rest of your life regretting the answer.

Only the Four Fates know what the thread looks like from one end to another. Only they know what lies hidden below the World Tree. Only the Four Fates can know these secrets, but they are not the only secrets they possess.

The Four Fates are Adriel, Edriel, Idriel, and Odriel. Born in this order, they represent too the cycle of birth, life, and death.

Adriel is death. The eldest, she knows everything that has gone before but can see nothing of what is or is to come. She appears young and stern woman. tired but strong, a woman whose burden is great. She knows not joy, and she does not laugh. Of the four, she takes her duties the most seriously.

Edriel is life. She is the now. Fickle, she has no past to regret or future to fret over. Capricious and beautiful, she leads many men to their doom.

Idriel is birth. A girl in her early teens, Idriel forgets the present and cares nothing for yesterday. As others collect moments of the past, Idriel dreams only of tomorrow. She is hopeful and brave, for she has seen all the best and worst to come.

Finally, there is Odriel, the observer. Every day, she watches her sisters weaving for twenty three hours. In the single hour that remains, she judges all their work. She does not speak; at least not in any way that her sisters can understand.

FOLLOWERS

Few in the Ice Kingdoms have not called upon the Fates at one time or another. But the wise know it is always better not to attract the sisters' attention. In some places, speaking their names is against the law.

The learned have spent many hours trying to grasp the string these ladies weave. Sorcerers too have tried to glimpse it. Thus far none have or, if they have, they have bitten off their tongues and cut off their hands so they may not speak or write about what they know.

PRIESTHOOD

The Fates are usually worshipped as a single god, for most believe that the Four are really one, divided only in the mortal mind. But most priests of the Fates prefer one over the others, picking their chosen goddess upon acceptance into the clergy.

Priests who prefer Adriel tend to be serious. They do not use a uniform symbol. Rather, each priest, must seek out an object rare and old when he is an initiate. This object becomes a kind of fetish for the individual priest to channel the power granted him by Adriel.

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Priests who prefer Edriel dismiss regrets and worries and embrace today. They are given to impulse, and many count them wastrels and hedonists. Edriel's chosen do not fear tomorrow and thus do whatever they want today. For the same reason, they are universally respected as fearless warriors. A warrior who believes tomorrow does not matter does not fear death. Warrior clerics of Edriel are formidable indeed.

Priests who prefer Idriel look ever toward tomorrow. They prize divining, augury, and scrying. Some of the greatest prophets come from this priesthood. The greatest among them are all women, known as the Oracles of Idriel. Using secret potions, they see the future in waking dreams.

Few prefer Odriel. Those initiated in her cult glimpse the whole of the World Tree, the totality of the Fates' weaving. They are powerful, for they have seen fragments of everything. However, many of Odriel's priests go mad or even commit suicide. The mortal mind is not built to hold her secrets.

CLERIC OF THE FOUR FATES

- **Alignment:** Any Lawful
- **Ability Requirements:** Constitution 11, Intelligence 11, Wisdom 13
- **Weapons Permitted:** Dagger, hand axe, short bow, spear, mace, club, staff
- **Armor Permitted:** Hide, leather, padded
- **Shield:** No
- **Poison/Oil:** No/No
- **Spheres:** All, Astral, Charm, Creation, Divination, Guardian*, Healing*, Protection*, Summoning, Sun*
- **Turn Undead:** No
- **Granted Powers:** **1)** bonus spell (*divination, detect evil, detect lie, read magic*); cabal: if multiple priests of the Four Fates work together they can cast divination spells at a greater caster level, for each extra priest, increase the casting level by 1, up to a maximum of +3. If four priests are involved they may gain an additional +1 to their caster level if a priest of Udriel assists them. This counts all the casting of divination for all priests involve (except for the priest of Udriel); **3)** bonus spells (*augury, detect magic, know alignment*); **5)** +2 on all saving throws; increase wisdom by 1 point; **7)** each prepared spell from the divination sphere can be cast twice before being lost (does not apply to bonus spells); **9)** cannot be surprised or fall victim to backstab attacks; cannot be pickpocketed; can use magic user only magic items; **12)** bonus spells (*clairaudience, clairvoyance*) centered on any priest of the Four Fates

or Udriel within double range of the spell; immune to energy drain; increase wisdom and intelligence by +1 each.

GRUGNAR

- **Type:** Intermediate
- **Alignment:** Lawful Good
- **Domains:** Earth, Fire, Dwarves, Crafts
- **Symbol:** A hammer on an anvil
- **Traditional Garb:** Chain mail armor
- **Deity's Favored Weapons:** Huge battle hammer
- **Form of Worship Services:** Worship services work around the creation of weapons. The finishing of hammers and axes call for a service to dedicate the weapon to the god.
- **Typical Worshipers:** Dwarven warriors, metal-smiths, armorers, and blacksmiths
- **Worshiper's Favored Weapon:** Blunt weapons
- **Holy Places of Worship:** Areas where there is a forge and/or anvil
- **Animal Totem:** Ram
- **Appearance:** Gragnar appears as a typical muscular dwarf dressed in the highest quality plate mail. He is always depicted with his hammer and shield.

The songs say nothing of Gragnar's birth or origin. He creates the dwarves and joins Uthin in his war against Thrymtur, without any preface. Eventually, he battles against Hefreya too, when she corrupts the Duergar.

Gragnar serves Uthin's kingship. When Uthin punishes Umlo and the rest of the dwarves, Gragnar has no say in the matter and cannot prevent their punishment. Gragnar is not alone. He heads a pantheon of dwarven gods. The northmen know little about these others, though, like Gragnar, they too serve Uthin, but the dwarven gods are not subject to any of the other gods. Dwarves do not bow to men, and Gragnar does not bow to any god other than Uthin.

Uthin shared the secret of the runes with Gragnar, who passed that skill to his priests. As a guardian of runes, Gragnar is also a protector of magic, even though his people are forbidden to use it. He is also the lord of their afterlife, not Xeiros, Uthin, or Aegis. Only Gragnar passes judgement on dwarves. The worthy ones become part of the Great Mountain, but those he deems unworthy are doomed to fade away into nothing.

Gragnar is patron god of dwarves as well as of craftsmen, metalsmiths, and blacksmiths of all races. The gnomish gods belong to the same pantheon, and Gragnar rules over them too.



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FOLLOWERS

Grugnar is king of the dwarves and the true god of their race. He is the original sculptor and protector of his kin, assuming the role of creator after the treason of Heimnir and Hefreya. All dwarves worship him, though many usually worship other patron gods under him too. They make sacrifices of gems and gold and silver, usually in donation to his temples, but at times cast deep into the bottomless pits beneath the surface of Erdegard. Not all dwarves will bow to Uthin or his human priests. Most dwarves resent the notion that Grugnar is a vassal of Uthin. To the dwarves, no dwarf is a servant of any human, even if that 'human' is king of their gods.

For human followers of Grugnar, he is a misshapen and diminutive godling, who suffered horribly during the Gods' War and now hides under the mountains, working his forge for Uthin. To these human followers, the dwarves are not the favored race of the forge god, but rather, his servants and assistants. Differences in lore sometimes pro-

duce conflicts between Grugnar's human worshippers and the dwarven rune priests.

PRIESTHOOD

Priests of Grugnar are protectors of their people and the sacred runes. They are also chief smiths, architects, advisors to lords, and keepers of genealogy and history. They forge rune weapons, consecrate mines, document births and deaths. They also chronicle the deeds of great dwarves and teach others about the great deeds of past heroes and the dwarven gods. They often serve as ambassadors between dwarves and men. In every stronghold, Grugnar's priests keep and mark the calendar, since they preside over many ceremonies, feasts, and celebrations.

But perhaps most importantly, warrior priests serve their lords and strongholds as war chiefs against the hated goblinoids of the deep earth.

Note: Only dwarves can be specialty priests of Grugnar. Human priests of Grugnar are standard clerics.



TEMPLES OF THE ICE KINGDOMS



CLERIC OF GRUGNAR

- **Alignment:** Any Good (Lawful Good gains 5% experience bonus)
- **Ability Requirements:** Strength 12, Constitution 14, Wisdom 11
- **Weapons Permitted:** Bludgeoning weapons
- **Armor Permitted:** Any (the heavier the better)
- **Shield:** Yes
- **Poison/Oil:** No/Yes
- **Spheres:** Special (See Below), All, combat*, divination*, elemental, guardian, healing*, protection
- **Turn Undead:** No
- **Granted Powers:** **1)** As protector of the dwarven race the priest gains a favored enemy (as ranger), this enemy is usually a goblin, orc, troll or other species that is a common foe of the dwarves (player's decision, but the GM may provide input); +1 hit point at 1st level; bonus spell (*read magic*); rune caster; **3)** as the epitome of the dwarven race, the priest can reroll any failed roll involving their special dwarven racial abilities; +1 to save against magic; **5)** a priest of Grugnar can inspire courage (as a bard); **7)** the priest has their constitution increased by 1 point; **9)** the priest gains the abilities of a 1st level paladin, these abilities increase at a rate of 1 level per level the priest attains after 9th; **12)** the priest's constitution and wisdom increases by 1 point each.

Priests of Grugnar have special spells they can cast in addition to their regular spells. The following spells are either additional spells or forbidden. The additional spells are normally wizard/magic user spells, but because of the nature of dwarven clerical magic, they are available to priests of Grugnar. Forbidden spells can never be used, even from a magical item, including scrolls and potions. The number in parenthesis (#) indicates the spell level for purposes of selecting the spell for the priest of Grugnar.

- **Additional Spells Available:** *Strength* (2), *Dig* (4), *Stone Skin* (4), *Stone Shape* (5), *Transmute Rock to Mud* (5), *Wall of Iron* (5), *Wall of Stone* (5), *Move Earth* (6), *Stone to Flesh* (6)
- **Forbidden Spells:** *Dust Devil* (2), *Snake Charm* (3), *Animate Dead* (3), *Feign Death* (3), *Giant Insect* (4), *Speak with Plants* (4), *Sticks to Snakes* (4), *Air Walk* (5), *Animate Dead Monsters* (5), *Insect Plague* (5), *Rainbow* (5), *Aerial Servant* (6), *Wind Walk* (7)

HEFREYA

- **Type:** Intermediate
- **Alignment:** Lawful Evil
- **Domains:** Healing, Protection, Sun, Creation
- **Symbol:** A sun symbol in gold
- **Traditional Garb:** A white toga
- **Deity's Favored Weapons:** A javelin of gold
- **Form of Worship Services:** The solstices and equinoxes are high holy days and nights. The first sunny day in any given month is a time of celebration and feasting.
- **Typical Worshipers:** Farmers, pregnant women, craftsmen, wives
- **Worshiper's Favored Weapon:** Javelins
- **Holy Places of Worship:** Temples dedicated to the goddess are found in every large city. Centers of healing are also part of the worshipping places.
- **Animal Totem:** White dove
- **Appearance:** Hefreya always appears as a beautiful woman, sometimes with flowing red hair and at other times her hair is hidden beneath a black cowl exposing only her face. She dresses always in a very revealing way, showing off her earthy charms. She stands seven feet tall with a crown of diamond and ice spikes that give her the authority of a queen.

Hefreya is queen of the gods. The songs do not explain where she came from. They only announce her coming as the daughter of the World Tree. But she is a very powerful goddess, credited with creating both dragons and elves and warping the dwarves into the corrupt race of the Duergar. She is fierce and jealous. She tricked Uthin into marrying her. She truly loves Uthin fiercely, and all her curses and blights come from her love and her jealousy. Some say she is even more powerful than Uthin.

FOLLOWERS

Metalsmiths, craft workers, royalty, and those seeking revenge all pay tribute to Hefreya. So too do the dark dwarves known as the Duergar, shield maidens, and even the Brides of Uthin. Hefreya is a protective deity, guarding what belongs to her. She shares this trait with the people of the Ice Kingdoms, who will fight fiercely to protect what is theirs. Hefreya is respected and worshipped by most of the population. Her most devoted followers share her hatred for Thrar and his followers.



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PRIESTHOOD

Priests of Hefreya may be male or female, but only females can reach the highest levels of power within her temple. Priests serve as smiths, craftsmen, and counselors for nobles, other priests (except priests of Thrar) and larger settlements. Besides thanes and other nobles, only the priests of Hefreya can perform legal wedding ceremonies. Only a priest of Hefreya can dissolve a marriage without the violating parties facing the judgement of Aegis. Priests of Hefreya believe in a strict rule of hierarchy. Violating it is a very great sin.

CLERIC OF HEFREYA

- **Alignment:** Lawful Evil (Neutral Evil with a 5% experience penalty)
- **Ability Requirements:** Intelligence 12, Wisdom 11, Charisma 13
- **Weapons Permitted:** Javelin, dagger, club, spears
- **Armor Permitted:** Leather
- **Shield:** No
- **Poison/Oil:** Yes/No
- **Spheres:** All, Animal*, Charm, Creation, Divination, Healing, Necromancy*, Plant*, Sun, Weather
- **Turn Undead:** Control

- **Granted Powers:** **1)** *detect lie* 1 time per day per level; +1 to all crafts skills; rune caster; bonus spells (*ceremony, bless*); **3)** cast magic user/wizard spells as if the priest were a 1st level magic user/wizard, this ability increases by 1 level every 3 levels gained after 3rd level; **5)** *detect poison* 1 time per day per level; **7)** *speak with dead* 1 time per week per level, **9)** *summon storm* (doing 1d6 damage to all exposed people and structures, save for half damage, duration 1 turn/level, area of effect 10 feet per level), **12)** *Clairvoyance* (centered on any acquaintance of the priest).

KHOSS THE DOOM KING

- **Type:** Intermediate
- **Alignment:** Lawful Neutral
- **Domains:** Magic, Luck, Doom
- **Symbol:** A circle with a dagger in it
- **Traditional Garb:** Bear cape & bear fur armor
- **Deity's Favored Weapons:** Two handed sword
- **Form of Worship Services:** Rune carved items are sacrificed on nights of a full moon
- **Typical Worshippers:** Everyone
- **Worshipper's Favored Weapon:** Swords
- **Holy Places of Worship:** Temples dedicated to the god
- **Animal Totem:** Owl
- **Appearance:** Khoss appears as a powerful warrior king in chain armor. He wears a crown with a huge ruby at its center.

Lord Khoss, god of dooms, sits on his throne in the roots of the world tree. From his sanctuary he can watch the roots of the tree and follow them to every human and god and observe and watch their fates. He is forbidden to interfere unless the natural order is disturbed. With him dwell four of his six children, the four fates (Adriel, Edriel, Idriel, and Odriel). His fifth daughter, Ydriel, the Anti-Fate, lives on Erdegard where she spends her days inspiring mankind to deny destiny and fight their dooms. Khoss' son, Udriel, stands above the world tree, observing the tree and Erdegard protecting the tree from those who would defile it. Udriel also prevents forbidden passage from Erdegard to Valagard and other realms beyond mortal needs.

Khoss is the younger brother of Uthin and some say is more powerful in raw magic and divinity but is denied his right to rule by the artifacts Uthin wields: the sacred spear, the crown of rulership and the ancient runes of the world that existed before ours. Khoss watches the world unfold and does little to intervene, as he knows, unlike his brother, the fate that waits for all the gods and all the people, even his own.

TEMPLES OF THE ICE KINGDOMS



FOLLOWERS

Followers of Khoss are either unafraid of destiny or live in constant fear of it. To worship Khoss is to accept that you have no control over what your own doom, because, in the end, everyone pays the Doom King. People worship the god by making small sacrifices of food and drink to him. “Khoss’s way” or “Khoss’s will” are commonly invoked in everyday talk to signify something inevitable. Even if only in customary sacrifices and proverbial sayings, all acknowledge his sway over the course of daily events.



PRIESTHOOD

Priests of Khoss are rare. He is feared in the Ice Kingdoms, and though he is not evil, most would rather leave the Doom King to himself. Very few dedicate their lives to him, and those who do are often somber and dreary.

Priests of Khoss tend to his one temple in Avarheim, as the Doom King has few places of worship. Outside Avarheim, most priests of Khoss make their sacrifices and ceremonies at the roots of ancient and giant trees or in deep caves below forests. They spend most of their time deciphering stars and signs about the coming fate of the peoples of the Ice Kingdoms. Rarely do they give share with others what they have understood in the signs and portents.

Unlike most other priests of the Ice Kingdoms, the priests of Khoss do not adorn themselves with gold or other valuable jewelry. Black robes and tangled hair is more common, and some sects shave their bodies. There are even stranger cults of Khoss too. These seek out and pursue the people who have cheated fate in order to deliver the doom and set the cosmos right.

CLERIC OF KHOSS

- **Alignment:** Lawful Neutral
- **Ability Requirements:** Strength 12, Constitution 10, Intelligence 9, Wisdom 12
- **Weapons Permitted:** All swords (especially large two handed swords), daggers, axes
- **Armor Permitted:** Hide
- **Shield:** No
- **Poison/Oil:** No/No
- **Spheres:** All, astral, combat*, creation, divination, elemental, plant, protection*, summoning*
- **Turn Undead:** Yes
- **Granted Powers:** **1)** +1 on all saves; AC is improved by 1; bonus spells (*cause fear*, *detect lie*, *know alignment*); rune caster; **3)** can speak with plants (trees only) 1 time per day per level, treat as a combination of *speak with plants* and *speak with dead*; **5)** doom of man—player can spend one round reading someone’s aura to determine their doom, if the subject fails as save vs magic, the priest gains +3 on their next action against the subject (can be divided up between multiple actions to a maximum of three actions at +1); **7)** bonus spells (*sticks to snakes* [and its reverse], *bark skin*, *tree*); **9)** bonus spells (*clairvoyance*, *clairaudience*) but only while using their special ability gained at level 3; **12)** bonus spell (*commune*) but only while using their special ability gained at level 3.



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MORDI

- **Type:** Lesser
- **Alignment:** Chaotic Evil
- **Domains:** Knowledge, Evil, Trickery, Magic
- **Symbol:** A golden hand
- **Traditional Garb:** Richly appointed robes with a great deal of valuable jewelry being worn
- **Deity's Favored Weapons:** Whip
- **Form of Worship Services:** Every midweek is given to doing clever business and going to the temple at sunset
- **Typical Worshippers:** Merchants, Rogues, Gamblers, Politicians
- **Worshipper's Favored Weapon:** Flail or whip
- **Holy Places of Worship:** Gambling halls, temples dedicated to Mordi, shrines at the front of crossroad inns
- **Animal Totem:** Crow
- **Appearance:** Mordi appears as a human in golden chain mail armor. When his whip cracks, lightning fills the sky, and dark thunder clouds unleash sheets of freezing rain.

Mordi is the chaos god, the lord of mischief and thieves. But he isn't just a negative spirit amongst a hall of valiant warrior gods. Mordi represents mankind's ability to think, plan and scheme. He is the evil god of thieves and assassins, but also, the patron of intelligence and planning.

Mordi has no permanent home. He splits his time between his father Uthin's halls and the realms of fire. And Mordi spends much of his time wandering Erdegard, challenging the human mind and spirit. Unlike his brothers Thrar and Nikoklas, Mordi is the trueborn heir of Uthin, being a child of both Uthin and Hefreya.

FOLLOWERS

You don't have to stab people in the back and steal their money in order to follow the way of Mordi. You must simply accept that at times you must employ trickery or seek some advantage to improve your chances of success. Using cheaper materials to make a product and sell it quickly in order to make a profit doesn't match Mordi's dedication to chaos and strife, but it does appeal to his heart as a cheater. Moving your troops under the cover of night to ambush the enemy in the morning is more stratagem than cheating, but it is still in the domain of Mordi. Mordi is often followed in these simple means. "Mordi's law" is a common phrase and hints at the subtle nature of mankind to stack the deck in their own favor, but be wary, at time Mordi plays the trick back on you. Others who follow or praise Mordi do so out of a desire of being protected from bandits

and wrongdoers, hoping that Mordi will hear their prayers and spare them the pain of being a victim to Mordi's children and their antics.

PRIESTHOOD

Priests of Mordi spend their life travelling from village to village, trying to spark creativity and depravity. They challenge their fellows to think and to survive by their wits. This is often the cover they use when performing their mischief. They only do it to make their victims better at surviving. The priests of Mordi take to adventure, trade and travel as a means to get as much exposure to people (and victims) as they can.

However some priests of Mordi focus more on the intellectual side of their calling, writing poetry, riddles, puzzles and questions. They usually share these with their followers, friends and associates as a challenge. The more zealous (and less kind) priests of Mordi even trap people and challenge them to solve riddles or puzzles that will save their lives.

Priests of Mordi rarely congregate in large numbers. Their temples in Avarheim are run-down and usually empty. Their true temple is the local tavern or pub, where wine flows, coins drop and lips are loose.

CLERIC OF MORDI

- **Alignment:** Any Non-Lawful
- **Ability Requirements:** Dexterity 9, Intelligence 12
- **Weapons Permitted:** As thief plus flail
- **Armor Permitted:** As thief
- **Shield:** No
- **Poison/Oil:** Yes/Yes
- **Spheres:** All, charm, combat*, creation*, divination, elemental, healing, plant*, summoning
- **Turn Undead:** No
- **Granted Powers:** **1)** bonus spell (*charm person*); access to the illusion/phantasm sphere of magic user/wizard spells as if they were clerical spells; backstab as 1st level thief (this never improves); **3)** gains the skills of a thief as if they were a first level thief, gain bonus points as if gaining levels as a thief when the priest reaches levels 5, 8, 11, 14 and 17; **5)** increase dexterity by 1 point; **7)** increase intelligence by 1 point; **9)** bonus spells (*alter self, mass suggestion*); **12)** bonus spell (*polymorph self*).

TEMPLES OF THE ICE KINGDOMS



NIKOKLAS

- **Type:** Lesser
- **Alignment:** Chaotic Good
- **Domains:** Air, Guardians, Protection
- **Symbol:** Mistletoe
- **Traditional Garb:** Green cloak and green leafy leather armor.
- **Deity's Favored Weapons:** Cudgel
- **Form of Worship Services:** The high holy days are the solstices. Every cloudless, sunny day is a time for rejoicing.
- **Typical Worshippers:** Rangers, people of the forest, bards, entertainers
- **Worshipper's Favored Weapon:** Cudgel
- **Holy Places of Worship:** Oak glades, special golden oak trees
- **Animal Totem:** Elf hound
- **Appearance:** Nikoklas appears as a seven foot tall elf wrapped in green from head to toe. He always appears with a cudgel in his hand and a flute at his hip.

Claimed to be the first of the elves, Nikoklas is the adopted son of Uthin. In the sagas, he repays the god's kindness by protecting Uthin's favored people, the Thanemen. Though elves are generally hated and mistrusted, Nikoklas is looked fondly upon by humanity. He wanders the Ice Kingdoms protecting those in dire need from nature, but it starvation, the elements or animal attacks. He does not involve himself in man on man crime or violence or with warring with the enemies of the gods.

Nikoklas is depicted as a thin, tall man-elf with ice blue skin, flowing white hair and an almost eternal smile on his face. He also serves as chronicler of the gods, singing songs, and writing poetry about the deeds of his brother deities.

FOLLOWERS

Nikoklas is revered by most humans for his dedication to protecting them. Unlike Udriel, who is the god of protection, Nikoklas has no loyalty to fate or destiny. He can interfere with events that were destined to be. Those in need try to attract his attention with mistletoe decorations, bright ornaments, or lighting ceremonies. They leave gifts of mead and bread outside their doors during the coldest of winter nights and sing songs asking for his favor. No one thinks ill of him, except those who favor the darker powers. Nikoklas is often thought of as a fool or fop by the clergy and followers of Khoss, Udriel, and Thrar.

Nikoklas is also favored by bards, skalds, poets, and other performers.

PRIESTHOOD

Priests of Nikoklas care for those who cannot take care of themselves. They shelter the poor and orphans in homes, but mostly priests of Nikoklas travel the Ice Kingdoms looking for those they can help, or entertain.

Priests of Nikoklas have a lot in common with bards. They often serve as skalds and storytellers for the people of the Thanelands.

CLERIC OF NIKOKLAS

- **Alignment:** Any Non-Evil.
- **Ability Requirements:** Dexterity 12, Wisdom 13, Charisma 15
- **Weapons Permitted:** Bludgeoning weapons, including blunt hurled weapons, but not missiles.
- **Armor Permitted:** Chain mail or lighter
- **Shield:** No
- **Poison/Oil:** No/Yes
- **Spheres:** All, charm*, creation*, divination*, elemental, guardian, healing, protection
- **Turn Undead:** Turn
- **Granted Powers: Special:** Specialty Priests of Nikoklas are treated exactly as bards with the exception of the entries above and that they select clerical spells from the spheres listed above instead of arcane (magic user/wizard) spells.

O'MAWJ

- **Type:** Lesser
- **Alignment:** Chaotic Evil
- **Domains:** Destruction, Death, Disease, Evil, Undead
- **Symbol:** Crude circle with 8 triangle shaped teeth pointing inward
- **Traditional Garb:** Human skin robes
- **Deity's Favored Weapons:** A katar knife
- **Form of Worship Services:** Meals eating humanoids of all types are times of celebration for the dark god. Each full moon calls for a sacrifice of some stranger for the worshipper's cauldron.
- **Typical Worshippers:** Primitive villagers, hermits, Varyags, orcs
- **Worshipper's Favored Weapon:** Stone club, katar knife
- **Holy Places of Worship:** Hillside Caves, Islands in swamps
- **Animal Totem:** Worm or boar
- **Appearance:** O'Mawj appears as a as a well-muscled goblin-type, nine feet tall. When not adorned in his simple rags, he wears a vest of body parts and the skull and claws of a saber tooth tiger.



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O'Mawj has no interest in humanity, except its destruction or enslavement. There is no way O'Mawj, the cannibal god, is of the World Tree. The Saga of Uthin calls him the son of Thrymtur and a great worm. It is said that the great worm was eating the roots of the World Tree, and Thrymtur plucked the worm from the tree. The conflict between the giant worm and Thrymtur resulted in the birth of the cannibal god. Once born, O'Mawj immediately consumed the worm and vanished into the roots of the tree.

Later in the saga, O'Mawj eats the fallen gods and giants and consumes entire tribes of men. Udriel imprisoned him in a chamber deep inside Erdegard. Here the cannibal god is locked away by chains and gates forged by Gragnar and he sleeps eternally thanks to the enchantments of Xeiros. But even sleeping, he reaches out to the surface world with his evil and unsated hunger.

He shall awaken, and when he does, he will consume the earth, making it barren and fresh for the return of his father, Thrymtur.

FOLLOWERS

There is no rune for O'Mawj, and only the bravest or most foolish mention his name. His human worshippers hide in secret caves and dungeons, avoiding discovery as they hunt and consume the flesh of their fellow men. They believe that eating flesh gains them the power and knowledge of their victims and appeases their sleeping god far below the earth.

O'Mawj has few human followers, though he was popular amongst the Varyag. He was the force behind their descent into savagery and the cause of their exile from the Thanelands. Hidden tribes still practice his rituals deep in the mountains or in the Mournwood. If the purge of the Flesh Eater War did not banish his corruption, perhaps nothing will.

He is also popular amongst orcs and necromancers, especially those who use ghouls and other undead that eat flesh.

PRIESTHOOD

O'Mawj has no temple or priesthood, though the various tribes and clans that have fallen to his ways often follow the instructions of a sect leader or a witch doctor. These priests receive few powers from O'Mawj, but they have learned the skills and knowledge necessary to survive hidden from those who would destroy them.

Where he can be openly worshipped (such as in remote Varyag villages or orc tribes), the priests of O'Mawj oversee human (or humanoid) sacrifice and the ritual consumption of human (and humanoid) flesh. They lead raiding parties to kidnap victims, or they pick members of their own clans and tribes or take volunteers. Volunteers are kept alive as long as possible while they are being eaten by the cult. Often these victims eat portions of their own bodies and drink their own blood.

Followers of O'Mawj usually have very little respect for human life. Their priests often find themselves as sellswords, mercenaries, assassins and other masters of death. They hide their wickedness, eating only small amounts that go unnoticed by their employers until it is too late.



TEMPLES OF THE ICE KINGDOMS



Much like the great worm, priests of O'Mawj also see themselves at eating away at the rot of the world. They devour and destroy what is hurting Erdegard, mainly humans and unbelievers. They desire the day that they can awaken their sleeping god, and he can consume everything.

CLERIC OF O'MAWJ

- **Alignment:** Any Evil and Chaotic Neutral. (Chaotic Neutral suffer a 5% experience penalty, Lawful Evil suffer a 10% experience penalty).
- **Ability Requirements:** Strength 11, Constitution 14, Wisdom 10 (Dexterity 12 for Assassin of O'Mawj only)
- **Weapons Permitted:** Any, but prefer katar knife, scimitars, man-catchers, axes and maces or clubs
- **Armor Permitted:** Hide, leather, studded leather, padded
- **Shield:** Yes (except for Assassin of O'Mawj)
- **Poison/Oil:** Yes/Yes
- **Spheres:** All, creation (reverse), divination*, healing (reverse), necromancy, summoning, Sun (reverse)* (assassins of O'Mawj treat all of these spheres as minor access)
- **Turn Undead:** Control (zombies and ghouls only, assassins do not have this ability)
- **Granted Powers:** There are three different specialty priests of O'Mawj: Sect Leader, Witch Doctor, Assassin.

- **Sect Leader:** 1) have minor access to the sphere of charm, bonus spell (*enthrall*), 3) immune to poison and disease; 5) bonus spell (*vampiric touch*); +1 on all saves; 7) regenerate 1 hit point per round; immune to *fear*; backstab as a 1st level thief; 9) immune to energy drain; increase wisdom by 1 point; 12) bonus spell (*contagion*)
- **Witch Doctor:** 1) bonus spells (*aid*, *slow poison*); 3) bonus spells (*cause disease*, *hold person*, *strength*), 5) bonus spells (*animate dead*, *cloak of bravery*, *speak with dead*); 7) bonus spell (*animate dead monsters*); 9) bonus spell (*frenzy of the gods*); 12) bonus spell (*contagion*)
Note: All of the witch doctor's bonus spells are delivered via salves, potions, elixirs and other ingested or applied fetishes, therefore all casting times for these bonus spells is increased by 1 round as the witch doctor has to prepare the concoction and the affected have to either drink it or otherwise apply the substance.
- **Assassin:** 1) assassins of O'Mawj gain spells at the same rate as bards (they gain their first spell as second level); assassins of O'Mawj are trained in special skills of thieves receive 60 points to add

to their skills. No more than 30 points can be added to a single skill. At each level, the thief gains an additional 20 points, and no single skill can be raised by more than 10 points. No skill can be raised above 90% including adjustments for dexterity, race, and armor. If a skill is ever reduced below 1% it cannot be used at all; save as thieves; backstab as thief of equal level; 3) can attempt assassination strikes to unaware targets, during a successful "backstab" victim must make a save against death, if failed backstab multiplier for damage is increased by 1; 5) the assassin of O'Mawj learns how to track as a ranger (in a skill system there is no penalty for tracking, in other systems they gain the same % chance to track as a ranger of equal level); 7) assassin of O'Mawj can fight two weapon style as a ranger but only with katar knives; 9) the assassin can disguise themselves so well it works exactly like the spell *change self*, those encountering the assassin can make a saving throw against paralysis to see through the disguise; 12) assassins of O'Mawj can use magical and clerical scrolls. There is a 25% chance the attempt misfires, causing the spell to be centered on the priest or cast on a random target. The GM should choose a scenario that disadvantages the priest and/or their party.

SYF

- **Type:** Demi
- **Alignment:** Lawful Good
- **Domains:** Air, Protection, Sun, War
- **Symbol:** A bronze shield
- **Traditional Garb:** White cape and white leathers
- **Deity's Favored Weapons:** Long sword
- **Form of Worship Services:** Birthdays are central to the worship of Syf. The oldest and youngest person's birthday in a community are high holy days.
- **Typical Worshipers:** Females (especially mothers), guardians, protectors of the weak, nobles
- **Worshiper's Favored Weapon:** Long sword
- **Holy Places of Worship:** Shrines are placed beside the inside of city gates
- **Animal Totem:** Horse or Hawk
- **Appearance:** Syf appears as a charming young, full-figured woman with long dark hair. She is depicted wearing white leather armor and a white cloak. There is always a large white war hound at her side.

Syf is the first human being to exist. Chosen by the gods to be the mother of mankind, she gave birth to the first



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thanes of Erdegard. Over the years, she protected her children and eventually fell in love with Uthin's mortal son, Thrar. After a series of adventures, both Syf and Thrar were granted godhood.

Syf is a protector and caretaker. She is the goddess of mothers and the shield maiden of the gods. In battle she protects her king, Uthin, her husband, Thrar, and the other gods. She is recognized as a courageous and brave warrior. Warrior women in the Ice Kingdoms often draw inspiration from her status in the pantheon, and indeed they may owe to her place the privileges and rights they enjoy and that women generally do not have in other lands.

Syf tends to Uthin's stable of winged horses and leads his shield maidens into battle. She is particularly revered by the reclusive Valkyr clans and particularly hated by the hags. Her name is enough to cast fear into the black hearts of most hags, and her priests have a unique advantage against hags in combat.

FOLLOWERS

Syf is respected by all, but mainly women, and especially mothers. However, all pray to her for safety, protection, and animal care. The Brides of Uthin actually follow Syf more closely than they do Uthin, though the two are closely associated in the pantheon.

Syf is also revered by nobles, especially female nobles.

PRIESTHOOD

Specialty priests of Syf are warriors and caretakers who protect the weak. They are also healers and defenders for those in need. They serve in the temples of Uthin and guard his high ranking priests.

Priests of Syf care for weapons, animals (especially horses and birds) and orphans. These orphans are often raised to join the clergy, especially sects of Syf, Thrar, Uthin and Udriel. One of the most important roles a priest of Syf can have is that of a mentor to a child of a thane. Priests of Syf teach such children how to read, fight, and how to rule.



TEMPLES OF THE ICE KINGDOMS



Priests of Syf may be male or female, but male priests do not gain any spells or special abilities beyond the 10th level of experience, though they may still gain levels for purposes of skills, hit points, to hit modifiers, saving throw modifiers and the like. Their maximum effective casting level is 12.

CLERIC OF SYF

- **Alignment:** Lawful Good
- **Ability Requirements:** Constitution 12, Intelligence 12, Wisdom 12
- **Weapons Permitted:** Swords and spears (one handed weapons only)
- **Armor Permitted:** Any
- **Shield:** Yes (mandatory)
- **Poison/Oil:** No/No
- **Spheres:** All, charm, combat, divination*, elemental*, healing, protection, summoning*
- **Turn Undead:** no
- **Granted Powers:** **1)** bonus spells (*aid, protection from evil*); favored enemy: hags (as ranger); turn hags: priests of Syf can turn hags instead of undead, treat hags a undead type that has the equal number of hit dice of the hag, they cannot destroy a hag this way, the best they can hope for is a T result; **3)** raise one ability score of player's choice by 1 point; bonus spell (*shield*); **5)** bonus spell (*protection from evil 10' radius, protection from normal missiles*); **7)** +3 on all saving throws; **9)** advance directly to 10th level; **12)** raise one ability score of player's choice by 1 point.

THRAR

- **Type:** Demi
- **Alignment:** Chaotic Good
- **Domains:** Strength, Weather, Lightning
- **Symbol:** A lightning bolt or double headed axe
- **Traditional Garb:** Ring mail armor, with a winged helm
- **Deity's Favored Weapons:** Battle axe
- **Form of Worship Services:** Worship happens during storms of all strengths.
- **Typical Worshippers:** Warriors, war-like clerics, farmers needing rain, sailors needing calm seas
- **Worshipper's Favored Weapon:** War hammer or battle axe
- **Holy Places of Worship:** Any place where lightning has struck recently becomes a shrine to the god. Larger temples are long houses with sod roofs.
- **Animal Totem:** War stallion

- **Appearance:** Thrar is a warrior, seven feet tall with massive muscles. His red hair is long and braided. When he expects to battle, his beard is braided. When he is on diplomatic missions, he is usually clean shaven.

Thrar is the God of Humanity, Strength, and Storms.

The first true man, but born of Uthin, Thrar is a demigod. For Thanemen, he is an intermediary between Valagard and Erdegard. Strong and powerful, Thrar is given to rages, the least of which cause great storms on earth. His axe is mighty, and cleaves the sky in twain, which we see as lightning and hear as thunder. He is very temperamental.

He is also not always portrayed as being very bright. In fact, he represents man on this account. Man, by the standard of Valagard, is a brief-lived, dull beast. Man cannot begin to comprehend or even see the cosmos in the way the gods do. Thrar is no different. Often the target of Mordi's jokes and pranks, he has a contentious relationship with his brother. Yet even Mordi, a powerful god, fears Thrar's strength. There is something unique in Thrar's once-mortal strength.

Uthin created men in the shape of the gods, but he also gave them souls, something gods do not have. The soul is a wellspring and secret source of strength, which only men can draw on. The gods do not have this—when their muscles are drained, there is no reserve. Still, the given power of the gods is far greater than that of any man. Thrar's litany—a long document priests must memorize—tells that man, collectively, is stronger than all the gods; and the gods fear this. The pantheon of Valagard watches man carefully, for he has it in him to usurp them all. That is why the clans must fight, why wars must occur, why even brothers must fight over land and women—to keep man from uniting.

FOLLOWERS

All men and women owe a debt to Thrar. He is the first among them, and proof that humankind can hold the blood of gods and live. At the same time, Thrar's perceived lack of intelligence is a reminder of man's limits.

If Thrar did something in a saga, men know that they can do it too. "What Thrar can do, I can do," is a common oath in the Ice Kingdoms. "Thrar give us blessing," is also heard routinely.

Sailors also call on Thrar, especially on the Crown Sea. There are many and complex rules for what may offend or please Thrar upon the seas. Only old salts and Thrarian priests know these rules.



CHAPTER 7



PRIESTHOOD

Thrar's priesthood is curious; because he was not originally one of the gods. Priests of other gods, such as Uthin, sometimes look askance at Thrar's priests. At the same time, those priests are also human, so they must give some fealty to Thrar. There are several recorded sagas in which a priest of Uthin insulted a priest of Thrar, most often over Thrar's perceived mental prowess or lack thereof.

The priesthood is split over the issue of Thrar's smarts—some believe he is witless, but serves as an example and cautionary tale for men. But others believe that Thrar is shrewd and cunning. These priests believe Thrar feigns his lack of intelligence to dupe the gods. A better liar than Mordi, Thrar takes advantage of the other gods, who are overconfident when dealing with Thrar and his people.

Thrar therefore feigns stupidity to trick Valagard and protect mankind. Only twice per year—on the winter and summer solstice when all gods feast—does Thrar make plans, his true plans. On earth, the priests of Thrar holding to this second theory do not feast, but instead gather together to plan and make decisions about their priesthood and temple.

Who is to say?

CLERIC OF THRAR

- **Alignment:** Chaotic Good
- **Ability Requirements:** Strength 16, Constitution 12
- **Weapons Permitted:** Standard plus any axe (especially two handed hammers and axes)
- **Armor Permitted:** Any
- **Shield:** No
- **Poison/Oil:** No/No
- **Spheres:** All, charm*, combat, elemental, protection, sun*, weather
- **Turn Undead:** No
- **Granted Powers:** 1) +1 to hit with hammers and axes; +1 to all saving throws against weather/elemental re-

lated causes; +2 to save against *fear*; can specialize in two-handed fighting method/style like fighters 3) +1 damage with hammers and axes (this increases to +2 damage at 6th level); 5) incite berserker rage in one subject per level of priest, giving them +1 to hit and damage for 1 round per level of priest; 7) courage, all within 10' radius of the priest of Thrar gain +4 to all saves against *fear* causing spells and effects; priest of Thrar immune to dragon awe and other fear effects; 9) continual protection from evil (as paladin); 12) the priest of Thrar has the number of attacks per round as if he or she had a weapon specialization with any axe or hammer.

THRYMTUR

- **Type:** Intermediate
- **Alignment:** Chaotic Evil
- **Domains:** Weather, Air, Water
- **Symbol:** Five arrows in a circle with the points facing out
- **Traditional Garb:** Cave bear robes and cloak
- **Deity's Favored Weapons:** Overly large maces
- **Form of Worship Services:** The finishing of a new giant castle, any lunar eclipse, and the victory in battle of frost giants over other giant races are holy days for the giants.
- **Typical Worshipers:** Frost giants, warriors of all races
- **Worshiper's Favored Weapon:** Maces of all types
- **Holy Places of Worship:** Ice caverns
- **Animal Totem:** Cave bear
- **Appearance:** Thrymtur is a titan, 30 feet tall, and very muscular. He is cloaked in cave bear furs and wears a crown of ice.

While good and evil are somewhat murkier concepts in the Ice Kingdoms, Thrymtur is known everywhere as an enemy of humankind. Long ago, frost giants ruled the cosmos and had their own order. The appearance of humans, and their favor in the eye of Uthin, disgusts many of these old kings. Outsiders to Thrymtur's ways see his hatred as a manifestation of jealousy, but his followers see in it a noble desire to restore the proper order that came before.

A typical thanesman thinks nothing of a world before men, save what he hears in the songs. That world, for the brief life of men, is dead and gone. Thrymtur is a stalker in the dark, something in the dimly remembered past that rears its head to no good end today.

Thrymtur has his own goals. What man does should be of no consequence to Thrymtur and his kind, but Uthin imbued in them freewill. They are not so easily controlled

TEMPLES OF THE ICE KINGDOMS



as the frost giants before them or the creatures that came before even them. Elves and dwarves, too, are at least more predictable. But men are a new thing altogether. Thrymtur's plans invariably revolve around two things—undoing the rule of men on the earth and usurping power from the other gods. The old ways are best. Tradition is life. Despite the negative connotations his name brings, Thrymtur is a god of order.

FOLLOWERS

Followers of Thrymtur are a curious case if they are not among the remaining frost giants. It is little surprise that a frost giant would seek to see their god rule the world again, but why so a man, or dwarf or elf?

For one, there is Thrymtur's Bargain. In brief, this story tells that Thrymtur shall purge the world of all, but he will save those who swear an oath to him. Human beings are first on the list of those to be purged. Further, those who ally with Thrymtur are promised power and a place of respect in the new order. The reliability of this bargain, and Thrymtur's word, are very much debated by the learned.

Hellfrost and storms, too, are the domain of Thrymtur, and even those who do not give regular worship call upon him for the weather. Often, villages and other communities make animal sacrifices to Thrymtur. These usually happen at the beginning of a season, especially when oracles predict calamitous weather. See under Priesthood.

PRIESTHOOD

Many priests of Thrymtur live in secret. They gather in caves, or in ale houses after they close, or under great menhirs throughout the land. Therefore, few know the inner workings of Thrymtur's order. What they do in their gatherings and what plans they make for the world are closely guarded secrets.

However, oracles of Thrymtur are often tolerated because they can interpret winter. Thrymtur's oracles are connected to the cold and have an invaluable place in the society of the Ice Kingdoms. At the same time, all know that such oracles have sworn an oath to the enemy of humankind. It is not uncommon for a clan to have a cleric devoted the Thrymtur, but he is always watched carefully. Those born in the winter months, especially during winter's cold heart, are also said to be born under Thrymtur. Their lives are known to hold secrets. Clans look upon such births as either fortunate or dangerous. It is said the Order of Thrymtur will come to anyone so born and offer them the bargain. But the nature of that bargain is the subject of rumor rather than fact.

CLERIC OF THRYMTUR

- **Alignment:** Chaotic Evil (Priest of Thrymtur are frost giants, but rarely, other giants and goblinoids. Humans are rarer still. Non-frost giants suffer a 10% experience penalty.)
- **Ability Requirements:** Strength 12, Constitution 12, Wisdom 12
- **Weapons Permitted:** All bludgeoning weapons and polearms
- **Armor Permitted:** Any
- **Shield:** No
- **Poison/Oil:** Yes/Yes
- **Spheres:** All, combat, creation*, divination*, elemental (air, water), protection, weather
- **Turn Undead:** No
- **Granted Powers:** **1)** Priests can use *chill metal* (as the reverse of the 2nd-level priest spell *heat metal*) three times per day; bonus spells (*freezing hands* and *ice skin*—see below) **3)** bonus spell (*produce fire*—reversed); +4 on all saves against ice/cold/freezing effects, magical and normal; **5)** bonus spells (*wall of ice*, *control temperature*, *30 radius*, the latter spell may only make an area colder); **7)** bonus spell (*ice storm*); immune to cold (magical and mundane); **9)** bonus spells (*cone of cold*, *freezing sphere*); **12)** the priest can cast *ice tell* (as the spell *stone tell* but works with ice) twice per day.
- **Special Spells:**
 - **Freezing Hands:** This spell is identical to the 1st level magic-user/wizard spell *burning hands* in all respects save damage is cold/ice/frost based instead of heat/fire.
 - **Ice Skin:** This spell is identical to the 2nd level priest/cleric spell *bark skin* in all respects save the user's skin becomes coated in ice, not bark.

TYRES

- **Type:** Intermediate
- **Alignment:** Chaotic Neutral
- **Domains:** War
- **Symbol:** Three swords, two outside pointed up, the one in the center pointed down
- **Traditional Garb:** Armor of all types
- **Deity's Favored Weapons:** Sword
- **Form of Worship Services:** Services are always on ancient battlefields. Celebrations mark successes in battle.
- **Typical Worshipers:** Warriors, healers, leaders
- **Worshiper's Favored Weapon:** Swords and axes
- **Holy Places of Worship:** Temples dedicated to the god, former battlefields, cemeteries and other burials of warriors
- **Animal Totem:** Hawk



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- **Appearance:** Tyres appears as a human fighter, richly appointed and in plate mail, with a large shield, and a huge morning star mace. He has a bald head, stands seven feet tall, and his arms and legs display huge bunched muscles. His right arm is red.

Sometimes called Old Tyres the One-Armed, or the Red Armed God, or the Red Handed One, the God of War actually has two arms. One is that of a demon, however. It is told in the sagas that he will lose his other arm in the Final Battle of the Gods.

Tyres was the commander of Uthin's personal guard. During the War of the Gods, he took command of the greater part of Uthin's army and, in a battle lasting a whole year, lost his arm. Tyres mourned the loss of his arm and fell into a depression. He wandered aimlessly. At the center of the world, he chanced upon a game of rune-dice. Over two nights, Tyres faced and bested a demon. During the contest, the demon bet and lost his right arm. Tyres took the arm and affixed in place of his missing limb. At last, he was whole again.

But this did not happen by chance. The entire event was schemed by Mordi. The demon, also tricked by the Lying God, was a trap. Mordi struck a bargain with the demon to infiltrate the court of Uthin and gain influence there. The demon arm is not completely separate from its master, nor the taint of the unnatural which birthed him.

Since he gained the arm, Tyres has ascended to even greater heights of glory. It is he who must be appeased if a warrior is to make it into the Valagard upon his or her death. But there is a dark side to Tyres' victories. With each victory, the demon's arm gains influence and drags the god into the orbit of chaos. Tyres knows this, but the sagas say Uthin does not. This is why Tyres wears armor over that arm. He told Uthin that it is a mechanical arm forged by Gragnar, the dwarf god. This story, too, was possibly given to him by Mordi.

FOLLOWERS

All warriors follow Tyres and seek his favor. He judges the warriors who wish to enter Valagard, so all warriors, including the mightiest, must please him. His name is invoked before and after battles, and it is common for warriors to make a sacrifice to him for an auspicious outcome.

During the battle itself, he watches over the fray, noting who performs most bravely. A warrior's life is directed by Tyres, and only he and the Four Fates know when any soldier will die. Only the life lived matters for warriors, and this fatalism often encourages and excuses reckless behavior. It is commonplace in the Ice Kingdoms for a man to do rash things in the name of Tyres. Tyres, too, rushed headlong into battle without proper preparation and lost his arm as a result.

PRIESTHOOD

The warrior-priests of Tyres are much respected and feared in battle and in everyday life. All wear beards, often braided, and they collect locks of hair from their fallen foes, which they weave into their own beards. The beard becomes a tapestry of a warrior's story. Any warrior-priest who acts cowardly is forcibly shaven and forbidden to regrow his beard. These "hairless" become wandering soldiers for hire. While their honor is gone, their skills remain sharp, and many clans employ them during war. A smaller number travel to the southern kingdoms where their dishonor matters less, at least to those around him. Any true warrior carries his shame with him, heavier than any possession.

Temples of Tyres are second in grandeur only to Uthin's. Avarheim boasts a great temple, as do smaller towns and even villages. Where there is no temple to Tyres, there is always a communal altar. Many homes host a private, familial shrine as well. Tyres and his priests hold a position of pride and influence in all strata of society.

CLERIC OF TYRES

- **Alignment:** Lawful Good
- **Ability Requirements:** Strength 9, Dexterity 9, Constitution 9
- **Weapons Permitted:** All swords, daggers and knives
- **Armor Permitted:** Ring mail, scale mail or chain mail
- **Shield:** Yes
- **Poison/Oil:** No/Yes
- **Spheres:** All, combat, divination*, guardian*, healing*, protection
- **Turn Undead:** Turn
- **Granted Powers:** **1)** bonus spell (*hold person*); **+1** to hit with any weapon; healing spells heal **+1** hit point if used to cure a character who suffered damage in combat (half hit points recovered for all other damage, such as from traps, poisons or accidents); **3)** Tyres will heal 5 hit points per level of the priest overnight for priests who have killed anything in combat the day before; **5)** AC is bettered by 1; **7)** priest can hit creatures who normally require a **+1** or better weapon to hit, even if the priest isn't wielding a magical weapon (this improves by **+1** per level up until **+5** or better weapon to hit requirements); **9)** priest is treated as having a charisma of 18 for all necessary purposes while leading a force into combat, if they already have a charisma of 18 or better, increase it by 1; **12)** the priest attracts a body of men at arms like a fighter does, this is in addition to any followers already attracted for being a cleric.

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UDRIEL

- **Type:** Lesser
- **Alignment:** Lawful Good
- **Domains:** Protection, Strength, Law
- **Symbol:** An iron collar or a circled chain
- **Traditional Garb:** Warrior's armor
- **Deity's Favored Weapons:** Two handed hammer
- **Form of Worship Services:** Worshippers have high holy days at the times of the solstice and equinox. Special services are given to warriors before battles.
- **Typical Worshippers:** Warriors, monks, leaders of groups
- **Worshipper's Favored Weapon:** Hammers and flails
- **Holy Places of Worship:** Battlefields from all ages and garden shrines
- **Animal Totem:** War hound
- **Appearance:** Udriel appears as a massive warrior, standing eight feet tall. Often dressed in glowing bronze armor, he wields a giant hammer that only he can carry.

Udriel is the only son of Khoss. Unlike his sisters, the Fates, Udriel has no true power of prophecy or fate, but instead is charged with protecting the order of things. Fate cannot and should not be avoided. His role as guardian of fate and protector of his sisters has also made him a god of guardians and protection in general. It is his role in the pantheon to watch the World Tree and to warn of any dangers coming. It is believed he will either be the first or last god to perish during the end times.

FOLLOWERS

Despite being a guardian god, Udriel is not well loved by the people of the Ice Kingdoms. He is seen as a tyrant who does little to help people, but just lets things happen even if he can stop them. This isn't far from the truth, as his domain is to protect the order of things from events and threats outside of the Kalevala. People who suffer greatly tend to blame Udriel for doing nothing to save them or their family or friends. He is sometimes called a layabout or lazy god, though neverin front of his priests, or those of Khoss. In times of need, though, most people still utter Udriel's name when they need protection.

PRIESTHOOD

Priests of Udriel serve as guardians in dangerous areas. They often assist local city guards or oversee security at temples and great halls. They seek out opportunities to serve as protectors and guardians, taking items, locations or people under their protection. Many serve as guards

and servants in temples of the Four Fates or of Khoss, or of other deities they are related to.

Priests of Udriel are also adventurers, seeking to prevent unknown threats before they emerge.

CLERIC OF UDRIEL

- **Alignment:** Lawful Neutral or Lawful Good
- **Ability Requirements:** Strength 12, Constitution 13, Wisdom 11
- **Weapons Permitted:** Any bludgeoning
- **Armor Permitted:** Any
- **Shield:** Yes
- **Poison/Oil:** No/Yes
- **Spheres:** All, combat*, divination*, elemental*, guardian, protection
- **Turn Undead:** Yes
- **Granted Powers:** **1)** bonus spells (*protection from evil, wyvern watch*); reroll surprise if first result indicates the cleric of Udriel was surprised, the second result stands; immune to *fear*; keen senses detect secret or concealed doors as a half-elf; **3)** bonus spell (*glyph of warding*); cleric gains infra-vision with a range of 10' per level of experience; immune to *sleep* and *charm* as an elf (90%); **5)** immune to *hold person* and *paralysis*; **7)** the cleric of Udriel gains all abilities and restrictions of a 1st level paladin, these abilities increase at a rate of +1 level each time the character earns a new level of experience; **9)** increase constitution by 1 point; gain an additional 10 hit points; **12)** the priest of Udriel is never surprised; never suffers from backstab abilities.

ULLVANUS

- **Type:** Intermediate
- **Alignment:** Neutral
- **Domains:** Animal, Earth, Travel
- **Symbol:** A long bow and arrow
- **Traditional Garb:** A bear skin cloak
- **Deity's Favored Weapons:** Longbow
- **Form of Worship Services:** During the full moons, worshippers eat a meal of hunted game where the animal's life is dedicated to the god.
- **Typical Worshippers:** Hunters, rangers, druids
- **Worshipper's Favored Weapon:** Longbow
- **Holy Places of Worship:** Oak forest glades, high cliffs
- **Animal Totem:** Deer
- **Appearance:** Ullvanus is always represented as a large man, dressed in bear hides. He always carries a long bow and a thick quiver of arrows worn at his hip. He has daggers in his boots. He also wears thick gloves, since eagles commonly rest on his arm.



CHAPTER 7

Between Mordi and Varstraea, chaos and order, is the hunt and its master Ullvanus. Ullvanus is a neutral part in the never-ending struggle between these twin titanic forces. Ullvanus observes the struggle which first began with the hunt. How so? Long before the memory of man was recorded in stone, he ate prey. At first, he gathered plants and hunted alone. In time, he did so in groups. That was the birth of the influence of Varstraea. However, the animals hunted are born of the disorder of Mordi.

How man fares in the hunt is symbol of how he fares in the world. For now, beasts are brought down and put upon spits—but there are always more beasts and they are always wild. Ullvanus knows that the world hinges on such binary distinction—food and hunger, law and order, life and death. In the hunt, all are represented, though, Ullvanus is careful to embody no extreme. To hunt, a man's mind must be clear. He must summon both the beast within and the higher mind of sentient folk.

Watching carefully in his walking tree, Ullvanus notes the success or failure of hunters and their quarry, recording it with a notch. The tree has many notches, but there is a long way to go before it stops growing.

FOLLOWERS

Some of the earliest religious ceremonies were likely dedicated to Ullvanus. On the walls of caves, people find painting depicting the god in his walking tree. His stories are among the oldest in the Ice Kingdoms. It is little surprise Ullvanus' influence has spread so wide. The god has no natural enemies, as he walks the path between forces while being a force in his own right.

Thus it is common to find opposing worshippers of the gods of order and chaos also worshipping Ullvanus. Everyone must eat, it is said, and therefore all must give their due to Ullvanus.

Every clan or village has a shrine to Ullvanus. When man loses everything else, he still needs food and shelter. Ullvanus is not an easy god to sway, however. His boons must be earned. Once earned, various followers have different philosophies on sharing them. Some clans believe any man has the obligation to feed travelers, for example, while some believe Ullvanus has already judged those without.

PRIESTHOOD

His priests follow strict rules about food and sharing. A man must earn his own way. It is not given to his priests to plant crops, for that is the sphere of other gods. Ullvanus demands his people hunt or gather. His priests are expert trackers and hunters. They only share their food

with women and children, since men who cannot hunt do not deserve to eat.

Ullvanus' priesthood has no monasteries, no chapels, and no temples of stone. Instead, lone altars in the woods, under the moon, are places of worship. Gatherings under a ribcage made of balsam wood serve as his cathedrals. Almost none are intended to be permanent.

As a father teaches his sons to hunt, older priests of Ullvanus take protégés under their wing and impart their knowledge to them. While there are traditions, there is little formality.

Sometimes, priests of Ullvanus broker treaties and arbitrate disputes. Because their god stands between the great forces of law and chaos but is aligned with neither, all sides can trust in Ullvanus.

CLERIC OF ULLVANUS

- **Alignment:** Lawful Neutral, True Neutral, Neutral Good or Chaotic Good
- **Ability Requirements:** Dexterity 9, Constitution 9, Wisdom 12
- **Weapons Permitted:** Dagger, knife, club, spear, short bow, longbow and sling.
- **Armor Permitted:** Hide, leather or studded leather
- **Shield:** No
- **Poison/Oil:** No/No
- **Spheres:** All, animal, divination*, elemental, healing*, plant, and weather
- **Turn Undead:** No
- **Granted Powers:** **1)** Move silently and hide in shadows as ranger of equal level; bonus spell (*charm animal*); gain a bonus of +3 to hit with ranged weapons but may only take 1 attack per round when doing so even if the weapon has a greater rate of fire than 1 and they suffer an initiative penalty of 5; bonus skill (tracking); **3)** animal influence as ranger 2 levels lower; bonus spell (*find familiar*, no special familiar permitted); **5)** speak with animals as druid; track as a ranger (i.e. no penalty to the tracking skill for not being a ranger); **7)** ignore range penalties with ranged attacks; **9)** bonus spells (*animal summoning*, *monster summoning I*); **12)** can control a number of hit dice in animals equal to their level within 1,000 yards.

Note: A cleric of Ullvanus that uses any of their magic on an animal cannot hunt or kill that animal without invoking the wrath of Ullvanus. They lose all their clerical powers and immediately lose their clerical powers and immediately lose their cleric class becoming a fighter of a level with equal THACO.

TEMPLES OF THE ICE KINGDOMS



UTHIN WOLFSON

- **Type:** Greater
- **Alignment:** Lawful Good
- **Domains:** Law, Knowledge, Rulership, Runes, War
- **Symbol:** The Eye of Uthin
- **Traditional Garb:** Gray robes
- **Deity's Favored Weapons:** Spear
- **Form of Worship Services:** At the first of every month the worshippers gather and sacrifice wealth in all forms.
- **Typical Worshippers:** Everyone in the Thanelands but especially popular with wizards, illusionists, nobility, druids, and judges
- **Worshipper's Favored Weapon:** Spear
- **Holy Places of Worship:** Small shrines at the entrances to any gathering of people from tiny villages to cities.
- **Animal Totem:** Ravens, wolves, and pegasi
- **Appearance:** Uthin is a large and powerfully built man with a full white beard. He wears a variety of jeweled helms, some winged, some horned, some unadorned. He is missing one eye, which is covered with a simple leather patch. He carries a large magical spear, a shield made of dragon scales, and a magical sword of gold and silver. When acting as ruler of the gods, he often carries a rod that represents his right to rule and wears a crown made of ruby and emerald. He has a habit of appearing on Erdegard as an old wizard with a hunchback, cloaked in grey robes and at other times as a young warrior.

Uthin is king of the gods, a position he earned through sacrifice and destiny. As the child of the first prophecy, Uthin is the beginning of the Kalevala, the great song of life that dictates the roles of all living creatures from life to death and beyond. Born of giants, raised by a wolf, and taught the art of sorcery and rune magic by the world tree, Uthin slew the giant Thrymtur and his war against the giants created Erdegard.

Uthin is also god of war, judgment, magic, wisdom, kingship, and mankind. Uthin often passes on the responsibility of his many roles to his children or trusted allies. The one thing Uthin does not control is destiny and its related powers, such as time, death and dream. Even Uthin is subject to the Kalevala, and will face his own fate during the end times.

Uthin is served by his valiant host of winged shield maidens. They fly over battlefields and other conflicts seeking the souls of those worthy to serve their gods in Valagard after death. Uthin's shield maidens are eternally at war with the demons who serve fallen and false gods. The shield maidens are depicted as beautiful women in

metal armor with shields, long swords, and winged helmets.

FOLLOWERS

Uthin is followed to some degree by everyone within the Ice Kingdoms, and some cults of Uthin have even spread to other Thanic states. He is particularly popular in Courbahl, but his cults there are often merged and confused with Jovian (a southern monotheistic god) worship. He is largely unknown in other regions, though he does appear in dwarven and gnomish legends.

PRIESTHOOD

Unlike the cults of other gods, Uthin's priesthood is supported more by warriors than clerics. This is for two reasons. First, all priests of the gods of Valagard are technically considered priests of Uthin. Second, to be a true cleric of Uthin one must be of noble birth. Noble birth in the Ice Kingdoms is often a matter of timing, and no real royal blood lines exist, so a child of a thane may be eligible to be a priest of Uthin and their siblings may not because they were born before or after their father held his title. While most priests are male, female priests of Uthin are not uncommon.

Priests of Uthin prepare warriors for battle, attend to sacrifices to the gods, and advise leaders on all levels. They also have no issue with waging war and are just as comfortable on a raiding ship or in battle as they are preaching in a long house.





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Though *godi* can be used to describe any cleric of the Ice Kingdoms pantheon, it is usually used formally only with priests of Uthin.

An aspect of Uthin called Wuth (or Vuth) is worshipped by a sect of druids. This sect has little to do with the official temple of Uthin and does not recognize any direct authority of the official temples. Under this aspect, Uthin is amalgamated with Khoss and the World Tree, but is mostly identified with Uthin as the primary influence.

CLERIC OF UTHIN

- **Alignment:** Any Good
- **Ability Requirements:** Strength 14, Wisdom 12, Charisma 11
- **Weapons Permitted:** Axe, spear, short sword
- **Armor Permitted:** All, ring and chain mail armors are preferred
- **Shield:** Yes
- **Poison/Oil:** No/No
- **Spheres:** All, animal*, combat, divination*, elemental, protection, summoning
- **Turn Undead:** Turn
- **Granted Powers:** Uthin is served by two separate priesthoods: the *godi* and the druids of Wuth (Vuth).

- **Godi:** **1)** *read magic* (as the spell, but is a constant ability); +1 hit point per level; +2 in all saving throws versus magic; rune caster; **3)** bonus spell (*detect magic*); *lightning bolt* 1 time per day (does 1d4 damage instead of 1d6, otherwise as per magic user/wizard spell); use magic items as a magic user/wizard; **5)** *detect evil* and *detect magic* 1 time per day per level each (as spell); **7)** +3 to save against all illusions; **9)** attack as a fighter of equal level (only for attack rolls, not for number of attacks); +5 to save against any magic that depends on words or symbols or runes (not as components, but as spell effects such as *power words*, *explosive runes* and so forth); **12)** Increase

wisdom and intelligence by 2 each.

- **Wuth (Vuth):** The druids of Wuth (Vuth) are standard druids and follow all rules for that class. They prefer to use spears, no armor (though they will wear leathers) and wooden shields and are also considered to be rune casters.

VARSTRAEA

- **Type:** Intermediate
- **Alignment:** Lawful Good
- **Domains:** Law, Protection, Knowledge
- **Symbol:** A golden shield or disc
- **Traditional Garb:** Expensive robes using gold thread
- **Deity's Favored Weapons:** Swords and spears
- **Form of Worship Services:** At the time of the solstices, scrolls of laws are prepared and some of them are read aloud at a grand feast given by all of the judges in the area. Worshipers and especially children are encouraged to learn how to read at these festivals.
- **Typical Worshipers:** Followers of law, judges, politicians, and merchants
- **Worshiper's Favored Weapon:** Swords and spears
- **Holy Places of Worship:** Castles or keeps, where judges practice law, the stocks in the middle of any city
- **Animal Totem:** Owl
- **Appearance:** Varstraea is an attractive woman who stands six feet tall. Full-figured, she is dressed to be pleasing to the eye. At her hip is a curved dagger. In one of her hands is a scale of balance. She has long hair and wears a crown of justice.

She holds the sun in one hand and the moon in the one while balancing herself on the plane that is earth. There are two primary forces in opposition for Valagard gods—order and chaos. Varstraea, Goddess of Law, comes firmly down on the side of order.

For the peoples of the Ice Kingdoms, good and evil are rarely present absolutely. Certainly, there are aspects of both, but few beings are seen as wholly of one or the other. Instead, it is the chaos and law that guide them. The world as it presents itself to man is untamed, wild, chaotic. Man, in the view of Varstraea, is an agent to tame the world, to impose order. In that regard, she is the director of men, though not their chief god. Sometimes called the Architect, Varstraea is the planner and man the builder. Her temples lean toward the elaborate and, when possible, are always built of stone. Her symbol depicts the sun and moon balanced by the earth.



CHAPTER 7

FOLLOWERS

Most civilized men and women give some fealty to the Goddess of Justice. She is the patroness of Wergild and her name is invoked at the start of any All-Thing. Magistrates and chieftains prize her wisdom highly and often consult her oracles.

Upon many town gates, her symbol rises. Under her watchful eye, man sets out upon the frozen world to make of it what he will. For this reason, her followers are not only stalwart, but also proactive. They make things—plans, ships, buildings. They are the movers and the shakers of the Ice Kingdoms. Horses, oxen, and other work animals have her blessing, for she is the engine that moves worlds.

PRIESTHOOD

Her priests are leaders in their communities and often double as local judges. They live by rules and codes. More than any other priesthood, Varstraeans uphold the rule of law. Corruption, when present, is dealt with harshly. Priests of Varstraea are expected to be examples of law and defenders of justice, and they study war so that they may uphold it. Their natural enemies are priests of Mordi and engines of chaos such as Ydriel.

These priests believe that Varstraea gave man a multitude of gifts, but the chief among them is power over the land. Where there is the wild frontier, man may bring order, buildings and civilization. It is the test of mortals that they confront a world without order and bring it under the rule of law. Life, therefore, is a struggle, and the value of a man's life is how he deals with that struggle. Those who give in to lawlessness, thievery, and disorder are weak and must serve their betters. Their betters, of course, are those who cleave to law, justice, and rigidity of forms.

CLERIC OF VARSTRAEA

- **Alignment:** Lawful Good
- **Ability Requirements:** Strength 10, Constitution 10, Wisdom 10, Charisma 14
- **Weapons Permitted:** All swords, all spears, dagger, knife
- **Armor Permitted:** Any
- **Shield:** Yes
- **Poison/Oil:** No/No
- **Spheres:** All, charm*, combat, guardian*, healing*, protection
- **Turn Undead:** Yes
- **Granted Powers:** **1)** fight and save as fighters; +1 hit point at first level; constitution bonus to hit points as fighter; **3)** bonus spells (*detect lie*, *know alignment*, *protection from evil*); **5)** turn undead as if two levels higher;

bonus spell (*detect undead*); **7)** see the *invisible* (as spell, continuous but with only a 75% chance of success per encounter with invisible objects or creatures); **9)** 50% magic resistance (to illusion/phantasm spells only); **12)** bonus spell (*fireball*).

THE WORLD TREE

- **Type:** Greater
- **Alignment:** Neutral
- **Domains:** Earth, Air, Magic, Plant
- **Symbol:** An image of a tree
- **Traditional Garb:** Bark armor
- **Deity's Favored Weapons:** Club
- **Form of Worship Services:** The beginning of each season is a high holy day for the followers of the Tree. All of the summer is dedicated to cultivation and working the fields.
- **Typical Worshipers:** Farmers, druids, monks, and rangers
- **Worshiper's Favored Weapon:** Leaf spear
- **Holy Places of Worship:** Groves of trees grown in dedication to the World Tree
- **Animal Totem:** None, but Ash trees serve the same purpose
- **Appearance:** An Ash tree of immense size, it has three roots connected to magical portions of the Earth. Its branches extend into other dimensions and connect the Earth and Tree to nine different magical realms. Giant creatures roam the bark paths and magically regenerate if killed in battles. The tree is dedicated to helping life grow and thrive in all of the dimensions where its branches touch.

The World Tree was the first living being in the universe of the Thanic pantheon. It has survived war, threats, and the creation of Erdegard, which grows around it like a weed. The World Tree represents everything, from time and space to life and death. Without the World Tree nothing could exist. But the World Tree is constantly in danger, as Ymir holds the tree high above the flames of the column of fire, while the branches reach out into the unknown void of the great cold. Men and gods alike must tend the World Tree to ensure that the tree bears fruit and that Erdegard and Valagard can continue to exist.

The World Tree is served on the mortal planes by the tree dwelling dryads and nymphs, select cults of elves, and of course by living trees, some of them more sentient than you would think. Druids also pay homage to the great tree and revere it above all others, even over King Uthin.

TEMPLES OF THE ICE KINGDOMS



FOLLOWERS

The World Tree is seen by all as the center of creation and life. It is the world, the universe, everything. To the average Thanesman, denying the existence of the World Tree would be like denying the sky, or snow, or the importance of a good sword.

Everyone pays tribute to the World Tree in one way or another, usually with slight prayers or phrases included in the worship of their primary deity. Burnt ash or mistletoe are the most common sacrifices to the god.

PRIESTHOOD

The priests of the World Tree are very similar to druids in ceremony and ethos. They believe in the balance and protect the Tree by maintaining the balance, letting the world flow as it should. While they prefer law and good to chaos and evil, that it is only because law and good are easier to deal with, while chaos and evil are more harmful to the natural world. They would be perfectly happy for all sides to fail and for nature to run its own course.

To that end, the priests of the World Tree are not above going to war or killing, if the cause protects the World Tree and its needs. They have even engaged in assassination, poisoning, and other less than honorable acts on enemies of every alignment when need has arisen. They have even defied the god of Uthin (and some say Uthin himself).

However, the priests prefer to be left alone to worship their god and the world as they wish. They would be perfectly content to stay hidden in their groves and forests unmolested, but know that there will be a time when they will be needed to trim the aggression of mankind and other monstrous threats in order to protect the World Tree and all of Erdegard.

CLERIC OF THE WORLD TREE

- **Alignment:** Any Neutral.
- **Ability Requirements:** Strength 15, Constitution 15, Wisdom 12
- **Weapons Permitted:** Club, sickle, quarterstaff, knife, spear, hammers (made of wood), other agricultural implements
- **Armor Permitted:** None
- **Shield:** Yes
- **Poison/Oil:** Yes/Yes
- **Spheres:** All, astral, creation, divination, elemental*, healing, plant, protection*, summoning*
- **Turn Undead:** Turn
- **Granted Powers:** 1) bonus spells (*bark skin*, *pass without trace*, *shillelagh*, *speak with plants*); 3) bonus spells (*tree*, *entangle*); +1 to all skills involving plants and

trees (and woods/forests), this improves by +1 every third level (6, 9, 12, 15, 18); 5) immune to curses, poisons and diseases, bonus spell (*cure disease*); 7) increase strength and constitution by 1 point each; 9) priest benefits from a permanent *bark skin* spell; 12) *reincarnate* one time per month, the target is reincarnated as a tree, which is cut down and burned and once the tree dies it may then be reincarnated a month later from the trunk returning the original subject to life as per the standard *reincarnate* spell, but the subject must survive two *reincarnation* attempts instead of one.

XEIROΣ

- **Type:** Intermediate
- **Alignment:** Chaotic Neutral
- **Domains:** Death, Chaos, Trickery
- **Symbol:** Three stars, placed in a triangle
- **Traditional Garb:** A toga formed by a gray storm cloud with streaks of lightning
- **Deity's Favored Weapons:** Scythe
- **Form of Worship Services:** Young people are given a special dinner and put to sleep on the god's altar. What they dream that night is recorded and the priesthood acts on anything they can understand. Dreams of death and destruction are taken very seriously and the clerics of Xeiros have a military arm of talented warriors to protect the faithful.
- **Typical Worshipers:** Advisors, illusionists, the mentally ill, those in need
- **Worshiper's Favored Weapon:** Khopesh sword
- **Holy Places of Worship:** Special temples built in his honor, oak groves
- **Animal Totem:** Cobras
- **Appearance:** Xeiros appears as a grim reaper humanoid standing nine feet tall in rotting robes and holding a curved scythe in his talon hands. He has a skeletal head with a bone crown, and there is always a bone amulet on his chest. There are always two huge cobras depicted with the god.

Xeiros is the brother of Khoss and Uthin (and therefore also of Belac). Xeiros is the sleeping god, the master of dreams, and observer of death. While Uthin is King of the Living and Khoss is the King of Doom, Xeiros controls the realms in-between and after. He gives mortals a taste of omnipotence in their dreams and touches their souls with fear and terror as well as hope and joy. He gives dreams and nightmares, rest and weariness. In the end, he observes and carries out the deed of death. While Aegis controls damned souls and the Shield Maidens of Uthin control souls worthy of Valagard, Xeiros brings death itself.



CHAPTER 7

He has no say in how or when or why one dies; it is only his duty to ensure they do die.

FOLLOWERS

Xeios is the unheard god. Few think of him or pay him any respect or homage, not out of disrespect, but from lack of understanding the importance of his role. Those who do recognize him often curse his name or praise his deeds, depending on how well their lives are going. Without Xeios, loved ones would linger on in a state near death for eternity or your foes would never pass away. Your children would die too quickly. Your dreams would not be so vivid or memorable. Xeios has his role in life, even if he is often overlooked.

PRIESTHOOD

Most priests of Xeios celebrate his domain over dreams as the power of prophecy and the inner mind's means to see the world for what it truly is. They also celebrate his power to ease someone into death or prolong life. This leads them into conflict with the priests of Aegis sometimes, though they also share in the control of funerary rites with priests of Aegis.

Priests of Xeios are still not welcome in the home of many thanes and lesser nobles, their craft being seen as too similar to sorcery at times. Though in times of great turmoil or fear, they are called upon to calm the fears of the people and if needed exorcise demons, devils, and spirits.

CLERIC OF XEIOS

- **Alignment:** Any Neutral
- **Ability Requirements:** Dexterity 9, Intelligence 11, Wisdom 13
- **Weapons Permitted:** Scythe, sickle, khopesh sword, scimitar, dagger, knife, staff, hand axe
- **Armor Permitted:** Studded leather, leather, padded, hide
- **Shield:** No
- **Poison/Oil:** Yes/Yes
- **Spheres:** All, astral, divination, guardian*, healing*, necromantic, protection*, summoning
- **Turn Undead:** Turn (ethereal, non-corporeal undead only)
- **Granted Powers:** 1) bonus spells (*exorcise*, *sleep*); immune to paralysis; immune to energy drain; 3) bonus spell (*cause fear*); immune to *fear*; 5) +3 save against death/poison; legend lore as a bard 4 levels lower; 7) bonus spells (*dream*, *emotion*); turn undead (all) as cleric of half (round down) level (ability to affect non-

corporeal undead is unaffected); 9) *see invisible* (continuous); 12) bonus spell (*summon shadow*).

YDRIEL

- **Type:** Lesser
- **Alignment:** Chaotic Evil
- **Domains:** Law, Knowledge, Chaos
- **Symbol:** A single arrow pointing northward
- **Traditional Garb:** A tight black leather uniform
- **Deity's Favored Weapons:** A spear of solid metal
- **Form of Worship Services:** Ydriel's worship is random and unplanned, services are usually on the longest and shortest days of the year and worshippers randomly come together, though they are actively seeking each other out.
- **Typical Worshipers:** Adventurers, gamblers, those who deny their fate
- **Worshiper's Favored Weapon:** Short Sword
- **Holy Places of Worship:** Perfectly square temples are designed for worship of Ydriel. There are also shrines that are purposely placed in cave openings.
- **Animal Totem:** Cats
- **Appearance:** Ydriel appears as a well-muscled teenage female. She is dressed in a simple tunic and she always carries a long spear.

Either the Four Fates are right, and all life has a path mapped out for it long before inception, or Ydriel is right, and all patterns are wishful thinking by the human mind—a form of pattern recognition. Ydriel believes she is correct.

Ydriel can see all things herself, where her sisters can only do so in collusion. Ydriel is chaos, the randomness of the world. To understand Ydriel is to understand that all the plans, scheming and desires of the other gods are without meaning. For Ydriel, there is no purpose or meaning in the world. Scholars call Ydriel the first nihilist.

While there is no purpose to the thread of life or the World Tree, there are coincidences. Ydriel sees the totality of time, the same as the Four Fates. She sees where threads may collide but does not delude herself in thinking that she makes them so. In fact, Ydriel is the only god who claims to have no true power. She is merely that which can see the world and place herself and her followers where she wishes for certain desired outcomes. This is not twisting fate, for fate is not real. It is merely understanding that chaos, too, is causal, and one can ride the wave of its outcomes.

TEMPLES OF THE ICE KINGDOMS



FOLLOWERS

Followers of Ydriel have either given up on finding meaning or never believed it existed to begin with. They seek not answers in Ydriel but solace. By submitting to a lack of meaning, they create, in some existential conjurer's tick, some semblance of it.

Warriors often follow Ydriel, for they know life is short and bounded on all sides by the possibility of an absurd death. For that same reason, many structured cults dislike Ydriel's followers for her "church" is little more than a loose association, and it imposes no rules upon those in the congregation.

PRIESTHOOD

Priests of Ydriel tend to be thoughtful even ruminative. Philosophy, they say, rather than theology explains the world. The other gods are deluded, because they believe they are in control of things. In fact, the forces they "oversee" are in control of them. The Fates, especially, are living an illusion. Only one side can be right, and it is little wonder that Ydriel's priests know it is they who are in the right.

Given the solemn consequences of a cosmos devoid of true meaning, Ydriel's priests ought to be a grim lot. Some are, but more are possessed of an intense humor—if the world is absurd, man's reaction to it should be also. They guide rather than lead, give advice rather than orders.

Priests of Ydriel and priests of Mordi tend to get along, for some element of chaos lies at the heart of their world-views.

Priests of Ydriel are not connected to fate. The more powerful they become, the frailer their bodies become.

CLERIC OF YDRIEL

- **Alignment:** Any Chaotic (10% experience penalty if Good, 5% experience penalty if Neutral)
- **Ability Requirements:** Constitution 9, Intelligence 11, Wisdom 14
- **Weapons Permitted:** Any
- **Armor Permitted:** Any
- **Shield:** No
- **Poison/Oil:** Yes/Yes
- **Spheres:** All, astral, charm*, combat*, creation*, divination, elemental, summoning
- **Turn Undead:** No
- **Granted Powers:** 1) +3 to save vs *charm* effects that are from clerical spells or magic; priests of Ydriel are not bound to fate as are others, they may reroll one die roll per game; use 1d6 for hit points; 3) reduce constitution by 1 point, increase two other ability scores by 1 point each; gain 3 extra hit points; 5) immune to *charm*

spells and *hold person*; bonus spell (any 1 first level spell from any class); 7) bonus spell (*mirror image*); reduce constitution by 1 point, increase two other ability scores by 1 point each; 9) unbound by fate: the character passes any system shock survival roll they must make but loses twice as many constitution points; no longer gains hit points when level increases; bonus spell (*confusion*); 12) reduce constitution by 1 point, increase wisdom by 1 point, advance directly to 13th level.

YMIR

- **Type:** Greater
- **Alignment:** Chaotic Neutral
- **Domains:** Chaos, Earth
- **Symbol:** The earth rune
- **Traditional Garb:** Ring mail armor
- **Deity's Favored Weapons:** Club
- **Form of Worship Services:** Winter is a time of prayer; falling snow presents a time to do holy works
- **Typical Worshipers:** Druids, giants, titans, humanoids
- **Worshipper's Favored Weapon:** Clubs and staves
- **Holy Places of Worship:** Ice fields, ice caves, temples made of ice
- **Animal Totem:** Varg
- **Appearance:** Ymir appears as a frost giant, but is twice as tall and twice as strong as one. Ice and snow cover his muscular body, and his flesh is blue in color. He is never far from his club of ice.

A common vow taken by couple when marrying is "Until Ymir ceases waiting shall I love you." Ymir the Tree Bearer shall never cease waiting, until the end of the time. He holds the World Tree aloft as the fires of hell snap beneath it. The Tree is our world and it is only Ymir's strength, and desire for revenge that keeps the world from dying.

Ymir was twice betrayed, once by his son and once by his brother. Vengeance burns in his heart as the fire that burns below the Tree. In that time that comes after time is done, it is said that Ymir will have his revenge. To do this, he must set down the World Tree and let the world burn.

Ymir is also the creator, he who shaped the world. As he walked through the primordial ice, his passage left rivers and lakes, mountains and seas. Today, he preserves the same creation, forever holding the World Tree.

Because he was the first being and has held the World Tree for uncounted aeons, Ymir is also the god of knowledge. He has seen everything that happens. It is said that only the Four Fates know more than he but, of course, they would not exist if it were not for Ymir.



CHAPTER 7

Ymir also knows the True Runes. The runes used by mortals are but shadows of the true runes, for each rune is a thought, a word, and a symbol. The True Rune is the thing in itself, according to scholars. The True Rune is the essence of that thing, the pure, distilled form. Ancient philosophers first described this phenomenon in the thought experiment called Ymir's Cave. As mortals, we see only the shadows cast on the world by the true things. We never see the true things themselves. Only the gods have that power, and only Ymir knows the true name of each and every thing.

FOLLOWERS

Ymir's followers believe that his sacrifice must be paid for by mortal toil and blood. This does not mean sacrifice, though for some cults it does, but instead a symbolic sacrifice of one's time and health. If blood is accidentally spilled, Ymir is often invoked. If a road is hard and long, people ask Ymir to give them strength to follow it to the end.

Likewise, Ymir is a symbol for sacrifice in general. His sacrifice preserves the world, and people honor him by giving gifts of their own. On the Day of Ymir in deepest winter, the devoted give away cherished things to their fellows, or make or buy them costly ones. The only requirement is that the gift must cause the giver to sacrifice something. Untrue followers give only trinkets.

PRIESTHOOD

The priests of Ymir are angry. His brother Thrymtur and his son Uthin betrayed the True Creator; this is a debt that can never be forgiven. While not all of his clerics focus solely on this hate, the most zealous do. Their word is their bond and they would break it only at the expense of their own lives. Warriors of distinction come from the sect known as Ymir's Martyrs.

As Ymir is also the god of knowledge, sages, scholars and philosophers join his priesthood. They, too, feel the sting of betrayal but realize that the gathering of knowledge is better revenge upon the ignorance of cheaters and usurpers. Priest of Ymir devoted to knowledge serve as viziers, administrators and lone sages in the icy tundra.

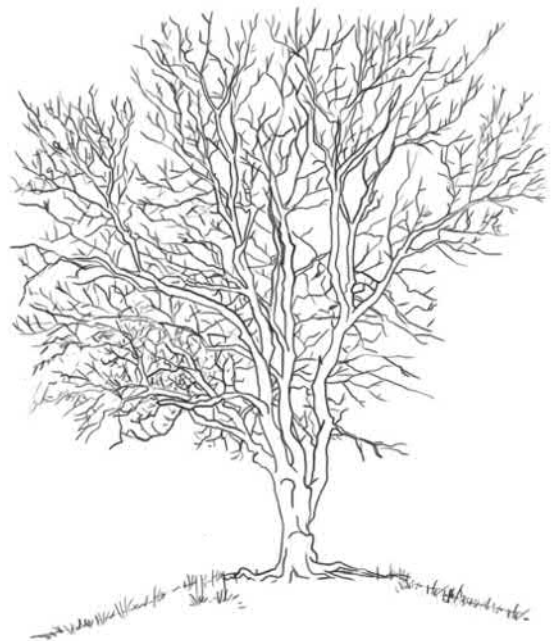
The final large sect of Ymir is a priesthood that worships Ymir in the creator aspect. To them, Ymir's creation is tainted by the betrayal of his son and brother. Rather than seeking vengeance, these priests take the opposite approach—they give of themselves. They do this because Ymir's greatest gift is not his anger but his ability to give life and protection of that life, in the face of betrayal.

A small sect of Ymir is known as the Avengers. These righteous men and women serve their god by avenging

betrayals and punishing betrayers. Those who have been robbed, cheated, or deceived may seek out this secretive priesthood and buy their vengeance. Even kings, it is said, have fallen under the brutal sword of punishment wielded by Ymir's Avengers.

CLERIC OF YMIR

- **Alignment:** As druid (avengers as thief, viziers as bards)
- **Ability Requirements:** As druid
- **Weapons Permitted:** As druid
- **Armor Permitted:** As druid
- **Shield:** As druid
- **Poison/Oil:** As druid
- **Spheres:** As druid
- **Turn Undead:** As druid
- **Granted Powers: Special:** Ymir has three sects of specialty priests. The basic priests of Ymir are druids. Ymir's Avengers tend to be thieves instead of druids and have no clerical powers. Avengers must meet the ability requirements of both thieves and druids. Vizier priests of Ymir are bards, though instead of magic user spells, they have access to the same spheres as druids. Viziers must meet the ability requirements for both druids and bards. All priests of Ymir are rune casters and have the same restrictions on alignment, weapons, as listed above.



The boy's story had begun to unravel just about as quickly as he had managed to spit it out. Why didn't he report finding Reichard's body right at the beginning of his watch? Was he late? In no time at all, even he admitted his lies. Within the hour, they had found his bloody clothes, wadded and stashed under a barrel.

Though he felt slightly guilty about it, the chance murder of his old comrade was a welcome distraction for Rolfgar. It was certainly better than sitting cold in the hall, freezing his backside, listening to suppliants and claimants and having to pass judgment on their disputes, over the ownership of an ox or even a goose. It was also a distraction from the disappearances. The missing girls were beginning to gnaw on Rolfgar's mind. The darker rumors in the city blamed him for the disappearances, but the bear shaman's story was far more worrying. It had even begun to steal his sleep.

"You killed Reichard," observed Rolfgar with cool precision. "What I want to know is why."

Quarrels among the men were not uncommon, and they sometimes ended in bloodshed. Usually the cause was easy to uncover—a woman, an insult, a debt. Ambition and rivalry too stalked their share of victims among the buscarls.

Rolfgar circled his quarry, stalking the truth. Skillfully and methodically, he untangled the boy's lies. Reichard had struck first, his killer insisted at first. And yet Almarge's blade had surprised him from behind. But the murderer kneeling on the floor before him offered little to shed any light on his crime. After an hour or more of pressing and probing the weaknesses of his story, Rolfgar really had no more idea why Reichard had died than he did when they started.

Almarge seemed willing to agree to almost any explanation. If Rolfgar led at all, he followed. Did Reichard owe him money? Yes, he did, admitted Almarge, even though nobody in the whole city would have believed it. Yes, as it turned out, they had also quarreled over the affections of a young servant girl. And indeed, when pressed, Almarge had to admit that Reichard had insulted him. And yes, he envied the older man's position too.

"You are lying to me!" roared Rolfgar angrily. "Uthin's Eye! What are you hiding, boy?" he demanded. "We will strip the skin from your flesh if we have to, but I will know the answer! We do not take lightly the watch of these walls, boy. You have no idea what enemies stalk us in the cold of the night."

Rolfgar turned to leave the boy whimpering in the hall. "But it's not like that, lord" Almarge protested to his back, "I haven't been scheming with our enemies. I have only been making a little extra coin. And what's a few missing girls?" Rolfgar felt a sinking feeling inside his chest as he turned back to face Almarge. That feeling didn't go away, even after he buried his blade in the traitor's gut.



CHAPTER 8: GEOGRAPHY OF THE ICE KINGDOMS

The Ice Kingdoms comprises the northern parts of the Land Bridge, reaching the Crown Sea in the north and extending to the Atalac Sea in the south. On both the north and the south, the rugged coastline is broken by huge fjords and thousands of islands. The Ice Kingdoms share a several hundred mile land border with Courbahl on the east, and a much larger border with the Kingdoms of Dargogran to the west. To the north, the Ice Kingdoms are bordered by the Crown Sea and the south by the Atalac Sea. The largest inland water body of the Ice Kingdoms is Lake Saga.

At 150,000 square miles much of the realm is dominated by mountainous or high terrain, with a great variety of natural features caused by prehistoric glaciers. The most noticeable of these are the fjords: deep grooves cut into the land flooded by the sea following the end of the first war between the gods and giants. The ground remains frozen year round in the higher mountain areas and in the interior of Rusgard and the north. Numerous glaciers (actually just ice fields) are found in the Ice Kingdoms. Far to the northeast, lies a large true glacier known as Thrymtur's Blood.

The land is mostly made of hard granite and gneiss rock, but slate, sandstone and limestone are also common, and the lowest elevations contain marine deposits. The more mountainous regions are rich in gold, platinum, and mythral, while the hills have many silver mines. Because of the Dragon Winds (warm winds that originate in the Atalac Sea and cross high over Dargogran before settling over the Crown Sea coast) and prevailing western winds sweeping up from Courbahl, the Ice Kingdoms experience higher temperatures and more precipitation than expected at such northern latitudes, especially along the coast. The heartland experiences four distinct seasons, with extremely cold winters and less precipitation inland. The northernmost part has a mostly maritime Subarctic climate with temperatures as low as -30°F in the winter and as high as 50°F in the summer, while Thanegard has an Arctic tundra climate (-18°F winter, 60°F summer).

Because of the large latitudinal range of the country and the varied topography and climate, the Ice Kingdoms have a larger number of different habitats than almost any other country in Adierolf or Dargogran. There are thousands

of species in the Ice Kingdoms and the adjacent waters. The Coastal Shelf marine ecosystem is highly productive, and the inhabitants of the region hunt and fish a multitude of game including stag, bear, fox and hare as well as survive by farming, brewing and collecting shellfish along the coastal shores.

SETTLEMENTS AND SOCIETIES

The Thanemen primarily live in villages and small cities. Braver families live on isolated farmsteads or hewn stone keeps. While few true castles exist, the wooden and stone keep is a common structure inside and outside villages and cities. Usually small, these keeps are often single room stone buildings with short towers and low stone walls surrounding the structure.

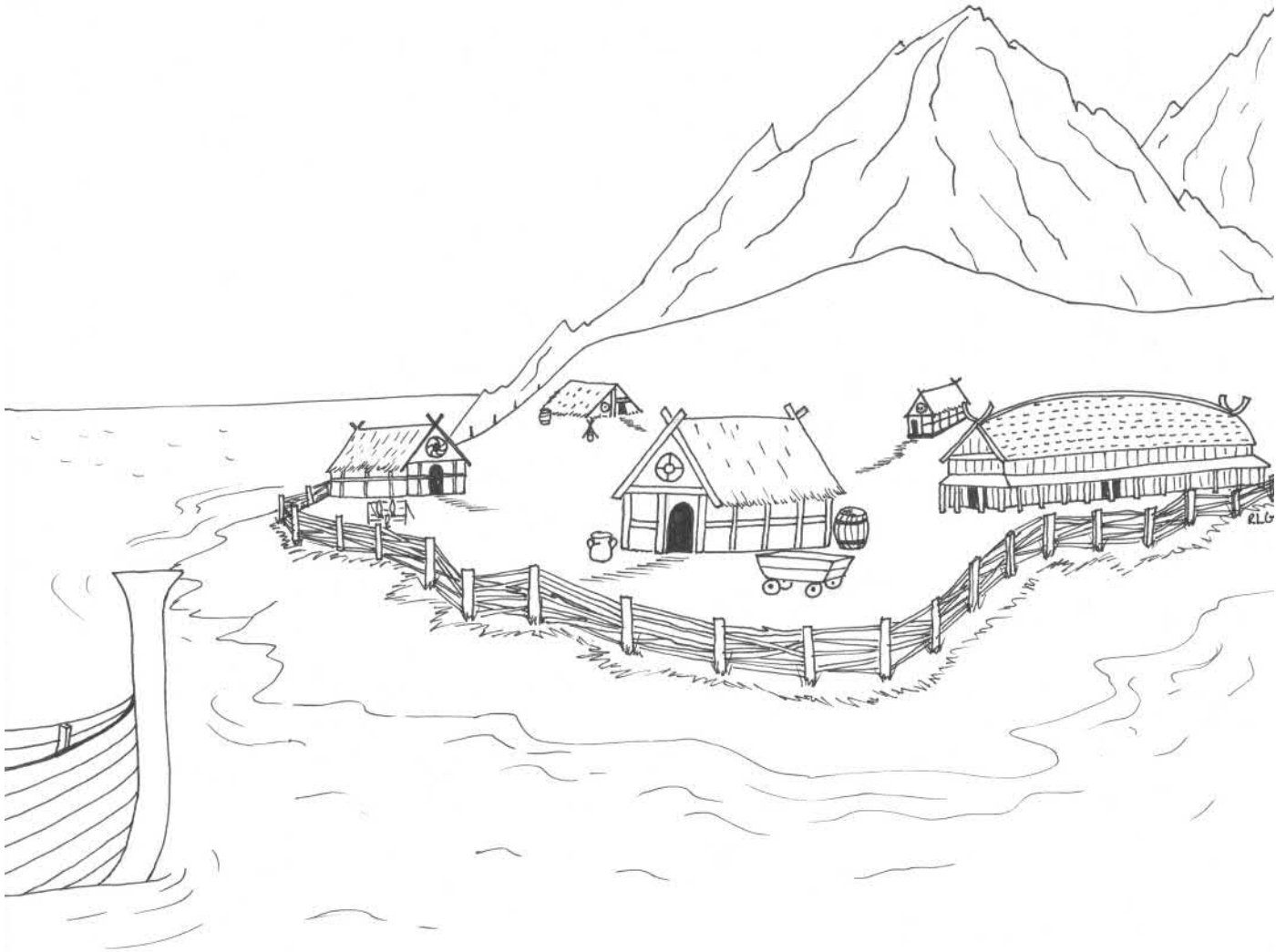
These cities and villages are ruled over by their respective thanes, elders, and other ruling bodies, while the land between them is owned only in theory by the nobles of the Ice Kingdoms. The true rulers of the open areas between settlements are the wild animals and monsters that haunt these regions at night. Travel is conducted in the daylight whenever possible, with groups travelling in caravans and rarely alone. Camps are set up before the sun sets in order to provide the most secure rest area possible and to avoid entanglements with orcs and kobolds.

Even the villages are not entirely safe from these threats. This has caused many clans to unite to ensure their safety. Villages often have village guards, local militias and outposts to watch the area. Cities, if they are large enough, are protected by wooden or stone walls. Villages and cities are more likely to be built in naturally defended locations, like along bodies of water or cliffs and as far away from heavily forested areas as possible.

Besides the threat of monsters and animals, the people of the Thanelands also have to worry about the most dangerous predator of Eordan, other human beings. Whether in the form of bandits or rival thanes, mankind often is the most brutal foe of the Thanemen. Wars between clans, thanes, and families are common, and at any given time there are two or three wars brewing, or in full swing. Villages and cities close to the sea or a river face the risk of



CHAPTER 8



Thanic raiders as much as the cities along the coast of Dargogran or Adierolf do. Slavers and bandits strike at travelers for easy prey.

Within the Ice Kingdoms, law rules only at the level of the city, clan, or village, and only within them. The society of the Ice Kingdoms is only truly enforceable within the cities and villages. Thanesmen may bring before a thing or other legal gathering happenings from the wild, but these events can rarely be settled or redressed. Usually there is no evidence or testimony to be considered. Even noblemen die in the wild with no consequences at all. The stronger the kingdom, the more likely the surrounding wild places will be under some measure of control.

THE WILDLAND

Culture and society do exist in the savage Ice Kingdoms. The Thanesmen rule their domains with a sense of what is right and wrong, just and fair. But they only rule so much of the actual north. The Thanelands are a series of connected cities, villages, tribes, clans and fortified keeps. But in between these safe havens lies the natural world of the Ice Kingdoms, the domain of the wild animals and monsters of the world.

While roads connect settled areas, there is no way to guarantee safety to the travelers, pilgrims and merchants who travel these routes. Staying overnight in the Wildland, as it has come to be known as, is not safe.

Thanelaw cannot protect you where it does not hold sway. Noble titles, money, name and reputation do not

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protect you from wild beasts or the ravages of a frozen night away from the hearth. In the Wildland, the only hope for safety lies in strength, arms, numbers, and luck.

The dangers of the Wildland are many, from kobolds and orcs, to wyverns prowling the night for their next meal. Bandits and renegade clans also strike those who are exposed and weak, day or night. Another danger in the night out in the Wildlands is revenge. With no Thanelaw in effect, clans take the opportunity to strike their enemies while they travel in the Wildlands. It is hard to prove any one clan or tribe is responsible for an attack, especially if there are no survivors.

At night the Wildlands are terrifying. The vast inhuman darkness fills with wild beasts, thieves and bandits, and even malefic spirits, and the servants of the dark gods. And in truth, even the wild beasts are a great danger, among them the stag, boar, bear, mountain lions, and the most fearsome, the wolf.

The Thanesmen are also vulnerable to the ravages of climate, weather, disease and natural disaster, and in the Wildland there is no one to help when things go wrong. Though the temperatures are warmer in the summer months, the winters are nonetheless long and brutal. And as the winter drags along, the hours of daylight dwindle until they seem to pass all too quickly.

Villages and cities may have local guard forces that do simple patrols nearby in the Wildlands, but they do not travel far from their posts. A few miles in all directions may be relatively safe with the actual size of this safe zone varying from city to city and village to village. And travel during the day is usually fairly safe. Especially in large caravans with plenty of armed escorts and priests to ensure the protection of the gods. But the lone traveler rarely returns home.

Therefore it is not uncommon for thanes to set up garrisons of troops at various strategic locations in fortified positions to act as way points during travel of important people such as messengers, priests, or nobles. Thanes are also known to hire adventurers and rangers to travel from village to village or farm to farm to seek out troublesome humanoid and bandits.

Characters hired to clear sections of the Wildland may face cultists, orcs, assassins, bandits, kobolds, goblins, rabid animals, druids, or any number of dangers mundane and extraordinary.

The Wildland also presents a safe haven for those who have been exiled or outlawed from Thanic society, including criminals, traitors, and the worshippers of forbidden gods. But the most feared wanderers of the Wildlands are the dreaded sorcerers and necromancers who are rumored to travel the world seeking power and knowledge. Depraved enough that they are willing to barter souls with the powers of the Abyss, they are willing to take them from

unwary travelers in the Wildland.

By definition, the Wildland is any area between two cities, towns, villages, keeps or farms. Though the dangerous areas of Wildland usually begin at least a mile outside of these settlements, the actual range of safety will vary based on terrain. For example, the dangers of Wildland will exist much closer to civilization in heavy forests or the mountainous regions of the Thanelands, while the secure area may extend further in more heavily traveled and open areas.

DOMAINS OF THE ICE KINGDOMS

The Ice Kingdoms are divided into hundreds of minor realms and regencies ruled over by clans, warlords and raiders. Even so, it is easy to group them into several larger regions, such as Thanegard, Wolfheim, and Rusgard. While all regions of the Ice Kingdoms share common traits, each of these larger regions has its own peculiar characteristics.

Thanegard is located along the coastal plateau of Aesir Bay. It spreads from the western edges of the great rivers and Arfhrdheim and as far east as the edges of the Mourwood. To the northeast it extends to the foothills that make up the lands of the Fenrir and the area known as Wolfheim, while the northwest border is typically drawn along the edges of the Huirdu nomadic trails and the mountains of southern Rusgard.



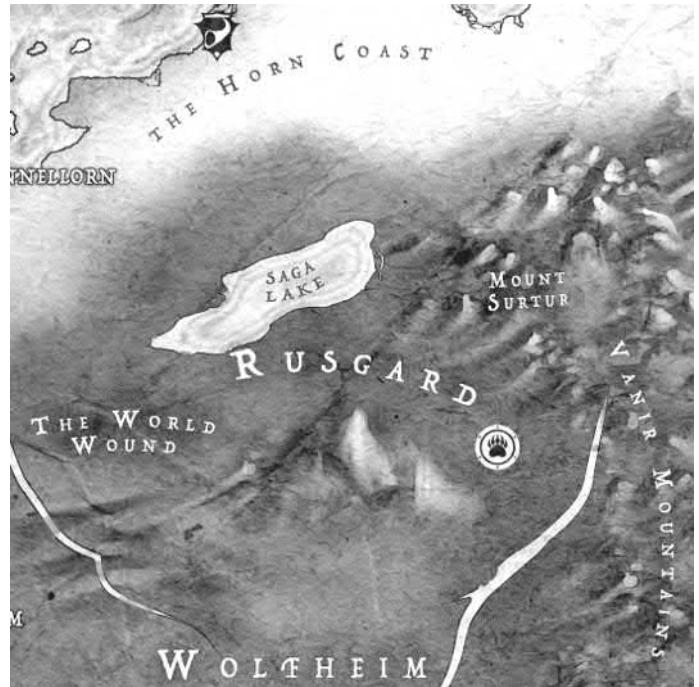


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Thanegard is the most fertile land in the Ice Kingdoms with many successful farms, a decent amount of game animals and easy access to the Atalac Sea and the great rivers. In addition, its lack of mountains and ravines means it is less afflicted by goblinoids and trolls than the other regions, though it also means that the region has less ore and stone work for defense during times of war and raiding.

Wolfheim runs north of the Mournwood and is bordered on the east by the Vanir Mountains and to the north by the mountains of southern Rusgard and to the west by Thanegard and the Huirdu tribes. Wolfheim is plentiful in game animals such as deer and hare, but being so close to the Vanir Mountains, it also has the highest troll population of the settled Ice Kingdoms (only smaller than Jotunreach). The hunters of Wolfheim must compete with the numerous packs of wolves for game as well. While Wolfheim has many veins of ore and other precious minerals, the Fenrir are not known for their metal smithy skills and have been known to let merchants and miners from outside have access to these veins, for a fee.

The Fenrir are more nomadic than most of the population, travelling to the edge of the mountains during the warmer months and closer to the great rivers during the colder months. Some clans of the Fenrir have more permanent settlements, and a few even have stone keeps or castles along the edges of the Vanir Mountains. During times of peace troops from Thanegard and other regions of the Ice Kingdoms keep garrisons and watches along the

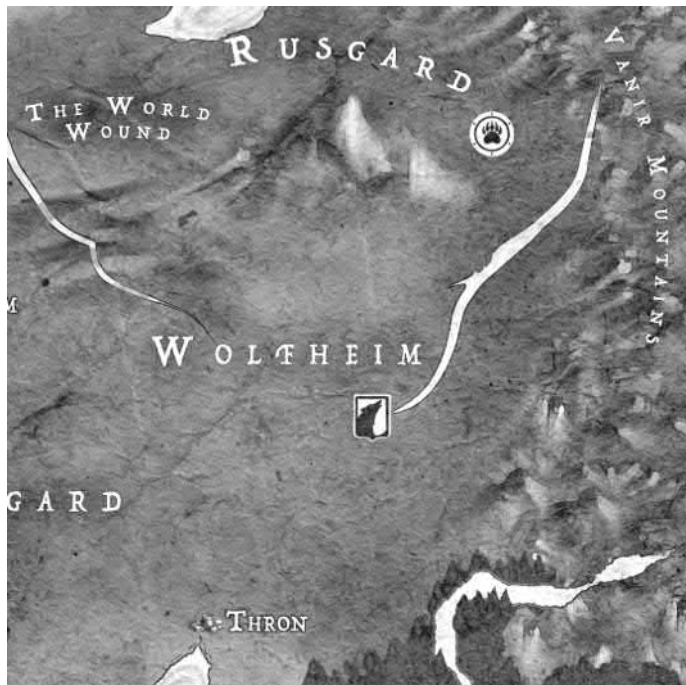


edges of the Vanir Mountains to keep trolls out of the Ice Kingdoms. During times of war, these troops are usually completely cut off from their homes. In the Ice Kingdoms, war is far more common than peace. Either way, the troll vigil is usually unsuccessful.

Rusgard is far to the north, east of the World Wound and away from the Horn Coast. It is bordered on the east by the northern crest of the Vanir Mountains and lies in the shadows of Mount Surtur, a great volcano that is still active. To Rusgard's immediate south are the Rus mountains. Rusgard is hilly, with low mountain ranges and many pine forests. It is one of the coldest parts of the Ice Kingdoms, and its natives find shelter in caves and in the pine forests. However, Rusgard is also plentiful with animals, including predators. The region is noted for its many species of wolves and bears. It is also home to forest goblins and other more dangerous monsters, such as ogres, lesser giants, orcs, and trolls.

The Ursan who live in Rusgard build more permanent, yet still natural, homes within the caves and pines of the area. Unlike their fellow nomads from Wolfheim, the Ursan are more trusting of other families and do not get involved in nearly as many inter-clan wars as the Fenrir, which is good, since there are fewer Ursan than Fenrir and less land in Rusgard than there is in Wolfheim. Ursan are also better miners, but mine chiefly for coal.

Farther east rise the Titan Peaks, which separate the Ice Kingdoms from Adierolf. These are some of the tallest mountains in the world and are named after their leg-



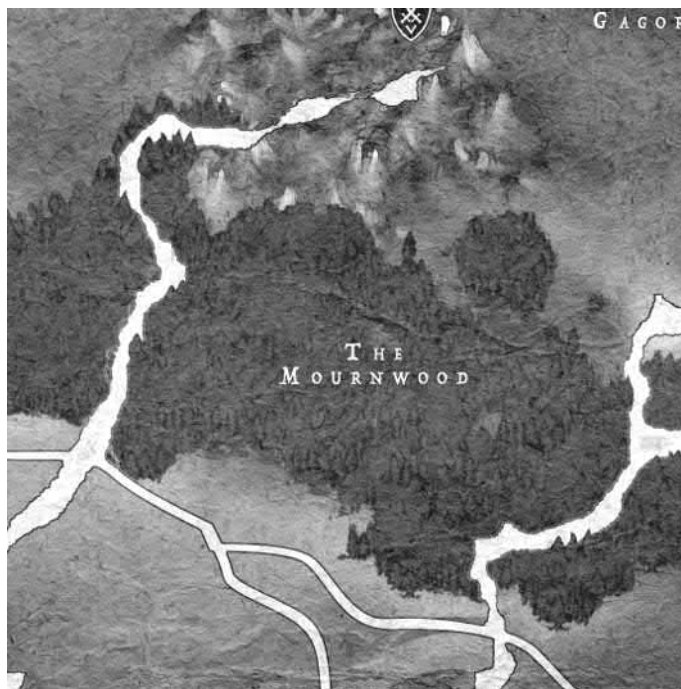
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endary rulers from ages past, the titans. Today, this range is inhabited only by giants, ogres, ettins, and trolls, and abandoned dwarven keeps crawling with goblinoids. To the north of these mountains is the forbidden realm of Jotunreach, where ogre clans and giant lords dwell. Jotunreach is also home to a number of giant animals that live on the icy plains and tundra of the region. Jotunreach is also home to a nomadic tribe of near primitive men called the Kardun. These barbarians are a tribe of hunters and gatherers who live in shelters made of hide. They use flint and sharpened wood as their primary tools. More advanced weapons are not unknown to the Kardun, but they do not have the skill and ability to make these better weapons.

Along the shores of the Crown Sea and north of Thanegard lie the Frozen Thrones. A land covered in permafrost and snow with layers of ice covering its rivers and lakes year round, the Frozen Thrones is the coldest area of the Ice Kingdoms. Even during the short summers, the territory lies shrouded in ice and snow. There are no major human settlements in the Frozen Thrones, but a few isolated villages do exist along its borders. The Frozen Thrones is said to be haunted by a great undead king who rules a domain of undead warriors. It is known that on occasion undead creatures find their way south and terrorize the people of Thanegard.

Commonly referred to as the Hag Home, the Jarnvior Forest (or Mournwood) is a large wooded realm located just south of the Vanir Mountains and east of Thanegard,



Wolfheim, and Rusgard. The forest and the mountains near it serve as a natural border between the Ice Kingdoms and the realm of Courbahl to the south. The Jarnvior Forest is home to a variety of trolls and giant spiders, as well as many other creatures that dwell in the deep, dark, haunted forests of the world. However, the most feared inhabitants of the forest are the hated Hags. There are no human settlements within the forest, and most humans avoid settling too near the forest, for fear of the Hags and their servants. Entering deeper into the forest, time loses meaning. The woods are so deep and thick that the sun never reaches sections of the haunted wood. The deeper one goes into the forest, the temperature rises as well. The forest has never been fully explored, since most who enter it never return.

The Crown Sea is a strange and fearful world unto itself. While large portions of the sea are freezing cold, full of ice bergs and snowstorms, other parts are warmer. In these places, human settlements can exist and even thrive off fishing, trade, and (of course) raiding. The Horn Coast lies east of the Frozen Thrones along the Ice Kingdoms' northern coast on the Crown Sea. The several small ports along the Horn Coast and are commonly referred to as the Trade Cities. These settlements are inhabited by a hardy band of sailors, fishermen, and raiders known as Hornsmen. The two great outcropping peninsulas are called Hugin (the West Horn) and Munnin (the East Horn).

Far to the west lies a range of mountains known only as the Grugnifal, which is home to the dwarves known by the same name. These mountains are the last barrier be-





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tween Adierolf and Dargogran. To the north it borders the Frozen Thrones and the east is bordered by Thanegard. To the south it borders several small warlord domains unassociated with any of the major realms. On the far western side of the mountain chain lie the Twelve Kingdoms of Dargogran.

Just south of these mountains lies a region of the Ice Kingdoms under the control of the descendants of the Dargogranian mercenary Erusalon. This last region is commonly known as Southmarch and does not partake in any of the affairs of the Ice Kingdoms, besides warfare and conflict with its neighbors.

POINTS OF INTEREST

The Abyss: The eternal realm of punishment ruled over by Aegis. Under the waters of the world the doomed souls of the damned suffer eternal slavery to the dark god of punishment.

Aesir Bay: The Aesir Bay is a largely calm minor body of water inset into the south of the Ice Kingdoms. It is rich with fish and sea-plant life but at times is also dangerous for predatory sea creatures, though nothing like the Crown Sea. Aesir Bay is where many trading and merchant ships make their way into or out of the Ice Kingdoms. At the inner tip of the bay lies the city of Thron.

Arfhrdheim: The greatest city in the Ice Kingdoms, Arfhrdheim is the capitol of Thanegard. It is comprised of three key areas: the city, the thane's hall and the outer settlement. The thane's hall is the center of rule, politics, law, and religion. Grand and mighty, it sits upon a huge rocky hill that towers above the city proper. The thane's hall contrasts sharply with the city below. Arfhrdheim is a center of business, trade, and crime, teeming with thieves, bandits, and mercenaries. Situated on a river and a lake it is easily accessible from points north and has access to points south. It is near the Eye so religious travelers pass through the city on a regular basis, and it is also fairly central with regards to Thanegard, Grugnifal, and Southmarch, making it a perfect place for trade amongst the realms, even in times of war. The outer settlement is comprised of farms and guard outposts as well as small fishing villages. Arfhrdheim traditionally includes Avarheim, Tenebrous, and the Gardens of Woe.

Arus-Gorian: An ancient keep hidden deep in the mountains of the Land Bridge. Arus-Gorian was originally built by the dwarves to defend their mountain holds against invading orc hordes. When the fortress was overwhelmed, the dwarves migrated to Courbahl and left Arus-Gorian behind, swarming with orcs and goblins.

Several hundred years later, the vile Witch-King occupied the keep with his demonic forces. Using ancient sorcery and foul flesh-craft, he gathered an army of servants there. Chief among these were new breeds of orcs, carefully sculpted and bred for a variety of purposes. With these forces the Witch-King began his assault on the world, first taking all Dargogran and later overrunning Courbahl and the lands of Adierolf to the east.

Eventually, the Witch-King would be defeated by an alliance of the Men of the East. In his fall no one ever discovered Arus-Gorian, abandoned once again with its horrors and secrets. It remains unknown to the Men of the East but its presence discovered recently by various tribes of the Ice Kingdoms.

City of the Lost Thanes: A haunted city located on the shores of the Crown Sea, near the Frozen Thrones.

The Eye: The Eye is the center of the Ice Kingdoms, claimed by none, desired by all. It is a small series of mountains that quickly rise and end over a scant few miles, but stands high in the sky. It is the sacred home of the mystical Huirdu though they live all over the realms. It is also believed to be the home of the gods (Valagard) or at least a gateway to the gods (the Bridge River it is known, as it is a flowing river that travels between Erdegard and Valagard).

Eordan: Eordan is the actual planet the Ice Kingdoms are on. It is a term used more by southern scholars and sages than by the people of the Ice Kingdoms who prefer the term Erdegard.

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Erdegard: Erdegard is the Thanic term for the middle world, or World of Man. It applies chiefly to the areas of the Ice Kingdoms and those nearby, but also refers more extensively to the entire plane of mortal existence.

Fang Coast: The southern coast of the Ice Kingdoms. Bordering the Atalac Sea, fearsome raiders and pirates of the Ice Kingdoms set sail from here to terrorize the coastal regions of Dargogran and Adierolf and unlucky ships at sea. Along the coast are the city states of Palo, Krongin, Bor, Ath and Thron.

The Frozen Thrones: A region to the north of the Ice Kingdoms that is literally a kingdom frozen under the snow and glaciers. Adventurers and tomb thieves often chip their way into the tombs to loot treasure. Rumors tell that the soulless bodies of the Ice Kings still haunt their crypts.

One of the deadliest places in the Ice Kingdoms, if not the world, the Frozen Thrones were once the land of a great and powerful kingdom that predates the Ice Kingdoms. Somehow it was cursed and destroyed, frozen in place beneath the snow and ice of the north. If the bitter cold does not kill you or the lack of daylight does not drive you insane, then surely the undead who haunt the dark of night of this place will claim you. The Frozen Thrones are located on the shores of the Crown Sea in the north western portion of the Land Bridge just east of the Grugnifal Mountains and north of the Grugnir realms.

The Gagorok: The Gagorok is an arid plateau in the eastern portions of the Ice Kingdoms, in the midst of several extinct volcanoes. The plateau is covered in volcanic ash, and is effectively a desert with little to no plant growth. It is also home to many goblins and orcs. It blocks the passage to Courbahl and the other realms of Adierolf.

The plateau is a large roughly triangular shaped area, mostly surrounded by high mountain ranges. The north is fenced by about 300 miles of a mountain range called the Devil's Tongue, and the south by the Balor Peaks and most of the west by the Lesser Plains of Gagorok.

Thus the Gagorok has superb natural defenses, and it is the heart of the realm of the children of Belac. In the north-east, on a small spur of the Devil's Tongue, the Witch-King constructed his fortress of Talosgard. Gagorok was the location for the mines and forges that produced the arms and armor of the Witch-King's enslaved eastern forces. Agriculture in Gagorok is virtually impossible, but clans of goblinkind live in villages of huts and tents on the western at the feet of the encircled mountains. The Witch-King built a network of highways across Gagorok for his soldiers and messengers; there are cisterns and wells at vari-

ous points on these roads through the desert, though they are often dry or putrid.

The Lesser Plains of Gagorok, directly east of the Gagorok, are a more hospitable, though still not pleasant, area of the Thanelands. The Lesser Plains are home to the hardiest of Thanesmen, including the Varyags and Fenrir, though a few Einheriar clans also dwell within this region.

Grugnifal: Close to Dargogran, the area known as Grugnifal is populated by humans, gnomes and dwarves (where it gains its name as Grugni is an old Ice Kingdoms term for Dwarf). It is noted for its iron and gold mines, and rocky nature that prevent much farming. Its inhabitants survive mostly through hunting and raiding.

Gruen: Dwarven city. The only one above ground. Noted as the center of the Gruen-Wall.

Gruengard & Grongard: Two dwarven keeps east of the Gruen-Wall.

The Gruen-Wall: A long stone wall that ran for several hundred miles along the eastern side of the Grugnifal. Originally built to defend the dwarven realms from goblins, it is now mostly dilapidated and run down from years of disuse and neglect. Abandoned by the dwarves after the walls were overrun centuries ago, now only a few towers and warning keeps are occupied with any regularity. The dwarf city of Gruen is still inhabited but is mostly a ghost town.

The Horn Coast: Along the coastline of the Crown Sea is a stretch of land known as the Horn Coast. Stretching between two large rocky peninsulas known as Hugin and Munnin, the Horn Coast is home of the Hornsmen, the valiant and daring sailors of the Crown Sea. Noted for their bravery and skill at sea, the Hornsmen are explorers, traders, and peerless fishermen. They make a fortune from whaling and hunting other valued beasts of the sea. But the Horn Coast is also treacherous and prone to severe storms, icy frosts, and the periodic raid from humanoids who dwell beneath the savage waves of the northern waters.

Jotunreach: Toward the east, Jotunreach is the legendary realm where the gods threw down the frost giants at the beginning of Erdegard (the earth realm). It borders the mountains that themselves border Courbahl, and is a haven to giants, trolls, and ogres.

Mount Surtur: The largest active volcano in the Ice Kingdoms. Located in a valley between the Vanir Mountains and the Titan Peaks, it was once home to Hadel, the feared fire giant who terrorized the north for a thousand years before he was slain by Arfhrd.



THE CROWN SEA

THE HORN COAST

TANNELLORN

THE FROZEN THRONES

SAGA LAKE

RUSGARD

THE GRUGNITAL

ASKAM

OLDHAM

THE WORLD WOUND

THE EYE OF UTHIN

ARHRDHEIM

AVARHEIM

WOLFHEIM

GRUENGARD

TENEBOUS

THANEGARD

TANG COAST

KRONGIN

THRON

PALO

BOR

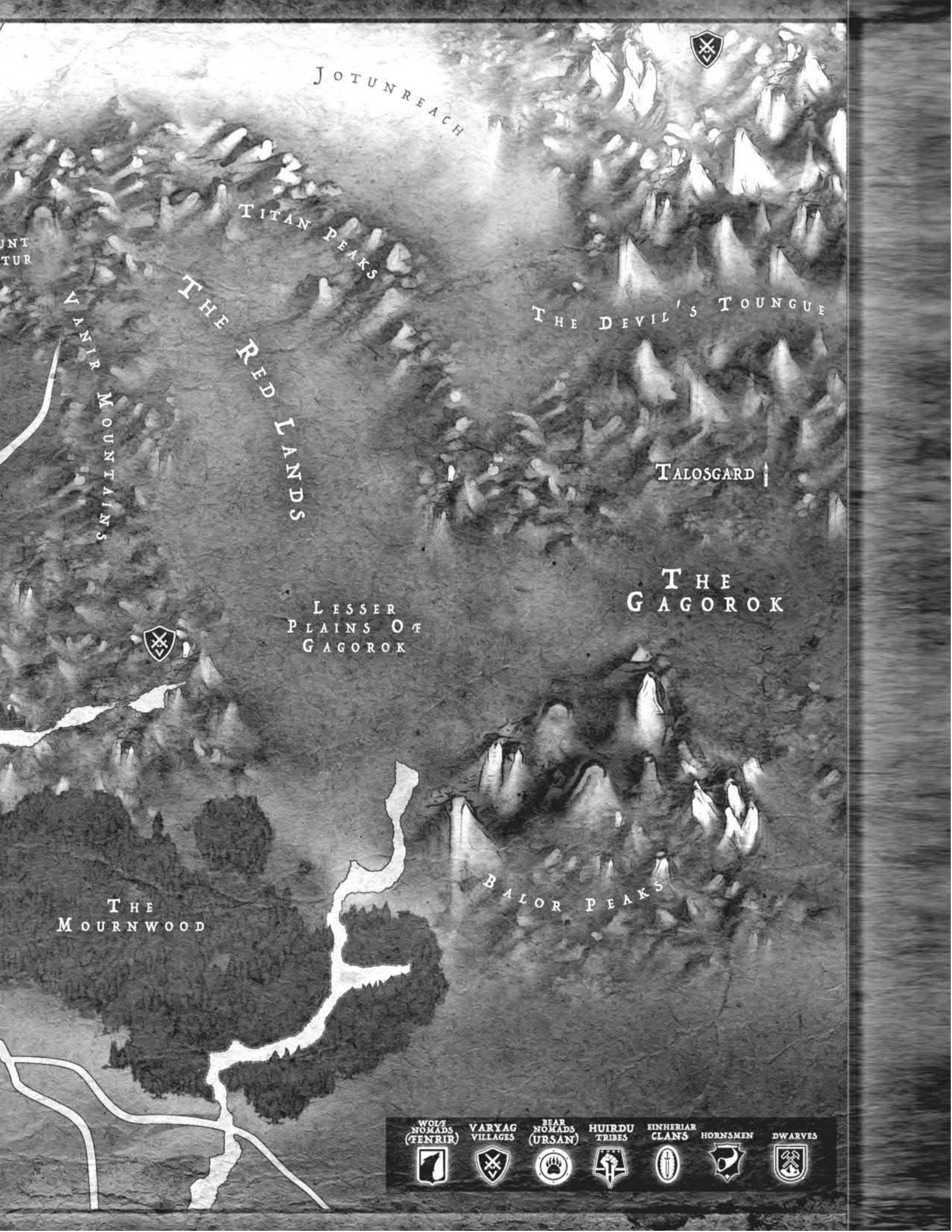
ATH
AESIR BAY

THE COLOSSUS OF UTHIN

THE ATALAC SEA

ICE KINGDOMS

100 MILES SCALE



JOTUNREACH

TITAN PEAKS

THE RED LANDS

THE DEVIL'S TONGUE

TALOSGARD

THE GAGOROK

LESSER PLAINS OF GAGOROK

BALOR PEAKS

THE MOURNWOOD

VAVIR MOUNTAINS

- WOLF NOMADS (TENRIR) 
- VARYAG VILLAGES 
- BEAR NOMADS (URSAN) 
- HUIRDU TRIBES 
- EDHERIAR CLANS 
- HORNSMEN 
- DWARVES 



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The Mournwood: A haunted (some say enchanted and others say cursed) woodland filled with monsters, the fey, and evil—as well as wealth and rewards (herbs, perhaps gems/metals, enchanted waters and other artifacts of myth). Of course the deeper you go into the woods the more haunted and magical it gets, and the more dangerous it gets. Legends say that at the center is the home to the Tree of Life, the World Tree. Druids are also said to inhabit the woods. Sadly the Mournwood gets its name largely from the infestation of hags and haglings that dwell there. Mournwood is actually comprised of three separate forests, The West Wood, Jarnvior Forest and Yggdraheim in the east.

Norsgard: A legendary kingdom far to the north, some say it lies on an island in the Crown Sea, others say it extends to the north-east along the Horn Coast. Still others say it lies on the other edge of the Crown Sea, beyond a great island of demons, at the top of the world.

Olctur: The name given to the dark city of Pohjola in the Kalevala.

The Packlands: Fertile grasslands in Wolfheim that are the traditional home of the Fenrir.

Pohjola: Pohjola is more of a concept than an actual place. To the people of the Ice Kingdoms, it is a combination of the netherworld and the world of evil. Sorcery and necromancy come from there, and there practitioners of the dark arts seek refuge, training, power, and wealth. It is the home Louhi, the Old Crone, and the serpents. The darkest caves, woods, and frozen reaches are said to be

doorways to Pohjola. Duergar, dark elves, and other dark creatures live there.

Pohjola is believed to exist side by side with the real world, in the shadows and darkness that Erdegard casts. Those of the Pohjolan blood can pass between these two worlds, it is believed, escaping from the powers of good while inflicting evil upon the world. For more on Pohjola see page 68.

The Red Lands: Wedged between the Vanir Mountains to the west and the Devil's Tongue to the east, the Red Lands lie north of the Lesser Plains of Gagorok and south of the Titan Peaks. A flat land of hard and rocky earth, the Red Lands are wind swept with icy drifts and periodic powdery snowfall mixed with a fair share of volcanic ash. The Red Lands are home to the people of the Red God, a small and warlike tribe of humans. Even the Thanesmen call them barbarians.

Rusgard: Rusgard is home of the Ursan, the people of the bear. It is a slightly hilly and forested region. Humans and gnomes dwell there, surviving by farming, hunting, gathering, and the occasional raid into the neighboring realms. The Ursan are very superstitious and practice many occult and religious ceremonies, primarily animal worship and divination through the casting of bones and stones.

Saga Lake: A large lake north of Rusgard. During warmer months, it is often visited by nomadic tribes who come to fish its waters. Some minor villages also exist year round on the shores of Saga Lake, and it is home to several shrines and temples to the gods. Legend tells of an

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ancient ruin at the bottom of the lake, guarded by frog men and fish men, where undiscovered wealth lies undiscovered. Even though it is a fresh water lake, tentacled creatures and even sharks have been sighted in the deeper water.

Southmarch: Southmarch is an area of the Ice Kingdoms conquered by the Dargogranian mercenary captain Erusalon. It is the southernmost area of the Ice Kingdoms and therefore the warmest and most fertile. It is also the best connected with the southern realms.

Talosgard: City of storms. A ruined tower of the Dragon Elves, it stands at the center of a small village in the Gagorok.

Thanegard: The heartland of the Ice Kingdoms. Historically it has been the most powerful and wealthiest region. Legend says the Great Thane will come from Thanegard to unite the Ice Kingdoms. The city of Arfhrdheim is found there.

The Thanic Colossi: The Thanic Colossi are a series of enormous statues and shrines built in honor of the gods and monsters and animals associated with the gods. No one knows who exactly built the Colossi or when they were built, but many have been destroyed. Some are little more than impressive piles of rubble, while others remain standing in damaged conditions. Only a few remain intact, including the Steed of Uthin south of Rusgard and the Statue of Uthin across the Aesir Bay from the city of Bor.

Adventurers, scholars and storytellers believe that many of these Colossi hide secret chambers and temples, where treasures and dangers await the brave and foolhardy alike.

The Thaw: Thaw is a term used for spring time, it's when crops can be planted and preparations for raids and other business ventures can be made or begun. Flow is a time of summer when the heat rises enough that the ice and glaciers from the mountains begins to melt and the Summer Rivers fill and flow, allowing those on the edges of the Ice Kingdoms to sail downriver faster to raid nearby settlements in neighboring countries. Then comes the Frost, which is Autumn, followed by Winter, or Helleholt!

Thron: Great stone coastal city. Second to Arfhrdheim. Thron was the site of an epic siege during the time of Arfhrd.

Thothgard: The forbidden city founded by Thoth-Albrecht shortly after Arfhrd founded Arfhrdheim.

Thrymtur's Blood: A large glacier north of Rusgard in Jotunreach. It is believed to have been created by the blood of the Frost Giant King when Uthin slew him.

Wolfheim: Home of the Fenrir, the Wolf People. Wolfheim is a land of violence and bloodshed. No true

king has ever ruled this Ice Kingdom, but various tribes and clans have occasionally joined forces to protect the realm from orcs and other invaders.

Valagard: The realm above, where the gods live and to which the worthy ascend when they die.

Vanir Mountains: Mountain Range that runs north to south just slightly east of the midpoint of the Ice Kingdoms. The Vanir Mountains are a natural defense from the people of the Red God and the inhabitants of the Gagorok.

The World Wound: A huge canyon in the middle of the Ice Kingdoms. The traditional boundary between Wolfheim and Thanegard, it is home to both riches (gold, silver) and monsters. Much like the Frozen Thrones or the Mournwood, it is the site of many potential adventures!

WEATHER

Table 8.2 covers the typical temperatures, number of daylight hours in a given day and average length of twilight (both in morning and in evening) on a given day within the months of the year. This table and map (figure 8.5) divide the Ice Kingdoms into four Zones (A, B, C, and D).

Use this table as a guide for temperature and conditions characters face, but not as an absolute dictator of events and weather in your game.

Daily temperature is more likely the mean of the high and low (6 in 10) with a variation of 1–10°F (roll 1d20, on 1–10 reduce temperature by the number rolled, on 11–20 increase temperature by 1 point per score over 10). Temperatures may also be lower than the mean (1 in 10; in this case on the roll of a 7) or higher than the mean (also 1 in 10; in this case on the roll of an 8). In these situations continue to increase or decrease the temperature by 1d10 (2d10 on a roll of 9 or 10), continuing to roll dice until a 10 is not rolled or on the last roll that meets or exceeds the normal

Table 8.1: Daily Temperatures

d10 Roll	Temp. Modification	Modifier
1–6	Mean, +/- 1° to 10°	d20 (as above)*
7	Lower	Reduce by 1d10, continue to reroll 10s.
8	Higher	Increase by 1d10, continue to reroll 10s.
9	Extraordinarily Low	Reduce by 2d10, continue to reroll 10s.
10	Extraordinarily High	Increase by 2d10, continue to reroll 10s.

*The modifier to the mean is made even if a 7 or higher is rolled on this chart.



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Table 8.2: Weather of the Ice Kingdoms

Area	Month											
	1	2	3	4	5	6	7	8	9	10	11	12
A												
High	25	30	30	30	50	60	70	65	50	40	30	30
Low	-40	-40	-40	-40	-20	10	20	20	10	-10	-40	-40
Day	0	7.5	11.5	16	22	24	24	18.5	13.5	9	3	0
Twilight							20					
B												
High	35	40	40	40	65	70	80	80	80	65	60	35
Low	-40	-40	-30	-20	10	20	30	20	10	10	-20	-40
Day	3	8.5	11.5	15	19.5	21.5	20	17	13.5	9.5	5	3
Twilight							25					
C												
High	50	50	50	65	70	80	80	80	75	65	60	50
Low	-30	-30	-20	-10	15	20	30	30	20	0	-20	-40
Day	6.5	9	11.5	14.5	17	19	17.5	16	13	10	7.5	6
Twilight							30					
D												
High	55	55	55	70	75	85	85	85	80	70	65	55
Low	-30	-20	0	15	20	20	40	40	30	20	10	-20
Day	7.5	9.5	11.5	14	16	17.5	16.5	15	13	10.5	8.5	7
Twilight							35					

high or low for the season in question. If it is higher or lower than the set high or low then that is ok, but do not continue to roll even if a 10 was scored on the last die roll.

In addition to the four zones, there are nine areas of special note. Areas 1 to 9 on the temperature matrix are colder than normal. Area 1 is Thrymtur's Blood, a giant glacier to the north of the Thanelands. It has a temperature on average 20°F lower than Zone A normally has. It rarely gets above freezing. Areas 2 through 7 are extremely mountainous regions with higher altitudes, windy conditions, and less natural heat. On average they are 15°F colder than the typical temperature for the zones they are in. This may drop even more the higher one goes into the mountains (upwards to 40°F colder on some peaks). Area 8 is the Frozen Thrones, which is on average 10°F colder than the rest of Zone B (and Zone A where it crosses into that area). Rusgard (Area 9) may have huge mountains, but it maintains a more stable temperature than the other mountains of the Ice Kingdoms. Treat it as only 10°F lower than normal with the more forested areas being warmer by upwards to 15 degrees.

On the same note, some areas are unnaturally warm. Area 10 around Horn Coast is unnaturally warm being more similar to Area D than Area A. Use Area D for calculating temperature there. Areas 11 and 12 have extreme volcanic activities keeping them warmer. Treat them as if they were in Area C for seasonal temperatures and periodically they will be 1d20°F warmer (continue to reroll any 20s to calculate extreme temperatures).

Area 13 around Arfhrdheim is also warmer than the general climate in Zone B, but not greatly and usually only in the city and at ground level. Snow and ice have difficulty sticking and forming on the ground of the great city because of the heat source beneath the hill (average temperature of the ground rarely drops below 32°F) and the city itself is usually a few degrees warmer in the winter months. Oddly this temperature increase does not occur in the warmer months. This also allows the area to grow better crops and to have a longer growing season.

On average there is at least one instance of precipitation a week in Zone B (1 in 8, roll every day). This increases to 1 in 4 in Zone A but decreases in Zones C (1 in 10) and D (1 in 12). In mountainous regions (save Areas 11 and 12) precipitation occurs more often (no less than 1 in 6).

This precipitation is usually a snow and rain mix in

Table 8.3: Precipitation Generation

Roll	Type	Rain	Snow	Special
1-10	Fog/Mist	N/A	N/A	N/A
10-13	Trace	.25"	.5"	1 in 10 of Fog/Mist
14-17	Light	.5"	1"	1 in 8 of Fog/Mist
18-20	Moderate	.75"	2"	1 in 6 of Fog/Mist
21-23	Heavy	1.5"	4"	1 in 4 of Fog/Mist
24+	Downpour	*	**	1 in 3 of Fog/Mist

*Rain: 1d4+1.5"

**Snow: 1d4+4"

GEOGRAPHY OF THE ICE KINGDOMS

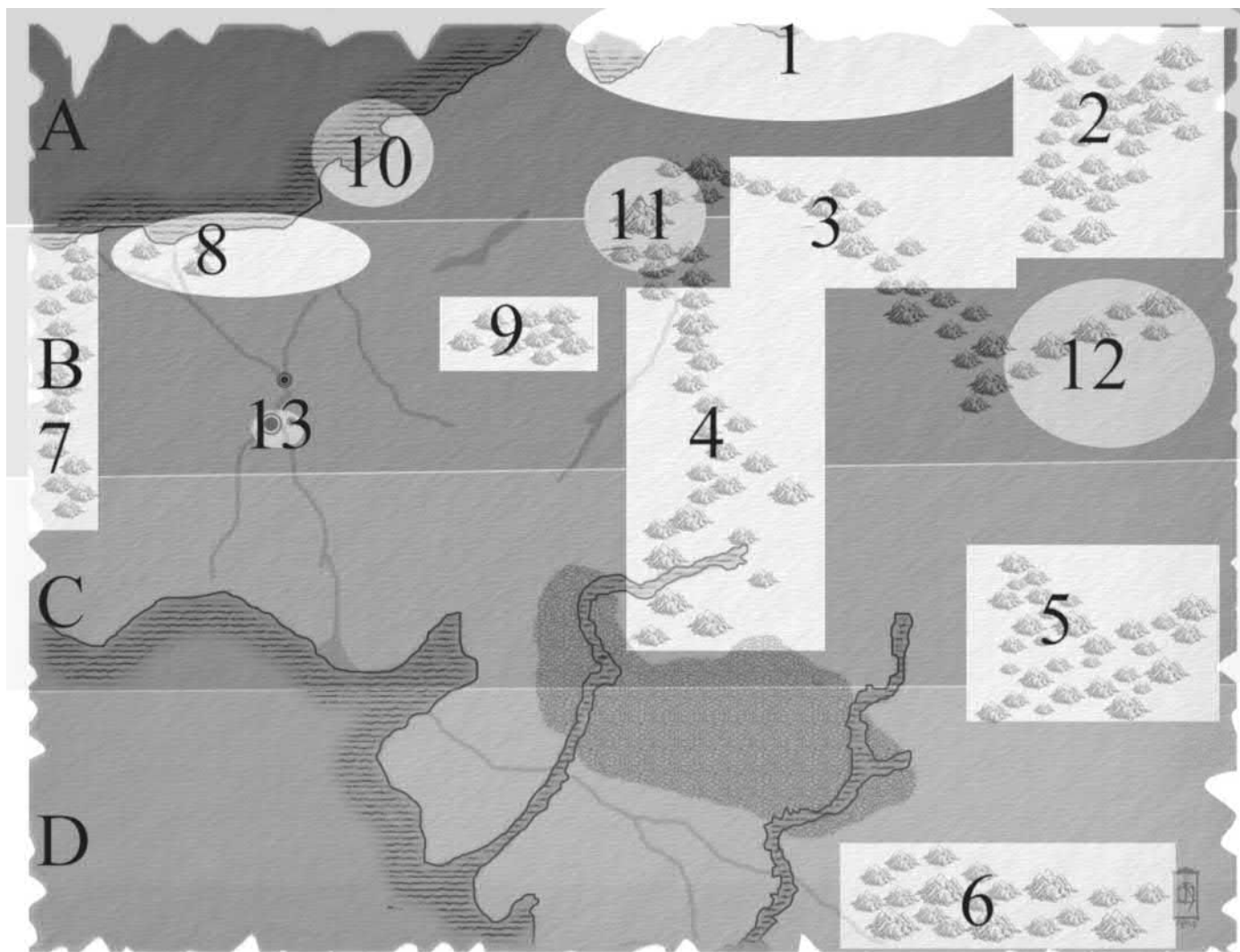


Figure 8.1: Weather Zones and Areas

Zones A and B, but is more likely rain in Zones C and D. Regardless it is more likely to be snow in the mountainous regions as well as in Areas 8 and 1.

To determine severity of the storm simply roll 1d20 and add the difference between the month's numerical value (1 to 12) from the number 7. So the 1st month adds 6 to the roll while the 12th month adds 5 to the roll.

In extreme weather situations, the Ice Kingdoms have suffered cold waves, blowing snow, tornados, hailstorms,

lightning storms (even in snowstorms), and severe snowstorms. The GM should use these as story elements and part of the adventure plot and not as random encounters. GMs are advised to use whatever resources they have to properly run weather and weather conditions during their adventures, from making up results and rules to consulting early edition game books or any other reference material they have on hand.



CHAPTER 9: THE CITY OF ARFHRDHEIM

Arfhrdheim doesn't match the majesty of the city states of Emer or the royal fortified towns of Jerresean, but it is the center of cultural, religious, and commercial life of the Ice Kingdoms. Its population fluctuates with the seasons, dropping to as low as 1000 during the colder months and rising as high as 6000 during the middle of trading season. Commerce keeps the city of Arfhrdheim thriving, as surely as Arfhrd's strength of arms carved the city from the wilds. During the peak months of the summer, merchants come from Courbahl, Dargogran and other nearby civilized lands to search for exotic trade goods and sell their own wares. Tribal and clan councils also meet in the great city, and religious pilgrimages bring even more souls to the walls of Arfhrdheim. Though located in the heart of Thanegard, Arfhrdheim is considered by most Ice Kingdoms residents as their rightful home. For this reason you can find members of many clans and all the major tribes, as well as foreigners, with relative ease in the outer sections of Arfhrdheim. Among its several districts or Sveits, Arfhrdheim also includes two that form distinct towns unto themselves—Avarheim, the City of the Gods, and the village of Tenebrous.

Arfhrdheim was founded about two centuries ago by the great hero Arfhrd, the first true Ice King. Many tribes believe they are his direct heirs. Located along the mighty Tyrin River atop a series of massive rocks, the center of Arfhrdheim (the King Stone) is a great stone hall constructed by dwarven masons centuries ago. Here in the gilded halls of silver and gold sits the throne of the Ice King (currently empty) and the Council of Elders (who haven't met in a decade). Surrounding the King Stone is the majority of Arfhrdheim proper, a series of villages and small trading towns that have merged into a large gated city.

The city lies in the valley of Urla, where the branching river Aegir splits into the Tyrin and the Nerthus. The fields of the valley are prone to flooding during the early stages of the yearly thaw. These seasonal floods keep the soil fertile and productive for the planting and growing season. Arfhrdheim is built on a series of high hills in the middle of the valley. The highest of these, the King Mound rises almost 500 feet, and marks the very center of the city. At its

very highest sits the Hall of Arfhrd, and the Cold Throne he left empty. Arfhrdheim relies on the natural defenses of the terrain. To buttress these, a series of walls surrounds it, two of them being of stone while the rest are made of wood. On the outskirts of the gated city are a number of villages, where merchants and travelers and pilgrims converge. Whether on land or by water, transportation mostly follows the rivers Tyrin or Nerthus.

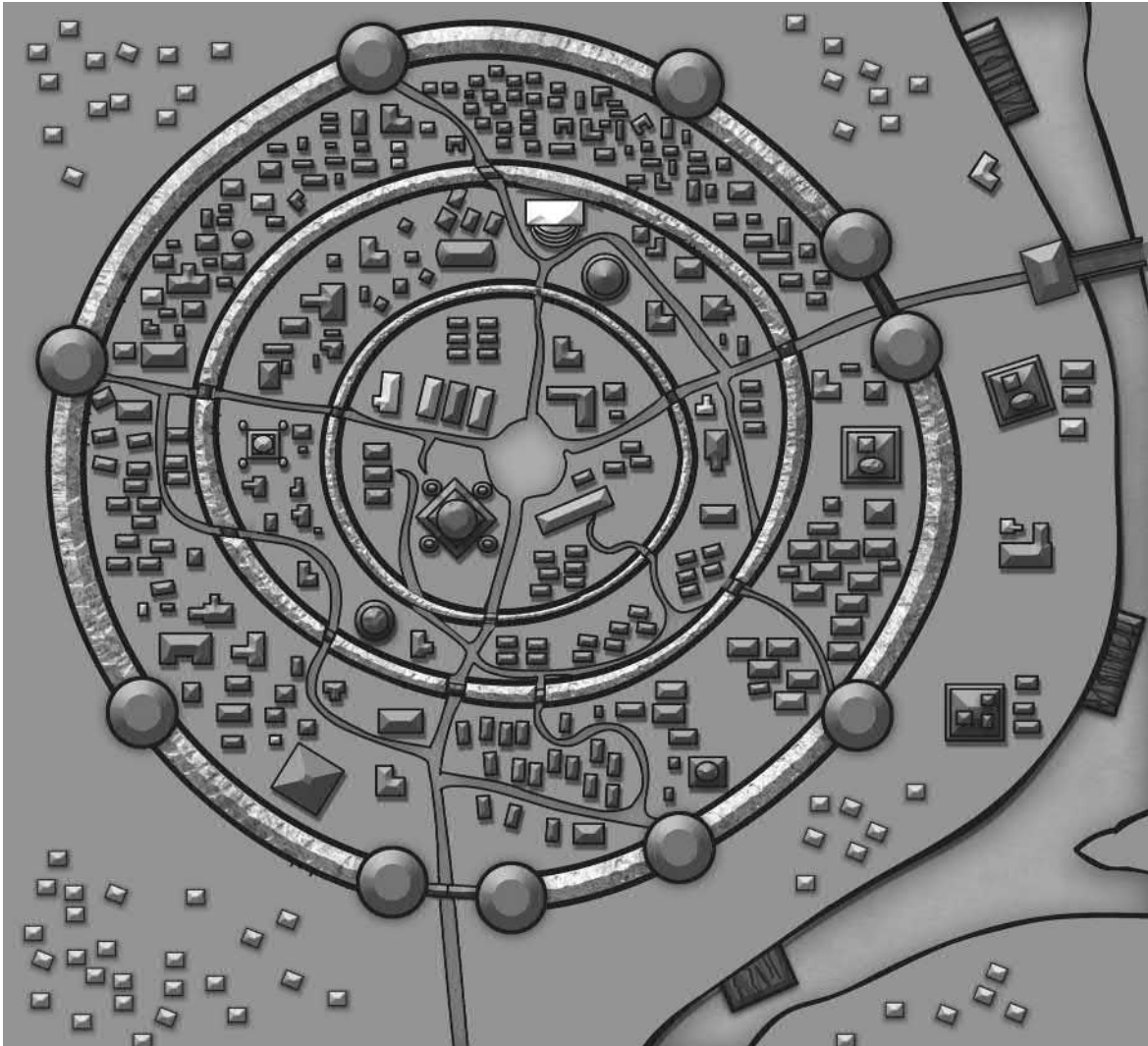
South of the valley stands the largest group of standing stones in the Ice Kingdoms, and though the rulers of Arfhrdheim are reluctant to use the stones as a form of punishment (see Gardens of Woe), many bandits and would be warlords are less reluctant to employ them for this purpose.

There are no magic shops in Arfhrdheim. This is a fantasy version of a standard Norse city. Longhouses dominate and the walls are built more crudely, though solidly, than in the fantasy medieval norm. Two streets are properly maintained with cobblestones, and a dozen or so lesser roads made of splintered logs and sod cross the city, but the rest are a mishmash by-product created in the spaces left between buildings. Despite the cold, the streets are muddy and wet, though they are also cleaner than many visitors expect. Built atop ancient dwarven ruins, Arfhrdheim has an elaborate set of tunnels, caverns, tombs and mines underground. These descend under the city for several hundred meters and stretch miles in every direction. These buried dwarven secrets mysteriously warm the city, protecting it from the full force of the cold, and providing unique access to water and sewage treatment.

While no magic shops offer easy answers to newly arrived adventurers, many other services found in typical fantasy cities are present. Inns and taverns, armorers and wainwrights all offer services. Nobles live in finer homes than the average citizen, and poor folk huddle together in quarters sectioned off by the city. Built upon the King Mound, a hill some 500 feet tall, the city takes advantage of the natural defenses the location provides. To buttress these, a series of walls surrounds Arfhrdheim, two of them being of stone while the rest are made of wood.



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ARFHRDHEIM

The River Valley of Urla houses the city of Arfhrdheim. The valley is located south of the river Aegir's branching where it splits into the rivers Tyrin and Nerthus. The valley slightly descends from the river banks sloping downward to form a bowl shape field that leads to a series of high hills in the middle of the valley. The fields around the hills are prone to flooding during the early stages of the yearly thaw which keeps the soil fertile and productive for planting and growing season.

Arfhrdheim is built over an old dwarven settlement, thus it has an elaborate set of underground tunnels, caverns, tombs and mines. These descend under the city for several hundred meters and stretch miles in every direction. This has enabled the city to create a primitive sewage

system that crosses under the city and empties in the Tyrin River.

A key feature of Arfhrdheim is a settlement across the river called Avarheim. Avarheim is a collection of temples and churches and shrines dedicated to the multitude of Ice Kingdom pantheon gods and a few outsider gods. Avarheim, much like Arfhrdheim is protected by a large wooden fence and gate, but its defenders are those hired and employed by the temples to guard the settlement. In addition to Avarheim, Arfhrdheim technically also includes the village of Tenebrous.

The settlements outside Arfhrdheim are usually clan and culture specific, small settlements of clansmen from Rusgard and other domains within the Ice Kingdoms keeping to their own.

THE CITY OF ARFHRDHEIM



THE SVEITS

Broken into five areas called Sveits, Arfhrdheim evidences the same idea of “neighborhoods” seen in medieval cities.

THE FIRST SVEIT: OUTCITY

The immediate area outside the city, Outcity is considered part of Arfhrdheim. The area itself is subdivided into farms, merchants, outposts and those who are not even welcome in the poorest Sveit of Arfhrdheim.

A good deal of illegal business takes place in the Outcity, because the city guards are not present and the outposts function as military defenses and not as any sort of policing body. Moreover, Outcity trade is unregulated. Merchants must obtain marks to trade inside the city itself. Obtaining these marks is usually expensive and often requires a “donation” to the council. The council has not met in a decade, so these “donations” line individual pockets more often than not.

Many cannot afford to donate and maintain a profit. These sellers ply their wares in the Outcity. Generally, these goods are of lesser value and lesser quality than those found within the walls. However, good deals can be found here too, if one looks carefully enough.

The military outposts surround the city in a defensive posture. A system of bells and braziers is used to communicate between the towers of each outpost during an emergency. Ten to fifteen troops occupy each. Of course, wherever there are soldiers, there are those who seek to take advantage of the lonely, bored and yet coin laden troops. Dragged in the wakes of merchant caravans come women (and men) who ply the oldest trade known to civilization. Sometimes, fights between their handlers break out. Soldiers usually do not interfere unless a favorite of theirs is entangled in the dispute. Several attempts by illicit merchants in the city to control Outcity companionship work have failed.

The riff-raff, the unwanted, the unwashed, and insane camp in the Outcity in squalid tent-towns ranging from a few individuals to many dozen. Their camps are fetid, filled with the cries of hungry babies and the screams of the mad. An Arfhrdheim superstition says that one day each year the gods walk among the poorest of the Ice Kingdoms. One must give a penny to anyone who asks just to be sure. This superstition is why the poor camp outside Arfhrdheim. Thirty years ago, the council decried the practice and banned it. When the harvest failed that year, two of the councilmen were hanged for offending the gods. Ever since, the poor usually get their pennies from whomever they ask.

THE SECOND SVEIT: THE WALL GHETTO

Between the first outer wall and the inner wall, lies the poorest section of Arfhrdheim itself. Like their more unfortunate cousins outside, these beggars rely on the same superstitious custom of almsgiving. Unlike their cousins outside, these men and women are considered citizens and are treated as such, if only just barely.

Temples from across the Nerthus River feed and clothe the poor found here. At least one thieves’ guild exists in this Sveit, though many of its operations take place deeper in the city.

Besides the thieves’ guild, the only authority to be found in the Wall Ghetto is among local strongmen and extortioners. They run small gangs of thugs and shake down the rest of the community for tribute and protection. These rackets in the Wall Ghetto seem petty compared to real criminal networks.

THE THIRD SVEIT OR WALL TWO

Though the population fluctuates wildly in both Outcity and the Wall Ghetto, the inhabitants of Third Sveit are permanent residents. Located beyond the second wall, the third Sveit is home to the workforce of Arfhrdheim and the businesses that serve them.

Local bars fill up after the farms close at dusk and many do not open until then. Blacksmiths, greengrocers (seasonally), butchers, taverners, and weapons dealers and makers are all found within.

Another sub-Sveit is home to the merchant class of Arfhrdheim. They have their own taverns which tend toward being more expensive and having better food. There is some tension between the merchant class and the rest of the third Sveit.

Two thieves’ guilds are based in the third Sveit. The first is known as the White Hand, the second as Umbra. Conflicts between them are frequent, but these rarely break out into all-out war. Expert cat-burglars filch prizes from the nobles inside the third wall and fence them here.

THE ICE MAIDEN’S LAMENT

An inn and tavern, the Ice Maiden’s Lament serves strong brew and good meat. Run by a former traveler of the Southlands who returned home, the pub is popular among day laborers and seasonal visitors.

The Ice Maiden is also a haunt for the White Hand, whose leader once adventured with Malk, the owner of this pub. Both find that city offers profits (legal or not) far easier to obtain than the dangerous treasures they used to buy themselves this more secure life.



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THE KING MOUND

At and around the apex of the great hill on which Arfhrdheim is built, one finds the Sveit where the nobility of the city live. Longhouses predominate, though small towers reach humbly into the gray sky. Most families here sit on the council, though that is all but defunct now.

The families here all claim to trace their roots to Arfhrd himself, and disputes over pedigree are not infrequent. Scheming and plotting takes place as a matter of routine.

Any businesses here are notably more expensive than their counterparts elsewhere in the city, and a theater exists. Travelling acting troupes are eagerly awaited by these nobles. While the grand families see the first shows, the theater is open to groundlings after the first few performances. An older edict of the city states that no one who has the money to see such comedy and drama will be denied. Some of the nobles dislike this law, though none has tried to reverse it.

THE GARRICK CLAN

An acting troupe that travels from the most distant villages of the Ice Kingdoms to the splendid cities of the south, the Garrick Clan is the best known troupe in the southern part of the Ice Kingdoms, though there are also many other famous troupes.

Their leader, Alred Fie is an excellent actor and an even better spy. Actors gain considerable access to all portions of society and this troupe trades in information. Upon arrival in Arfhrdheim, Fie and his lieutenants invariably meet with members of the council, bringing them information of the other kingdoms. Very few among the public know this, even among the connected and more powerful ruling families.

THE FOURTH SVEIT: THANE-HOLD

Thane-Hold is the fourth Sveit of Arfhrdheim. This is where the lords of Arfhrdheim dwell, the richest of merchants, strongest of warriors and most hopeful of clan thanes who hope to prove or maneuver themselves into position to rule the Cold Throne. Here are built the greatest of great halls, and here the most important of things and the colloquy meet. Here wars are begun and ended by a council of the most respected elders in all of the Thanelands.

Normally, only the wealthy or well-connected can gain access to Thane-Hold. This is the area where Arfhrd built his first hall and those desiring his power come here to challenge for the right to rule the Ice Kingdoms.

THE FIFTH SVEIT: AVARHEIM

Across the Nerthus River from Arfhrdheim lies the holy city of Avarheim. A district of temples, altars, and shrines, it is a town unto itself. Much like the other districts, Avarheim is protected by a large wooden fence and gate, but its defenders are the hirelings and retainers of the temples. Sometimes called the City of the Gods, the district is very small. Avarheim resembles a village with an unusually large population of holy men. Here priests, worshipers, and holy men built shrines and temples and shelters. Hucksters and charlatans followed after them. Avarheim has a large population of visiting pilgrims and refugees, and merchants trailing behind them.

The men of Arfhrdheim set aside this area for worship. Some say that they did this out of piety, but others claim that they banished the priests from the center of Arfhrdheim in order to preserve it from them and to secure a place for peaceful trade.

Avarheim is run-down and dirty, and it smells of wet manure at all times. Animals run wild in its streets, as do criminals and the homeless. The 'City of the Gods' lacks any common system of taxation. While the city maintains an air of religious purpose, it often sinks to the sole religion of survival.

Within Avarheim, the shrines and temples are well maintained and clean, as well as somewhat more fortified than the rickety walls around it. Few are allowed into the actual halls of Avarheim's temples, except the priests who serve their precincts and the lucky few who are blessed enough—or rich enough—to gain entrance, for short periods of time.

Avarheim has no true roads and less than half the permanent population of the districts across the river (roughly 500 people). It is also less than a third the size of the larger city (roughly 300 feet north to south and 200 feet east to west). Avarheim is also not built on a hill and suffers flooding in the warmer months as the Thaw hits. But it does hold temples or shrines to most of the gods of the pantheon of Uthin and a few to gods from outside lands.

The Thieves' Guild of Arfhrdheim actually makes its home in Avarheim, where it is easier to hide and safer to operate. Several cults of dark and demonic gods also hide within the populace.

Avarheim has no single leader, but in times of crisis this role usually falls on whoever is in charge of the shrine of Uthin at that moment. More often than not, the city follows the lead of Arfhrdheim.

A temple for each of the major deities worshipped in the Ice Kingdoms is also here. While there exists enmity between different gods, and this enmity plays out among their mortal voices. Temples have been sacked in the past by the warriors found in each god's flock. Nearly one hun-

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dred years ago an event known as Dammerung ravaged Avarheim, and left many of the temples in ruins. Those that exist today are largely of newer construction. None of the priests in Avarheim speak of that black period in the Sveit's history. The cause of the battle, and its ultimate outcome, are locked away in the runes kept in the vast, shared Library of Avarheim.

THE MONASTERY OF UTHIN

The oldest monastery in Arfhrdheim is dedicated to the god Uthin. His followers wake before the sun and do not sleep until it has slipped beneath the horizon. A garden exists during the short bursts of warmth found this far north, and the godi raise chickens and goats for food.

Unknown by many of the godi, and all of the rest of the city, there are secret entrances to the under-realm. The godi who are aware of these entrances have been methodically mapping and exploring the under-realm since before Dammerung. While they do sometimes uncover great treasures, wealth is not their main purpose. They believe the ancient dwarves hid a vast library within the under-realm, the contents of which contain secret scripture dictated by Uthin himself.

THE RIVER NERTHUS

The Nerthus is one of two rivers between which Arfhrdheim is situated. Nerthus also divides Arfhrdheim from Avarheim. When the river is frozen, ice skiffs enable transportation between the city and the temple sveit. When the river flows, barges are employed for the same purpose.

The Nerthus twists north, having carved its way in the wake of Ymir's passage when the land was young. The farther north, the icier the river becomes. At a certain point, the river is always frozen, and larger skiffs cut the glass-like ice with shallow blades as they skate northward to the most remote parts of the Ice Kingdoms.

THE RIVER TYRIN

Tyrin is the larger of the two rivers flanking Arfhrdheim. It is a major trade route used from the northern reaches, to Arfhrdheim, and further south. When the river is unfrozen, merchants and other travelers flock to Arfhrdheim. In some very real way, the given population of Arfhrdheim is directly proportional to how easy the River Tyrin is to navigate.

The Tyrin is also a place of legend for people in the Ice Kingdoms. Great sagas say that it was once the path to Valagard, and many people's ashes are scattered in its waters. Bodies are not allowed to be disposed of in the Tyrin, as the city relies on this as a clean source of wa-

ter. In fact, the sewers of the under-realm dump into the Nerthus almost exclusively. For this reason it is sometimes known as the Filth while Tyrin is known as the Pure.

GRUNGINEOAN

Literally "dwarf underground," Grungineoan names the vast, some say endless, tunnels and chambers upon which Arfhrdheim rests. This name is not what the ancient dwarves themselves called their underground realm, but it is what it is called today by the few people in the Ice Kingdoms who know about it. How old the dwarven city may be none can say. The legends, rumors and eyewitness accounts of it paint a dark and gloomy picture of this long abandoned under-realm.

Those brave enough to venture the upper tiers of Grungineoan are rarely awarded with the desired gold and jewels which motivates their excursions. Instead, most return irreversibly mad and afraid to go back, or they do not return at all. This does not keep adventurers away. Year round, Arfhrdheim attracts fortune hunters from all over the Ice Kingdoms. Some come even from the the civilized realms. No one knows the history of Grungineoan. That story has long been lost to time.

TODAY'S KNOWLEDGE

Many hundreds of years before menfolk settled the Ice Kingdoms, dwarves inhabited the area and thrived. How far back, exactly, this history reaches is a matter of speculation. What is commonly believed is not often true, myth and religion often contort facts and never more so than in the case of these ruins. Ruins, however, is a relative term, for the superior stonework of the dwarves who founded the city are not exposed to the elements above. While some areas have fallen into disrepair, the vast majority of ruined areas evidence signs of some long-forgotten war. Among the sprawling corridors and arched chambers as vast as the very firmament, remain treasures both mundane and wondrous.

A RARE AND SECRET HISTORY

Before the Ice Kingdoms came to be, the land upon which men, dwarves and elves dwell was not covered in that cursed tundra that was to come. While far from a paradise, the climate in this age was far more temperate than now. The winters were still long and cold, but nothing like they are today. Whatever foul magic the Ice Crown wreaked upon the Frozen Thrones, a climatic change was part of it.



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But all of this—the Ice Crown, the Frozen Thrones, the great city—lies hundreds of years after our history.

The vast host of dwarves fled, but some remained behind. In the intervening years, the powerful magic and perpetual dark mutated their physical bodies as well as their minds. These eyeless folk stalk the once-great corridors of their ancestors, but without knowing how these marvels were made. They are a degenerate race. So far have these dwarves devolved that they have slowly begun to turn into the stone from which they were originally carved by Grugnar.

Anyone hearty or fool enough to adventure here may encounter these folk. They crave the flesh of sentient kin and consider surface dwellers a rare delicacy. Otherwise, they feed on a blue luminescent moss which grows upon the walls and floors of the underworld. This moss is actually sentient and infects the brains of those who eat it. Over time, the dwarves and the moss became symbiotic so that now the entire population of the eyeless functions as single entity. By the moss are their minds connected. While the dwarves themselves seem dullards compared to surface folk, the moss itself possesses a keen, if alien, intelligence. To what eventual purpose the moss might drive their hosts is something men would neither understand nor want to know.

DREAM MOSS

The moss itself is a sentient, a distributed entity grown across the entirety of the Grungineoan. In some areas the moss grows sparsely, while other parts of the under-realm glow as near day, such are the numbers of these fungi.

The fungi did not evolve sentience but had it thrust upon it all of a sudden. During a great Clan War that tore the Grungineoan apart, it was not uncommon for the clans to employ mercenaries and sorcerers to pursue their goals. Enlaihein, an apprentice to the dire Witch-King, was one such fell sorceress and during the war she was slain, or so the victorious Krieger Clan thought. Her body died, but rare and foul magics kept her mind alive. The Krieger Clan had their own mystic, a human rune priest named Ignati who realized Enlaihein's sorcery and with his final breath he transferred both his persona and that of the wretched Enlaihein into the closest living being available—the fungi.

In the ages which passed since, the fungi carried on the two minds. Being trapped in this unnatural state for so long has likewise driven the two mad. They continue to war with each other, though their memories, like their minds, are spread over the entire colony of moss. Each seeks to reunite the totality of their unconscious. Who is

to say what might happen were they to succeed? No one alive today has ever seen such a being. By Ymir's teeth, may they never do so again.

As part of their millennia-long rapture, Ignati and Enlaihein have gradually begun to explore the surface world. They do this via hosts, modern peoples of the Ice Kingdoms who come down and become infected. In Arfhrdheim, the moss is a drug, allowing users to experience fragments of the two wizards' memories as well as linking the mind of one user with that of all others.

A cult formed in the city due to this, and pushers of so-called "dream moss," are often clerics in the secret society. No one has yet guessed that the moss itself is sentient. Yet each inhalation of moss carries with it a fragment, a splinter, of those once-great minds. As such, each user feels a call to the under-realm and a unity with the colony. This call and synchrony is buffered by the distance from the surface to the under-realm. Any users who venture below feel the call more strongly. Some are allowed to return as they came, but their subconscious minds now pursue the moss' agenda. Others are consumed by the moss, integrated as both food and host, thus becoming Moss Ghouls. Many more become victims of the unseeing degenerate dwarves of the Grungineoan.

POLITICS AND INTRIGUE

The Cold Throne lays empty. No living person can remember it otherwise. In the absence of the king, the Great Council leads, comprised of elders from all the tribes and clans, but they have not met in years. Arfhrdheim is masterless and, as the pinnacle of the Ice Kingdoms' civilized achievements, reflects the precarious state in which these kingdoms find themselves. In this unresolved predicament, a representative from the huscarls presides as thane of the city. The current huscarl elder is Rolfgar Redson, a disgruntled military man who feels he has earned the right to rule but cannot suffer the curse of bureaucracy. His grasp on power is far from secure, and many noble clans in the city have counter claims to the Cold Throne. This is an untenable position leads to ongoing internecine conflict and war. Even today, assassins from the south are sometimes paid in Arfhrdheim coin to kill those with blood claims to the Cold Throne.

In theory, a family's blood ties to Arfhrd determine their right to succession. Every family has rune stones citing their bloodline and how it relates to the hero for which the city is named. Scholars are employed to "authenticate" these lineages, but in truth no one is quite sure who among the noble families truly carries Arfhrd's blood in

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their veins. Kingdoms outside Arfhrdheim keep a close eye on the intrigues of these families, for if they were able to cause a civil war, they could grab more easily the wealth which Arfhrdheim is heir to.

In theory Arfhrdheim is ruled over by the Ice King, but there hasn't been one in decades. When there is no Ice King the city and the Ice Kingdoms as a whole is to be led by a council of elders of all the clans and tribes, but they have not met in years. This leaves the city in an interesting predicament and has forced the city to fend for itself by having a representative from the huscarls preside as thane of the city. The current huscarl elder in presiding over the city is Rolfgar Redson, a disgruntled military man who feels he has earned the right to rule but not suffer the curse of bureaucracy.

THE GARDENS OF WOE

Upon the horizon, as one ventures eastward from the city, the rising sun coats a series of huge menhirs in light. In the harshest depth of winter, these standing stones are sheathed in frost, and the sun is snagged, seemingly captured on their facades. Many have theorized what ancient religious meaning this binding of the sun might have held, though no scholars agree on any one interpretation. Whatever the ritual, it was long ago lost.

What was not lost is the use of The Gardens of Woe for punishment. Even now, stains of blood are visible on the menhirs from those bolted to them.

The "Gardens" are upright stones standing three or more meters high, though none exceeds four meters. They are arranged in lines not unlike garden vegetables, hence



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the name. There are some two hundred of these stones, ranged out in five columns marching toward the new sun. Upon each are four chains which are threaded of what is believed to be dwarven forged metal. Clearly, the chains are meant for manacles and some few blacksmiths in the city are able to make serviceable approximations of the ones that must have once been used. Those being “punished” are chained to the stones by each of their four limbs. They are thus crucified in an X, splayed before the new sun for judgement.

According to an ancient bit of Thanelaw, a condemned man is absolved of guilt and freed from punishment if he lies upon the stones for three days and lives. Few survive. In fact, most criminals are chained to the stones during deep winter. They freeze to death long before they die of thirst. Anyone caught giving these men water is put on a stone in the gardens as well.

Women are rarely so crucified here, and then only those who have given up their “rights” by either taking up the role of a Bride of Uthin or by aligning with hagcraft. Women are protected by the Thanelaw in all other cases from this punishment. It has been forbidden for as long as even the most weathered rune-stones speak of the past.

On the subject of weathering, while the metal inside the stones does not rust nor corrode, the stones themselves are subject to erosion. However, faint traces of glyphs remain, though they are no longer readable. Legend says they tell the tale of a dead god whose shrine this once was. The name of that god is long forgotten, to say nothing of his pantheon. In truth, the real purpose of the Gardens of Woe may never be revealed, for the men or gods who made them have long since faded from record and memory.

THE GARDENS OF FATE

The Gardens of Woe are not the only gardens of stone in the Ice Kingdoms. Deep in a ravine through the Vanir Mountains, legends say there is a garden of stone menhirs on which are carved runes. These runes are tightly packed and track the affiliations of clans, sagas, and individuals. Some stones remain blank. When these are filled, the world is supposed to end.

The “Gardeners” tend these stones, tracking sagas across ages. Ostensibly, they are impartial, but there has been more than one occasion where sagas were “extended” to benefit influential Thanes. There is even a scholar who, fifty years ago, claimed Arfhrd bribed the Gardeners to tidy up his lineage in order to strengthen his claim to kingship. This is widely considered apocryphal.

Either way, the Gardeners are powerful. They are a

small and exclusive group of people who determine the claims of the powerful, and their word is final. While few now question the situation openly, it is a subject of many whispers in private circles.

It is not uncommon for a thane to send out adventurers to find the Gardens of Fate and retrieve the stones that relate to him, usually resulting in the creation of a forgery or false fate. Few, if any, have found the true garden, though it is said that mages are trained in the gardens and revealing its secret location risks losing their arcane powers.

TENEBOUS

South of the great city lies the hamlet of Tenebrous, a place literally legislated into existence. In this hamlet live the truly outcast, not merely the poor or diseased, for this is the only refuge for those criminals who have survived three days and nights in the Gardens of Woe. Some say they have pierced beyond that curtain of endless night.

There are never more than five or so stone-survivors living in the village, and they would surely all starve or wander away were it not for the supposed divine powers their brush with death has granted them. For as long as anyone can remember, the survivors of the Gardens can glimpse into the missing past and the written future. Fate, it is said, it writ upon a garden of rune-stones in the gods’ own garden. These men here, the stone-survivors of Tenebrous, can read fragments of that destiny and trace it both forward and back.

For this reason, the hamlet is not only tolerated but revered. Those living there have been judged innocent or pardoned by the gods. Still, few truly trust anyone who has been “bolted to the stones.” But even the wisest of lawful men seek out the foresight of the outcast on occasion. These insights come at a price, and so the hamlet sustains itself. There is a single public house here, and Tenebrous sends proxies into the great city to trade. While Arfhrdheim folk accept the gifts of Tenebrous, they do not like having residents form Tenebrous in their city. While it is not forbidden, it is uncommon to see an outcast in the city itself.

How would you know an outcast, you may ask? Simple, their limbs are forever marked by red-ringed wounds that seem to never heal yet do not infect. These mangled and maimed limbs remain, a token of some bargain with the dead god of the Gardens. Very few ever fully recover from a twisting on the rocks, but it is not unheard of, for it is said that even Arfhrd was once hung in the Gardens just before his greatest and most famous victory.

Ravensgard Keep is an abandoned military fortification located a few miles outside of Tenebrous. It was aban-

THE CITY OF ARFHRDHEIM



done after one of the many inter-clan wars common in the Ice Kingdoms.

JOTLAND'S FARM

Several years ago, the Jotland family were overcome by madness and, on the Winter Solstice, fell upon each other with primal fury. None survived, it is said, and any thane can tell you the farm is haunted. What else keeps the sod house from crumbling entirely? What else props up the wooden fence which long ago should have been reclaimed by the earth?

In fact, the farm is not haunted, and the family did not kill each other. They disappeared into a complex of tunnels the eldest son found on the property. The boy fell into a pit and discovered a complex dungeon beneath the farm. He found gold therein and, one by one, a member of the Jotland family went down but did not come back. Their greed prevented them from seeking help, and only the youngest daughter survived. Only a baby, she was found by a merchant caravan seeking refuge from a storm. The merchants never found the dungeon.

Yet stories passed down in the years since speak of some treasure which drove the family mad. Most often, this treasure takes the form of an accursed gem, said to be the size of a large man's fist. This legend brings the occasional visitor though none claim to have been there.

Truthfully, only a handful of people have attempted to explore the dungeon, and they have either kept what secrets they found or died before the telling. For information on the dungeon itself, see below.

THE DUNGEON OF SIFJA

So long ago that chronicles are few, the Ice Queen Sifja ruled the land upon which Arfhrdheim now sits. Her rule was prosperous, and she remains an iconic figure among the warrior women of the Thaners today.

While the male chieftains of the tribes in her day warred and feuded over petty matters, an encroaching, upstart kingdom from the south began pushing into their territory. It came to the sense of women, who did not fight over gold and land sparse of game, to unite the tribes. Sifja thus came to power as she welded one clan together with the next until an impressive army mustered.

This army beat the southern kingdom and took many prisoners. The survivors retreated south and have not been heard from since. Perhaps, their kingdom also fell with time.

Upon their victory, Sifja's kingdom would have soon collapsed into internecine war again were she not so clever. She tasked her people with marking the borders of their

land with a great wall, thus occupying the soldiers for many decades. That wall is, of course, the famed Wall of Sifja known well today.

What is not known, or at least not widely, is another project Sifja undertook—the dungeon. Some combat architects of the south were among the captured and they bartered for better treatment with their knowledge. In their kingdom vast dungeons were built to store the wealth of kings. Sifja did the same, using the southerners knowledge and the labor of slaves to build this dungeon. There, the treasures of her nascent kingdom were stored for many generations.

In time, Sifja's kingdom fell, perhaps all in an instant, perhaps over many years of decay. Many of the treasures were looted, but many more remain. Her kingdom, Sifjarl, lasted for some three centuries, and in that time more levels were added to the dungeon and many new treasures secreted away. Some few fragments of maps have been kept by sages and mystics over the years, but finding those is likely an adventure in itself.

There is, however, a group known as the Delves that has, for the past 50 years, found parts of the dungeon—for many tunnels collapsed, thus sealing it off. They search not merely for gold, but a singular treasure they believe to be below. It is a bowl, perhaps one of ritual or summoning. Said to be made of green stone and inlaid with a metal more valuable than gold and stronger than steel, myth refers to it as a cauldron, a supping plate and sometimes a grail. What the Delves want with it is unknown.

SIFJA'S WALL

As noted above, a great wall once demarked the borders of Sifjarl from the coast to the southernmost frontier. Remnants of that wall are well known to all Thaners. Most of the wall fell into disrepair long ago, but some sections have been maintained by individual clans. These are re-fortified and expanded.

Likewise, stones from the wall have been pulled down to build many a village over the centuries. From wells, to the walls of a farm, the great work was recycled again and again.

Some sections of the walls also evidence the towers and other fortification that were once part of the wall itself. Under these, granaries and even the occasional armory have been uncovered. Sifja's Kingdom must have been far more advanced architecturally than the Ice Kingdoms of today. There are those who would see Sifjarl rise again, particularly an order of women called the Wise. They hide themselves in remote monasteries waiting for, or perhaps engineering, the return of the great kingdom.



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Despite their many differences, the thanesmen of the Ice Kingdoms share a common outlook on the demi-human races. They see the elves as untrustworthy and full of vile sorcery. They tend to think of them as an aspect of the evil of Pohjola and it is only a matter of time until they betray you to the Great Crone. This stems largely from the fall out of Hefreya and her elves when she tricked Uthin. Though they betrayed her because she was deceitful and they did not want to have any part in the trickery, they still turned their back on their goddess. And though dwarves share a similar past, they are also the children of Gragnar and the mountain and are brave warriors. They see dwarves as allies but still do not embrace them as kin. Let them stay in their holds in the mountains and hills and come out only to trade or to aid in battle against orcs and other vile foes.

They hate orcs and goblins and see them as great betrayers, who betrayed not only the giants, but also Uthin. Besides, who can trust a culture that thrives on raiding and pillaging?

But their greatest hatred is reserved for the hags (the Crone Daughters or Troll Mothers) of the great mountains, the World Wound, and the Mournwood. These hags descend directly from the Old Crone of Pohjola, or at least they have been corrupted by her sorcery and diseases. They give birth to trolls, create ghouls, and turn children into haglings. The most feared of the hags are Ice Hags and Spiderhags.

NONHUMANS IN THE ICE KINGDOMS

"And from the earth and blood of the fallen giant came the seeds of his treachery in the form of beasts and goblins and all manner of foul gnome!"

The Saga of Uthin

The rugged and untamed frontier in the vast, frozen, and mountainous north of the Ice Kingdoms has more than just human and dwarven inhabitants. Many monstrous humanoids make the Ice Kingdoms their home and prey upon the humans of the land. The following entries are a

sample—far from an exhaustive list—of those commonly encountered, even if only in myth.

GOBLINS

The goblins of the Ice Kingdoms are as dangerous and numerous as goblins anywhere else. Often mobbed up with orcs and other goblinoids, the goblins of the Ice Kingdoms have paler skin than their southern cousins but otherwise act nearly the same. They mainly inhabit the lower lands of the Ice Kingdoms, never venturing too far into the mountains for fear of the orcs, ogres, and trolls of the mountains. Goblins know that when times are tough for their larger cousins they often become the hold-over meals to keep the clans alive. They do not do so willingly and therefore like to keep their distance in the winter months, preferring to take their chances with the cold winters instead of staying in the warmer mountain lairs. Besides, the small goblins require less food and space to survive so dozens of goblins can comfortably dwell in abandoned wells, mines, towers, or caves in the hills while they await the warm season to return so they can reunite with their brethren to spread carnage and pillage the humans.

Goblins are able to smith simple metal items and weapons though these are usually of a very low quality. Goblins can be found anywhere.

ELVES

The elves of Eordan can survive and live just about anywhere. Being spirit folk, the elves of Eordan take on the characteristics of their home domain after living there for several centuries. This is true even in the Ice Kingdoms. Elves in the Ice Kingdoms are extremely rare, perhaps some of the rarest creatures in the north. Descended from the fabled Dragon Elves of the Crown Sea, the Ice Elves have adapted to the cold and frigid north. Their flesh is white, almost translucent in places and their hair is a whisper of stringy white or grey strands, leaving their heads partly exposed. Their ears remain pointed, but floppy, hanging over to protect the inner ear from the cold and



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wind. Most chillingly is their grim outlook on life and their hatred of all living things. Very few have encountered the Ice Elves, even fewer have survived these encounters with most of them having been driven mad by the magic the Ice Elves use which is said to be an eerie music that charms lost people and lures them to their doom.

Rumors of them dwelling in the Frozen Thrones and near the Horn Coast are unconfirmed.

HAGLINGS

Haglings are not natural creatures. They are impish little trolls that serve as familiars to hags and other magic users. Much like the belief in how trolls are created, it is believed that haglings are the crossbreeding of hags with gnomes, kobolds, or even halflings (which are extremely rare in the Ice Kingdoms, possibly only a handful having ever ventured that far north, though a similar species known as Icelings is said to exist in the Jotunreach). Haglings regenerate like normal trolls, possess abilities similar to imps, and are the size of a kobold. Extremely powerful hags (and other magic users) may have multiple haglings as servants, but they rarely have more than one as a familiar.

KOBOLDS

Kobolds are like the coyotes of the Ice Kingdoms; everyone has heard one, seen one, or even killed one, and they in turn have killed many and stolen much. Like the goblins, they avoid the mountains for fear of being a meal so they inhabit small hills, abandoned underground caves, mines, and dwarven complexes; and other underground cellars and sewers where they exist (fortunately these are extremely rare in the Ice Kingdoms as the earth is too frozen to dig too deep). Kobolds fear goblins since kobolds are the only humanoids the goblins are able to bully and—if need be—devour for food. However, both kobolds and goblins can very well eat most living things if they have the chance, opportunity, and ability to capture it. In fact, tales of kobolds eating trolls are often told to children to entertain or scare them. Whereas goblins can make their own metal weapons and hide armors, kobolds use more primitive wood, flint, and bone weapons as well as weapons and shields they have found, stolen, or captured.

Kobolds infest primarily Thanegard and Wolfheim.

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MINOTAURS

Minotaurs are misunderstood brutes who live high in the mountains. They survive in clans in elaborate cave systems that are partly natural and partly excavated by them and have done so for thousands of years. Minotaur caverns can extend for dozens of miles and connect with other cave systems. The minotaur is not necessarily an aggressive species at war with humanity like many of the other creatures in the Ice Kingdoms, but they also have no love or affection for the humans or other races of the land. In the past, thousands of minotaurs have been captured, enslaved, and killed by various human agencies ranging from humans that hunt them for sport to the Witch-King of Dargogran who used the hulking bull-headed beasts in his armies against the people of Adierolf.

Minotaurs are capable of simple wooden construction and basic weapon crafting, and are decent miners and hunters. They have been known to trade meat, gems, and other items to other humanoids in exchange for quality weapons and armor, being particularly fond of axes and metal armor when they can get them (chain mail being their favorite but it covers so little of their body it only acts as a shield). Generally, minotaurs have no love for orcs or goblins but share a strange empathy for kobolds and often protect them from their cannibalistic kin, unless, of course, times are hard and the minotaurs get hungry themselves.

Minotaurs have been sold in the slave auctions of Arfhrdheim in the past, but these are usually not fully grown or are runts, but even a young minotaur or a runt can be a powerful and dangerous creature. During the King War between Dargogran and Adierolf, a few minotaurs found themselves liberated and a few of these actually joined their liberators to wage war against the Dargogranians. Of all the "monsters" in the Ice Kingdoms, the Northern Minotaur is the most likely to ally with the northmen out of mutual interest, but since they are often feared and therefore hunted and attacked or killed on sight, the day of human and minotaur peace will likely never arrive. Many humans see the minotaurs as a monstrous offspring of trolls and giants and are considered to be servants of O'Mawj or Thrymtur.

Minotaurs dwell near Mount Surtur and in the mountains just south of the Frozen Thrones.

MOUNTAIN APES

A curious creature that does not seem to belong to the Ice Kingdoms is the Great White Mountain Ape. Standing nearly 8 feet high, the mountain ape is a carnivorous, cave-dwelling beast that has been known to eat bears, wolves, and travelers (human, orc, goblin, etc.). They live in small families and are quite dangerous, but rarely encountered, living only in the Grugnifal region of the Ice Kingdoms.

They are a pain for the dwarves who actively send out hunting parties to trap and kill the apes. The apes seem to be perfectly natural with no magical or unique special enchanted powers.

A few sightings of larger mountain apes with four arms have been reported by skalds across the Ice Kingdoms, as well as a two-headed variety. One can only imagine if two-headed, four-armed mountain apes exist. Each of these mutant sub-species have only be "seen" deeper in the mountains past the Grugnifal as one gets close to Dargogran.

OGRES

Though capable of civilized interactions, the Northern Ogre is a notorious raider, murderer, and barbaric beast. They like gems, shiny coins, and food so many are willing to lend their bloody club to those willing to pay them and who are able to maintain their attention. However, they often also bend knee to those who are powerful and frighten them, such as high level mages and clerics.

Ogres are the larger cousin of orcs (and therefore goblins or, according to some scholars, kobolds) and share the general craftsmanship abilities of their smaller kin, but not the intellect. An ogre's cunning comes from its ability to hurt things easily and to resist pain and minor injuries. This makes them excellent in small barbaric clans and groups of raiders but poor in larger communities, resulting in few ogre tribes exceeding more than about ten members. However, they do tend to show up in larger numbers when dwelling with orcs and goblins. Orcs tend to keep goblin servants and slaves for this purpose, preferring to let the ogres eat the smaller goblins instead of the valuable orc warriors.

Ogres typically live in the Jotunreach region of Ice Kingdoms with small numbers dwelling within the Mournwood and individuals dwelling near the Grugnifal.

ORCS

Orcs are considered the great enemy of man. They are primitive but unnaturally cunning in their survival. Despite their primitive culture, crude creation of arts (similar to cave paintings) and society, orcs are remarkable craftsmen, able to make excellent weapons and a variety of armors. Although orc weapons look crude and unbalanced, they work very well for the orc physique. Much like their ogre cousins, orcs value money, gems, and power and will band together to gain more. However, their raiding parties invariably devolve to infighting and, more often than not, cannibalism. Idle orcs will always find something to fight over, and nearly anything will do.



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Orcs follow a cultural hierarchy of following the largest member of the tribe, no matter what. When orcs of a similar strength and size exist in one tribe, the tribe will fracture between them with each orc following the leader they fear or respect the most. This tends to change based on proximity to the orc leaders involved.

There are many sub-species of orcs with the majority of the orcs in the Ice Kingdoms being of the grey orc strain. However, there are small bands and tribes of the infamous Witch Orc, a variation of orc that was bred by the Witch-King of Dargogran for his armies. Witch Orcs are larger, stronger, and faster than the standard orc, have no penalties in sunlight, and are rumored to be capable of learning minor sorcerous skills.

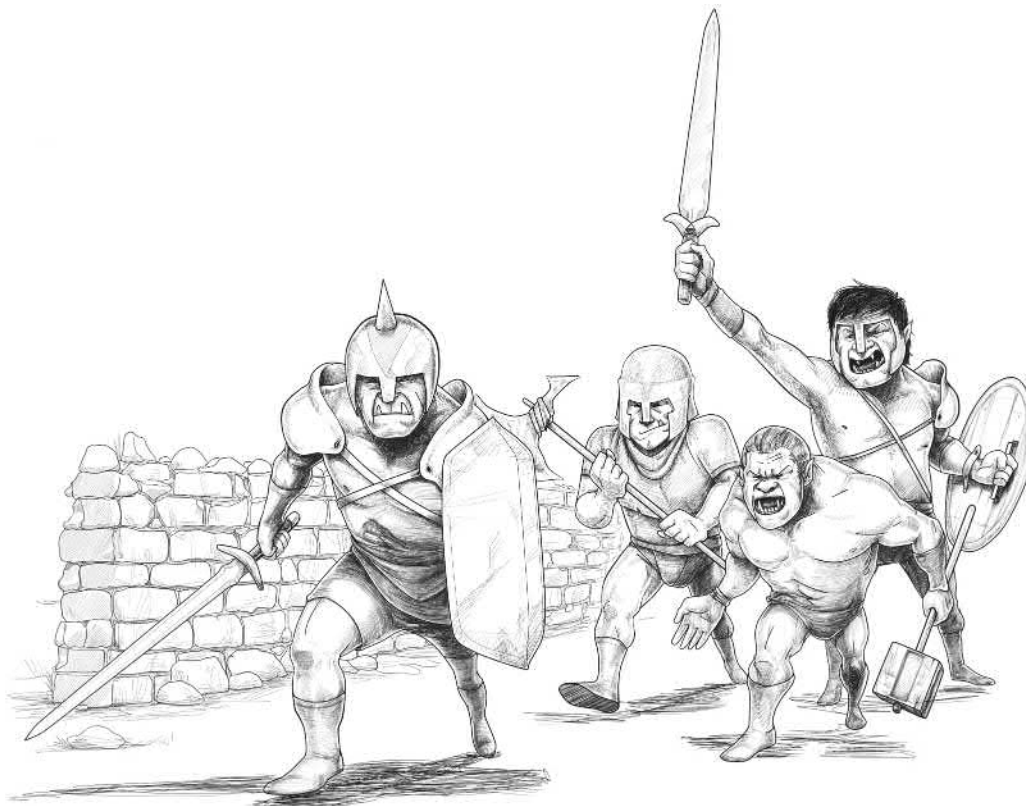
Orcs make their homes in the mountains all over the Ice Kingdoms with the heaviest concentration near the Jotunreach and deep in the mountains near the Grugnifal.

BELAC

Orcs, Goblins, Ogres, and some Kobolds (as well as Hobgoblins, Bugbears and other goblinoids) worship the god Belac. Belac is a mystery to the scholars of Eordan; he

appears in some form or another in every religion in Adierolf and Dargogran (and possibly the rest of the world). His story is usually the same: to the goblinoids he is a liberator who freed his people from forced slavery to the other gods, and to other faiths he is the betrayer who took with him the corrupt souls of mankind (or other species; in some versions the orcs are cursed animals and in other stories they are fallen elves with at least one version portraying the orcs as soulless creations of the god of death) and twisted these souls into orcs. The reason for the betrayal (or liberation) also varies, but often not by much. The betrayal is caused when Belac is denied more power by the chief god or goddess and he rebels. On the other hand, the liberator story is that the orcs were being cheated of their lots and great Belac liberated them to dwell everywhere. Even in the Ice Kingdoms this story is partially upheld in the great war between Uthin and Thrymtur when Uthin's brother Belac betrays him and takes his army to Erdegard instead of to war. Uthin refused to give Belac a throne of his own and in retaliation he went to claim one on earth that Thrymtur promised him. After the defeat of Thrymtur, Belac

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was exiled from Valagard, cursed, and ruined. And so too was his army that became the orcs.

The only orcs that display a lack of faith or devotion to Belac are the Witchbreed, the orcs that served the Witch-King of Dargogran. Even though they do not revere Belac to a great degree, they do show him some respect. They view the Witch-King as their god, even though he has been dead for decades.

SEA MONSTERS

The waters of the Atalac, Aesir Bay, and Crown Sea are filled with bizarre creatures and monsters. Not just sharks and whales, but giant serpents, squids, and crustaceans prowl the murky waters and shores of the Ice Kingdoms. Legends tell of beautiful women of the sea luring sailors to their doom and of fish-men and lizardfolk who live in caves not far from the villages of fishermen and seafarers. The sea is truly something to be feared. While there are dangers in the North Atalac and Aesir Bay, the true horrors of the deep prey on those near, in, or on the waters of the Crown Sea. Fortunately, the ice and cold of the Frozen Thrones and the many mountains of the north keep these creatures at bay from the heartlands of the Ice Kingdoms.

The truly terrorizing monstrous creatures that live near the sea only prey on the foolhardy sailors, seafarers, explorers, and fishermen who ply their trade on the Crown Sea, risking life and limb for great rewards. However, few of them see those rewards in any monetary sense other than those who are involved with whaling and fishing.

TROLLS

The existence of hags has always been a curse upon the mortals of Erdegard. As descendants of the Old Crone of Pohjola, hags prey upon mortal souls and flesh hiding in dark caves, forests, and waterways but it is the offspring of these hags that is truly a threat to the people of the Ice Kingdoms. Trolls are thought to be the children of hags, half-breeds born from forced matings between a hag and an unfortunate male mortal. The type of troll born is typically thought to be based on the father, with rock and stone trolls born from dwarven fathers and so forth.

Trolls have no single habitat. Some live in caves, some in woods, and some in water as well as nearly any other imaginable location. Troll shape and size also varies greatly, from the diminutive hagling (see Haglings) to the hulking stone troll. Coloring also varies, but the most common colors are sickly green and ruddy brown. Trolls occasionally



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use weapons but rarely use armor. They have no natural or innate ability to craft or smith anything on their own, relying on thieving to gain possessions. Trolls also have little interest in any sort of wealth, valuing shelter, and the thrill of inflicting pain and causing fear above all else, save, of course, eating flesh.

Trolls are truly frightening with their ability to regenerate from most damage and their amazing strength. They do lack any real intelligence or cunning, but a few rare trolls are born with innate magical spell-like abilities.

Ogres are often confused with trolls (and they may be labeled as trolls in some cultures) but the two species are not related and have few similarities. Trolls rarely work with non-trolls and when working with other trolls the number is rarely more than five or six. They will work for hags however, and some powerful magic users have been known to recruit trolls to serve them.

UNDEAD

The Frozen Thrones hide a dark history under their ice, the legacy of a kingdom of men built on slavery, human sacrifice, and dark pacts with demonic gods. A powerful necromancer king corrupted by the dark powers is said to have ruled this lost kingdom thousands of years ago and his power overwhelmed him and consumed his people. Now random undead creatures prowl the frozen halls of snow-buried castles while necromantic energy curses the waters and lands nearby resulting in the occasional out-

break of simple undead (zombies). Ghouls, wraiths, and wights rule over ancient burial grounds with their evil energy seeping and spreading their infestation to communities along the northern borders of Thanegard and the western lands of Rusgard.

Rumors of liches, vampires, and mummies also persist. These rumors invariably accompany tales of gold, gems, and riches beyond belief.

WOLVES

Wolves are a natural magical spirit forever connected to the soul of the Ice Kingdoms. Between the Fenrir, the mythology of Uthin Wolfson, werewolves, dire wolves, and the numerous packs of wolves that roam the hills of Wolfheim, there is no escaping the concept of wolves as a spiritual icon of the area. Wolves are all over the Ice Kingdoms; some are hunted, some hunt mankind. Legends of werewolves and wolf-men living deep in the mountains and forests are spread across the frontier.

One of the most persistent rumors is of a race of wolf-men that dwell in the mountains north of Wolfheim. This



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race is seen at times as friendly and protective and at other times as a threat to the people of Wolfheim. Scholars are unsure if these rumors persist because of rampant lycanthropy or a misunderstanding of the Fenrir by other clans.

WYVERNS

Also known as Northern Dragons, Mountain Dragons, Ice Dragons, or Winter Dragons, a wyvern is a distant cousin to true dragons. They only have two legs, a set of wings, and a stinger-tipped tail that delivers poison during attacks. While most wyverns are less powerful than their dragon cousins, the Northern Dragon is not as simple as its southern counterparts. For starters, a Northern Dragon has magic very similar to standard dragons and can breathe fire. Some Northern Dragons can talk.

These wyverns live near Mount Surtur, along the spine of the mountains of Jotunreach, and on various islands located along the Horn Coast in the Crown Sea. The dreaded White Wyvern has been known to prowl along the Vanir Mountains all the way to Mournwood.

In the past, extremely powerful and large wyverns have been known to fly south to terrorize and pillage the people of Thanegard and in at least one occasion a wyvern has been seen near Arfhrdheim.

In the saga of Arfhrd, the warrior slays a powerful wyvern in the very spot he would later build his city. That wyvern was rumored to have been a servant (if not a creation) of a powerful Pohjolan hag known as the Mother of all Monsters.

BEASTS OF THE JOTUNREACH

Humanoids and monsters are not the only inhabitants of the Ice Kingdoms. Far to the north in the plains and hills of the Jotunreach just beyond the Vanir Mountains, a frigid ice plateau exists. As much as the rugged and rocky lands south and west of the mountains are known as the Ice Kingdoms, this area is often called Winter Hell. It is home to some of the most magnificent and deadly wildlife in all of Eordan. The following creatures are only found in this area of the world, outside of the occasionally captured beast displayed in wizardly zoos and kingly courts: Cave Bears, Frost Rats, Ice Tigers, Mastodons, Snow Serpents, and Woolly Rhinos.

COMMON TREES FOUND IN THE ICE KINGDOMS

Because the Ice Kingdoms cover such a wide variety of ecosystems, there are a myriad of tree varieties that can be found throughout them. Along the Crown and Atalac Seas, there is an open tundra and the Interior boasts of impressive boreal forests while the Eastern Coast has exotic temperate rain forests.

The most common trees within the Interior are birch, quaking aspen, and spruce along the uplands; balsam poplar in the floodplains; and tamarack and black spruce in the wetlands. Although willows can be found throughout the Interior, they don't typically reach their full size.

In the temperate rainforest known as Mournwood which is found along the coast as well as other parts of the southeastern Ice Kingdoms, you can find Sitka spruce and western hemlock in abundance. In areas where there is poor drainage, you can find varieties such as shore pine, western Red-cedar, yellow-cedar, and mountain hemlock. You can also find deciduous trees in these temperate rain forests such as black cottonwood and red alder, but these are rare.

- Balsam Poplar
- Black Spruce
- Mountain Hemlock
- Paper Birch
- Quaking Aspen
- Red Alder
- Scouler Willow
- Shore Pine
- Sitka Spruce
- Tamarack
- Western Hemlock
- Western Red-Cedar
- White Spruce
- Yellow-Cedar

APPENDIX A: BASIC CONVERSION NOTES

DICE MODIFIERS

In the game there are special modifiers and bonuses that apply to certain abilities or circumstances. In general these modifiers are presented in a style that reflects a d20 roll. If the modifier comes into play and is needed for another sort of die roll the modifier should be converted appropriately. If the roll that is being influenced is a d100 (percentile) roll then multiply the modifier by 5, a d12 has the modifier divided by 1.66, a d10 has the modifier divided by 2, if it is a d8 the modifier is divided by 2.5, if it is a d6 the modifier should be divided by 3.33 and a d4 has the modifier divided by 5.

These specific conversions would apply to any modifier a character or monster or encounter may receive be it from a class or faith or race or whatever.

Furthermore, when a modifier is to an ability score, that ability score cannot be increased above the racial maximum or reduced below the racial minimum. For warrior types who may be permitted to gain exceptional strength (a percentage score added to their strength in the case of a 18 strength), they are still limited to an 18 strength but if the modifier would take their strength over 18, they instead would add +10 to their exceptional strength roll for each point over 18 they would receive.

ARMOR CLASS

The Ice Kingdoms uses the notion of descending Armor Class common in the early era of gaming, meaning that the lower the Armor Class the harder the target is to hit and injure. If using a game that uses ascending Armor Class (higher AC means harder to hit) from later eras, simply

subtract the Ice Kingdoms AC from 10 and add the result to 10. Therefore an AC 5 creature in the Ice Kingdoms becomes AC 15 ($10 - 5 = 5 + 10 = 15$) while and AC 2 creature becomes AC 18 ($10 - 2 = 8 + 10 = 18$). For quicker conversions subtract the Ice Kingdoms AC from 20.

THAC0 AND BASE ATTACK BONUS

On the same note the Ice Kingdoms uses the idea of THAC0 instead of Base Attack Bonus modifiers. Again this is a simple conversion. Subtract the listed THAC0 from 20 and the result is the creature or character's Base Attack Bonus. Some eras have characters begin with +1 to their Base Attack Bonus, while most 1st level characters in early era games have a THAC0 of 20 (no modifier). In this case assume the 1st level Base Attack Bonus is actually some form of weapon specialization.

SKILLS AND PROFICIENCIES

Ice Kingdoms refers to both skills and proficiencies as almost interchangeable ideas. A skill is a proficiency and a proficiency is a skill. However, levels of proficiency may vary. When a skill in this book is listed as proficient it means in general that the skill is competent and can be used on a regular basis with a fair chance of success. In earlier eras of the game this would mean that the character with this skill can succeed by rolling 1d20 and scoring equal to or lower to the related ability score.

In later eras that use ranks to define skill ability, the term proficient means they must have at least 4 ranks (not counting ability score bonuses or other bonuses, just ranks).

In games that use percentiles, a proficient rating is 50% or greater (or +50 or greater if it is a d100+ system).

When a skill or proficiency in this book gains a +1 bonus (or other modifier) this is assumed to be on a d20 scale and corresponds equally to ability check or ranks and is directly converted as the same value no matter the era of game. For games not using a d20 consult the modifier conversion table on page 158.

Table A.1: Dice Modifiers

Modifier	d20	d100	d12	d10	d8	d6	d4
+1	+1	+5	+1	0	0	0	0
+2	+2	+10	+1	+1	+1	0	0
+3	+3	+15	+2	+2	+1	+1	0
+4	+4	+20	+2	+2	+1	+1	0
+5	+5	+25	+3	+3	+2	+2	+1

NOTE: Skills in *For Gold & Glory* are actually the exact same thing as proficiencies in 1st era and 2nd era games.

BASIC CONVERSION NOTES



Table A.2: Class Hit Dice by Era.

Class	Advanced HD	Basic HD	Special
Clerics	d8	d6	NA
Rogues	d6	d4	NA
Warriors	d10	d8	Rangers may have d8 with 2 at first level in some versions, Barbarians and other classes may have d12 for hit dice. In both cases the modifier would be +2 or -2 per level based on which game era is used.
Wizards	d4	d4	Some later eras use a d6.

Table A.3: Class Terminology by Era

Early Era	Later Eras	Alternatives
Cleric	Cleric, Priest	Druid, Monk*, Specialty Priest
Thief	Rogue	Assassin, Bard**, Monk*
Fighter	Fighter, Warrior	Barbarian, Cavalier, Paladin, Ranger
Magic-user	Mage, Wizard, Sorcerer	Illusionist, Specialist
Special		Acrobat, Bard**, Monk*, Mystic

*depending on the game era and GM a Monk could be a Cleric, Thief or a special class.

**depending on the game era and GM a Bard could be a Thief or a special class.

HIT DICE AND HIT POINTS

Some versions from different eras of the game use different hit dice for character classes. For example, in general a fighter uses 1d10 for his or her hit points. In earlier era games the fighter uses 1d8. Constitution bonuses in advanced versions of the game can go as high as +4 hit points per die, while in basic versions of the game the bonus may be limited to as low as +3. This can cause a difference of upwards to 3 hit points per level. To make it simple, if using this book with a version of the game that uses a lower hit die than the ones listed below for the classes in question, reduce the hit points of NPCs of those classes by 1 per level. If using basic gaming material to supplement this book with advanced rules, do the opposite, and add +1 hit point per level.

In general the Ice Kingdoms uses the Advanced Era versions of these classes. Therefore all characters (with the exception of magic users and wizards) have one fewer hit point per level when using them in a Basic Era game. If converting from Basic Era games to the Ice Kingdoms, each character gains +1 HP per level (to a maximum of +9).

CLASSES

Class terminology also varies across the different eras of gaming.

SURPRISE

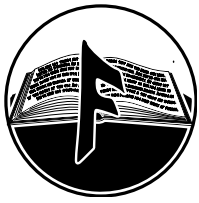
One of the biggest differences between eras of play is the way Surprise works. In earlier eras of the game surprise is determined by rolling 1d6 and applying modifiers based on race, class and at times (depending on exactly which game) dexterity modifiers. In the second era of games this was changed to a d10 roll, with the same familiar modifiers.

Therefore a standard character in early eras is surprised 33% of the time but in the second era they are surprised 30% of the time. Obviously the 30% and 33% from early and second era games are easier to codify while the 50% for later editions causes greater difficulty.

The simplest way to convert this from era to era is to calculate what the percentage chance of surprise is and then apply that percentage to the appropriate dice being used, either as a straight roll required or as a modifier to the roll.

Table A.4: Surprise

Early Era	%	d10	Second Era
Surprise 1 in 6	16.66	2	+1 to surprise rolls by opponents
Surprise 2 in 6	33.33	3	Normal
Surprise 3 in 6	50	5	-1 or -2 to surprise rolls by opponents
Surprise 4 in 6	66.66	7	-3 or -4 to surprise rolls by opponents
Surprise 5 in 6	83.33	8	-5 to surprise rolls by opponents



APPENDIX A

For example, we know that the base surprise for a character in early editions is 2 in 6 (that is if you roll a 1 or a 2 on a D6 surprise occurs). This translates to 33.33% of the time, which becomes roughly 3 in 10 for second era surprise, which is what second era actually uses.

In early eras elves surprise 4 in 6 when travelling in non-metal armor and alone (or removed from the party or travelling with only elves and halflings etc.). This becomes a 66.66% chance, which is roughly 70% of 40% better than normal. Taking that 40% to a d10 becomes 4, so an elf would have a modifier of 4 in those specific circumstances. This also matches what second era rules state.

To use this chart to convert early era to second era find the surprise chances on a d6 for an early era character or creature and apply the modifier under Second Era. If converting second era to earlier era find the surprise modifier under Second Era and use the d6 surprise ratio for Early Era.

This chart assumes the stance of the character or creature in question attempting to surprise another character or creature. Of course some characters and creatures are harder to surprise and the GM may have to use some craftiness to convert such individuals. For example, early era rangers are surprised only 1 in 6, which means 5 in 6 they are not surprised so it would make more sense to give the ranger the bigger bonus than the smaller one, so early edition rangers should modify their chances of being surprised by 5.

Sometimes the early era creature or character will use a die other than a d6 for making surprise rolls. In these cases you will have to calculate the percentage based on the size of the die used and the ratio of surprise. Each 10% roughly equates to modifier of 1 on the second era surprise die roll.

As you adapt material to the Ice Kingdoms or adapt the Ice Kingdoms to the game you are using, take extra care to balance and accurately convert to the system you are using. It would be best to have these conversions as complete as possible for the adventure you are preparing to run so you don't run into any surprises that delay the game in the middle of the session.

EXCEPTIONAL STRENGTH

One of the biggest differences between the eras of the game involves Exceptional Strength. This is a unique ability that exists only for fighters (and their subclasses and offshoot classes) in the first and second era of the game. Original era, basic era, and third era and beyond do not use this ability. The Ice Kingdoms is designed as primarily a first era/second era supplement this can be problematic when using a different era of play.

The simplest way to convert this is to use Table A.5. This

Table A.5: Exceptional Strength

1E/2E Exceptional Score	Strength Score
18/01–18/50	19
18/51–18/75	20
18/76–18/90	21
18/91–18/99	22
18/00	23
19	24
20	25
21	26
22	27
23	28
24	29
25	30

can be used for both converting Ice Kingdoms to non first era/second era games and for converting other eras to the Ice Kingdoms.

However it is recommended that characters not be converted to third era games with strength over 20 (the normal maximum a starting character could have). Instead each point after 20 should be converted into an extra hit point for the character (up to the character's max). Though a GM may instead opt to give the character a bonus feat (one related to strength).

Characters in original or basic era games should also receive this extra hit point modifier instead as well.

NOTE: By default this book is designed more toward the side of basic era, first era and second era of play. In particular it is designed to be used with *For Gold & Glory*, *Labyrinth Lord: Advanced Edition Companion* or *OSRIC*.



APPENDIX B: BESTIARY

HAGLING

Climate/Terrain:	Any
Frequency:	Very Rare
Number Appearing:	1d4
Organization:	Group
Activity Cycle:	Any
Intelligence:	9–11
Treasure:	Nil
Alignment:	Chaotic evil
<hr/>	
Armor Class:	3
Movement:	12
Hit Dice:	3 + 3 (17 hp)
THACO:	17
Attack:	2 Claws (1d8) or Tail Stinger (1d4)
Saving Throws:	Fighter 3
Special Traits:	Spell-like Abilities, Poison, Immune to Mundane or Magical Cold, Regeneration
Magic Resistance:	Standard
Size:	S (3' tall)
Morale:	14
Experience:	1,400

Haglings are short and squat, with sickly green/gray skin that hangs slack from their tiny bones. Their noses are extra-long and often have a wart on it with reddish hair growing out of it. Their eyes are narrow slits with heavy black brows, and they have tufts of reddish-brown hair growing on their feet, on top of their heads and out of their ears. They look like a bizarre cross between a halfling and a troll with a scorpion like tail.

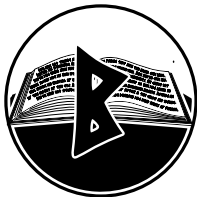
Haglings are unnatural creatures. Much like the troll's origin, it is believed that haglings are crossbreeds of hags, trolls and either gnomes, kobolds, human children or possibly even halflings. Haglings are soul worms formed by a hag for service as a familiar or servant. Haglings possess abilities similar to imps and quasits, and are the size of a kobold. Despite, or indeed due to, the unknown third element in their heritage, haglings are impish little trolls that serve as familiars and servants to hags and other spell cast-



ers. Extremely powerful hags and spell casters may have multiple haglings as servants but rarely have more than one as a familiar.

Haglings are able to cast *detect good*, *detect magic* and *invisibility* at will. They will usually attack invisibly from behind with their tail stingers. The tail stinger contains a rare toxin known as zombie poison. Each time the victim is stung, it must make a successful save vs. poison. Failing even just one saving throw puts the victim at risk of rising as a zombie if they are killed. A *neutralize poison* will cure the afflicted. They must check morale if one of them falls below 25 hit points and each round thereafter. If pressed into face-to-face melee, a hagling can inflict deep wounds with their claws. Haglings within 50 yards of their hag matron can *polymorph self* but only into other humanoid forms that the hag desires.

Within three rounds of injury, a hagling heals damage at a rate of 3 hit points each round until completely healed. Even damage that would kill another creature does not stop the regeneration; a hagling reduced to 0 or fewer hit



APPENDIX B

points falls into an comatose state and is unable to act, but continues to regenerate and rises again once it has more than 0 hit points. Only damage inflicted by fire or acid cannot be regenerated, such wounds must heal normally. A hagling reduced to 0 or fewer hit points with acid or fire, or a body treated with acid or burned dies permanently.

ICE ELF (WRAITH ELF)

Climate/Terrain:	Any
Frequency:	Very rare
Number Appearing:	1d4 + 1
Organization:	Coven
Activity Cycle:	Any
Diet:	None
Intelligence:	13–17
Treasure:	None

Alignment:	Chaotic evil
Armor Class:	1
Movement:	15
Hit Dice:	4 + 1 (19hp)
THACO:	17
Attack:	By weapon
Special Traits:	Resistance to physical harm
Magic Resistance:	90% (sleep and charm only)
Saving Throws:	Mage 4
Size:	M (5')
Morale:	16
Experience:	975; Witch 1400

Ice elves are a cold and heartless race of misanthropic humanoids that prowl the frozen wastes of the Ice Kingdoms searching for victims. Tragic descendants of the dragon elves, ice elves are a pale imitation of their former glory. They can be encountered anywhere but are most common where remnants of their lost civilization are found. No longer connected to Erdegard through their magnificent monuments, temples and towers, they are slowly fading back to their ethereal realms.

Even if the ice elves were not fading from the material plane, they would be pale, as they are all albinos. Their skin is semi-translucent giving them an eerie glow, and their eyes are blood-shot red. They appear as standard elves, but gaunt and half-starved, with long, wispy white hair. Their ears are slightly larger than those of standard elves and flop over slightly to protect their inner ear. They usually speak at least one of the common tongues of men and their own language, a devolved form of Dragon Elf. Individuals may also speak certain humanoid languages (such as an Orcish or Goblin tribal language), though this is rare.

With no strong ties to the physical world, ice elves do not

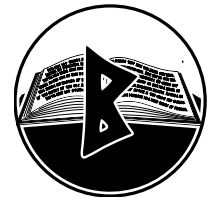
eat or sleep, and it is believed they find sustenance from the pain and suffering of others.



Combat: Like all Eordan elves, ice elves are 90% resistant to *sleep* and *charm* and immune to the negative energy attack of undead (energy drain, paralysis and so forth) as well as all non-magical diseases and lycanthropy. They have exceptional dexterity of 18 and are stealthier than standard elves. An ice elf imposes a –5 penalty to surprise rolls against opponents. This bonus only applies if the ice elf isn't wearing metal armor, is alone or with a group entirely composed of ice elves, or the ice elf is further than 90 feet from their traveling group. When performing a complicated physical task such as opening a door or climbing, the applied penalty is –3. They have infravision with a range of 60', and the same chances to detect secret and hidden doors as normal elves. Ice elves are also proficient with all bows (except crossbows), as well as long and short swords, and receive a +1 to hit when using them in combat just as standard elves.

Ice elves use spell-like abilities to create pain, fear and other emotions in their victims. All ice elves can cast *emotion* (fear, hopelessness and sadness only) 3 times per day and *confusion* once per day. The effects are as if a 4th level spell caster cast the spell. They also have a power they call the reckoning. They can cast the reckoning at a single creature with a 30' range at will. The selected creature must make a successful saving throw vs. spell modified by wisdom—mental defense modifier) or be afflicted by pain. The pain lasts for 1d6 rounds and causes the victim to suffer a –1 penalty to all attacks rolls for the duration. A specific creature can only be targeted by the same elf once per day, and the effects from multiple reckonings do not combine.

A witch with 6 HD will lead any group of 4 or more ice elves. In addition to the abilities of the standard ice elf, a witch can cast *chaos*, *dream* and *domination* 3 times per day. All spell-like abilities function as if cast by a 6th level



mage. A witch also has the spell casting abilities of a 3rd level mage. The effects of the reckoning cast by a witch are greater, i.e. 2d6 rounds duration, -1 to dexterity and -2 to hit penalty. While a witch's reckoning cannot stack with another ice elf's reckoning, it can override the reckoning of a standard ice elf, increasing the effects to that of the witch's.

Finally, they randomly shift in and out of phase. This causes physical attacks with a mundane weapon to pass through them 25% of the time. Magical and cold iron weapons are not so affected. Conversely, this also means that 25% of an ice elf's physical attacks with a mundane weapon will pass through the target as well. Magical and silver weapons wielded by an ice elf are not affected.

ICE HAG

Climate/Terrain:	The Mournwood
Frequency:	Very rare
Number Appearing:	1 (1d3)
Organization:	Solitary (Coven)
Activity Cycle:	Any
Intelligence:	15-16
Treasure:	None
Alignment:	Neutral evil

Armor Class:	0 (see below)
Movement:	9 (see below)
Hit Dice:	8 (36 hp) (see below)
THACO:	13 (see below)
Attack:	Claw 2d6 (see below)
Saving Throws:	Fighter 8 (see below)
Special Traits:	Cause disease, spells, +1 or better weapon needed to hit (see below)
Magic Resistance:	65% (see below)
Size:	Man-sized (5-6' tall)
Morale:	8-10 (see below)
Experience:	9,000; 10,000 (greater); 9,500 (Spider Hag)

Ice Hags are powerful beings whose power and cruelty belie their appearances. Their natural forms resemble nothing more than withered old women with diseased violet skin, brittle black hair, and wicked red eyes, though their magic allows them to take other shapes as they choose.

As merchants of souls, Ice Hags wield enormous influence on the evil planes. It is their wares that provide the raw materials for the armies of the demons and devils, and they sell to both alike. Others, such as powerful lichs, also deal with them, trading secrets and magic for their souls and the power they provide. Through their dealings, Ice

Hags collect vast amounts of knowledge and lore, and are sometimes sought for their council.

Ever curious, Ice Hags sometimes consort with the powers of the evil planes or, using their shape changing ability, great and powerful mortals. Here again, they seek knowledge and secrets. Any children born of such liaisons are Ice Hags themselves, and do not take after their fathers.

Though Ice Hags prefer subterfuge to combat, they are nevertheless capable combatants. Their great strength belies their withered frames. Their razor sharp claw like nails carry sickness; victims scratched by a hag must save vs. poison or contract a disease. They also are incredibly strong, treat an Ice Hag as if it had a strength of 17 (+1 to hit in melee combat and +1 to damage) including when using their claws.

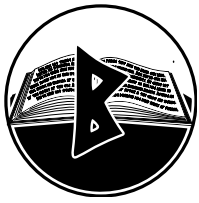


Ice Hags possess potent magic, and cast spells as 9th level mages (or higher). A hag can cast *know alignment*, *polymorph self*, and *sleep* once each turn, *magic missile* five times each day, and *ray of enfeeblement* three times each day.

Ice Hags are immune to *charm*, *fear*, and *sleep* spells, and cannot be harmed by fire or cold. They can only be damaged by rune, silver or cold iron weapons or weapons enchanted with a +1 bonus or greater.

Ice Hags are in direct opposition of Uthin and his order. They suffer from extreme vulnerability to runes and rune magic. Rune weapons can always hurt a hag, even if the weapon has no magical modifiers. They suffer a -2 to save against spells cast using runes and only have an AC of 4 against rune weapons. In addition, anyone with a rune item is considered to be under the effects of a *protection from evil* spell when it comes to facing an ice hag.

Greater Ice Hags are identical to lesser Ice Hags except



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they cast spells as 10th level mages, require +2 magical items or better to be hit and have a 70% magic resistance, have a -1 AC, a strength of 18 (+1 to hit in melee combat and +2 to damage) and have 9 hit dice (41 hp) so they save as 9th level fighters.

A Spider Hag is a lesser hag with the lower body of a spider. They have the move in webs and special traits (including poison and immunities) of an Ice Spider (Giant). Otherwise they are identical to a standard lesser Ice Hag.

MINOTAUR

Climate/Terrain:	Temperate and Subtropical Mazes
Frequency:	Rare
Number Appearing:	1d8
Organization:	Clan
Activity Cycle:	Nocturnal
Diet:	Carnivorous
Intelligence:	5-7 (Cunning)
Treasure:	C
Alignment:	Chaotic evil
<hr/>	
Armor Class:	6
Movement:	12
Hit Dice:	6 + 3 (30hp)
THACO:	13
Attack:	Head butt (2d4) or bite(1d4)/weapon (+1 to hit/+2 to damage)
Special Traits:	+2 bonus on surprise roll, charge attack (2d4 × 2)
Magic Resistance:	None
Saving Throws:	Fighter 7
Size:	L (7½' tall)
Morale:	16
Experience:	1,400; Elder 3,000

Minotaur are hulking bipeds, with the muscular body of a human and the head of a bull. Their bodies are covered with short fur, usually brown or black. Most rarely wear more than a loincloth, but some more fortunate minotaur may still have access to ancient heirlooms, including shields and steel breastplates. They are very strong with a Strength score of 18. They live up to 200 years. Minotaur speak their own crude language, but about a fourth of them speak some human or humanoid languages as well. They will eat nearly any sort of meat leading to legends and rumors of them being man-eaters. They dislike orcs and goblins but have a strange affinity for kobolds.

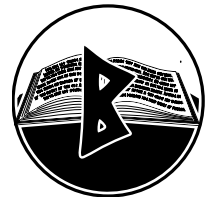
Common legends and tales of the Kalevala state that minotaur are humans who were cursed for sins against the natural order. It is also believed that they are always

male, mate only with human females, and their curse is transferred to their male offspring. This is incorrect. The race of minotaur was created by the dragon elves several thousand years ago, and there is no truth to them being human and only male. After the fall of the dragon elves, the minotaur formed kingdoms in the lands that would eventually become the Thanelands, creating magnificent temples, labyrinths and pyramids in the mountains and below the earth.



Their crazed deities, offended by the vanity of the minotaur kings, struck down their kingdoms. Minotaur females were cursed and afflicted with epidemics that nearly wiped them out. Now only a fraction of their number remain, and the last realm of the minotaur was overthrown by the combined might of Arfhrd and Thoth-Albrecht over two centuries ago. The remaining minotaur organize into small clans. An elder with 8 + 4 HD and a strength score of 18/50 leads a clan with 6 or more members. The clan elder directs the others and protects their lair while raising any young minotaur. Only one in ten minotaur is female. Females are jealously guarded and hidden away, often within a maze designed by the minotaur elder.

Minotaur are most common in the Vanir Mountains, near Mount Surtur, but are also encountered in the Jotunreach, the Grugnir Mountains just south of the Frozen Thrones and around Balor Peak. Some recent rumors and tales tell of a new minotaur king gathering his kin in the Vanir Mountains near the Red Lands. Other tales tell of roving nomadic clans in the Gagorok. In the past, young runts have been captured and sold into slavery, as gladia-



tors or even as mercenaries.

Minotaur value strength above all else, and some human fighters with exceptional strength have been known to earn their respect. Minotaur body parts are used as the material components and active ingredients of certain spells or potions that involve misdirection or strength.

Combat: Minotaurs use their great strength to its full advantage in combat, but are also cunning and clever opponents. Minotaurs gain a +1 bonus to hit orcs and goblins of all kinds. They have dark vision and can use their sense of smell to track a victim with 50% accuracy. Their keen senses serve them well, granting them a +2 bonus to their surprise rolls. An unfamiliar scent will always be investigated. Minotaurs never get lost and are immune to maze spells.

If a minotaur is 30' or farther from its opponent, it may choose to charge the opponent. In melee against an opponent that is 6' tall or taller, minotaurs attack with a head butt, but if the opponent is less than 6' tall, they attack with a bite. In addition to their natural attack, they swing a weapon, most often a poleaxe or footman's flail.

ORC

Climate/Terrain:	Any
Frequency:	Common (Uncommon)
Number Appearing:	2d10 (3d10 × 10)
Organization:	Tribe
Activity Cycle:	Night (any)
Diet:	
Intelligence:	8-9 (10)
Treasure:	D, (Q × 5), J, M
Alignment:	Lawful evil

Armor Class:	5 (10 unarmored)
Movement:	9 (12 unarmored)
Hit Dice:	1 + 1 (6 hp)
THACO:	19
Attack:	By weapon
Special Traits:	None
Magic Resistance:	None
Saving Throws:	Fighter 1 or by class level/hit die
Size:	M (6-6½' tall)
Morale:	11-12
Experience:	35; Orog, Subchief, Shaman levels 1-2 65; Chief, Orog Subchief 120; Shaman levels 3-4, Orog Chief 175; Shaman level 5 420

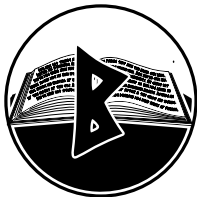
Orcs (also known as hobgoblins or goblin men) are man-sized humanoids. They tend to be tall and muscular, al-

though their stooped postures tend to disguise their full height. They have bristly hair and dull eyes, prominent brows, and flat upturned noses. Great tusks protrude from their lips. Orcs are accustomed to darkness and suffer a -1 penalty to attack rolls in bright sunlight, but have dark vision out to 60 feet.

Orcish culture is brutal and savage, and prizes strength above all else. The strong dominate the weak, who are seen as fit only to serve the wishes and whims of their betters. Orcish tribes are led by the strongest warriors. Each tribe is led with an iron fist by a 4 HD chief with AC 2 and a +3 bonus to damage rolls. The chief's commands are unquestioned and carried out by subchiefs with 3 HD, AC 3, and a +2 bonus to damage rolls. These subchiefs are further served by champions with 2 HD, AC 4, and a +1 damage bonus who enforce their will.

Orcs are aggressive and expansionist, bringing them into conflict with all other humanoids. They especially despise elves, and will go to extraordinary lengths to attack them. Large tribes may have shamans equivalent to clerics and mages of up to 5th level. Although not strong in the physical sense, the magical might of the shamans is accorded the same respect as the strength of the chiefs and sub-chiefs.





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Due to their warlike nature, orcs are often in conflict with other creatures. Orcs fight one another as readily as they fight others, but hold a special hatred for dwarves and elves. Orcs occasionally ally themselves with other savage humanoids. Pragmatic orc leaders, especially those of tribes living near strong civilizations, understand the necessity of alliances for survival. Orcs speak their own languages, and smarter individuals may learn the tongues of men and other races if need be.

Although orcs are found everywhere, they prefer to make their lairs underground to protect themselves from the light of the sun, although a minority of tribes build heavily fortified towns on the surface. Accustomed to life underground, they have become skilled miners, and receive a 35% chance to detect new or unusual constructions underground and a 25% chance to detect sloping passages. They are also skilled craftsmen, manufacturing fine (if not beautiful) weapons and armor.

Orcs are aggressive and skilled in battle. They fight with tactics honed through centuries of conflict and passed down from generation to generation. They follow the civilized rules of engagement only when they are advantageous, and are quick to break them when they are not. When led into battle by a tribal chief or subchief, all orcs within 60 feet of their leader's battle standard gain a +1 to all attack and morale rolls.

Orogs (also known as bugbears or half ogres) are the rare half-breeds of orcs and ogres (AC 4, 3 HD, Morale 14). Although they greatly resemble their orcish parents, they have some of the stature of their ogre ancestry, as they stand a foot taller and are much more muscular than their pure-blooded kin.

Although orogs are most commonly found in orcish tribes in close alliances with nearby ogre tribes, ogre blood can persist in tribes who have had no recent contact with ogres for generations. Orogs are present in 10% of orcish tribes; when present, they make up 10% of the tribe's population. Sub-chiefs with 4 HD lead bands of up to 20 orog warriors, and all orogs in a tribe are led by a chief with 5 HD who may also be the chief of the greater tribe. As strong warriors, they are afforded great respect by their kin. Orogs produce no shaman.

Orogs often act as an orcish tribe's elite warriors and shock troops. As they lack some of the discipline of their lesser kin, they rarely act as commanders or tacticians. Some tribes have warriors that are exceptionally stealthy and incur a -3 penalty to opponent's surprise rolls.

OWLBEAR, THANIC

Climate/Terrain:	Arctic
Frequency:	Very rare
Number Appearing:	1 or 2d4
Organization:	Pack
Activity Cycle:	Diurnal
Diet:	Omnivorous
Intelligence:	5-7
Treasure:	None
Alignment:	Neutral

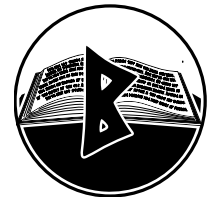
Armor Class:	5
Movement:	12, swim 9
Hit Dice:	8 + 2 (38hp)
THACO:	13
Attack:	Claw/Claw/Bite (1d10/1d10/2d6)
Special Traits:	Hug (2d8), surprise 75%, immune to cold
Magic Resistance:	None
Saving Throws:	Fighter 8
Size:	L (12' tall)
Morale:	11
Experience:	3,000

Thanic owlbears appear to be a polar bear with the head of a snowy owl. Feathers grow on their heads and backs, and their bodies are covered in sleek white fur. Their claws and beaks are jet black, and their large eyes are yellow. They have thick pads on the bottom of their feet to prevent them from sliding on the ice. Their language consists of loud hoots and screeches. They live about 20 years on average.

Thanic owlbears are naturally vicious and aggressive. They view most other creatures as prey and hunt them ferociously. Though they are intelligent, they cannot be reasoned with, as they are constantly hungry and eat anything, preferring fresh meat. They hunt both day and night and like polar bears will chase prey that tries to escape even into the icy waters of the Crown Sea.

Thanic owlbears live in the coldest regions of The Ice Kingdoms, sharing habitat with polar bears. Usually they are lone wanderers, but when it is time for mating and raising young, they will lair in caves or in igloos dug from huge snow banks with their claws. When a pair is encountered in their lair, there is a 25% chance that they will have eggs or young with them. They will have 1d6 eggs 20% of the time or 1d6 young 80% of the time.

Combat: Thanic owlbears are immune to cold damage, whether mundane or magical. They blend into the snow and ice of their home ranges and are 75% likely to surprise a victim. They attack with both claws and their beaks.



If they successfully hit their victim with a score of 18 or higher, they score a hug attack. This hug automatically inflicts damage that round and each successive round. While hugging its victim, it cannot use its claws but can continue to attempt to bite. A victim is granted one chance to break the hug with a successful strength—bend bars/lift portcullis check.

If young thanic owlbears are encountered, they will be between 40% and 70% full grown with 5 or 6 HD (23 hp or 27 hp). Their claws inflict 1d6 damage each and their bite inflicts 2d4 damage. If they successfully hug a victim, they inflict 2d6 damage each round. A victim gains a 20% bonus to their chance of escaping a young owlbear's hug attack.

STONE DWARVES

Climate/Terrain:	Underground caverns and tunnels (the Grunginean)
Frequency:	Rare
Number Appearing:	1d10 (×10 in lair)
Organization:	Collective
Activity Cycle:	Any
Diet:	Carnivorous
Intelligence:	4–8
Treasure:	None
Alignment:	Neutral evil

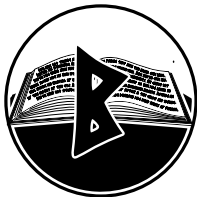
Armor Class:	2
Movement:	6
Hit Dice:	3 + 6 (20 hp)
THACO:	17
Attack:	Fists (1d6 + 2/1d6 + 2)
Special Traits:	Immune to charm and illusion
Magic Resistance:	None
Saving Throws:	Mage 6
Size:	M (4')
Morale:	18
Experience:	420

Stone dwarves are the degenerate remains of the original dwarven inhabitants of the vast, some say endless, tunnels and chambers commonly known as the Grunginean upon which the city of Arfhrdheim rests. In the time before the Ice Crown created the Frozen Thrones, the dwarves of Grunginean were engulfed in a bitter clan war and the survivors who did not flee were cursed by powerful magic and the unknown darkness into eyeless, stone skinned shells of their former selves. They ate a strange blue moss that was abundant in the deep. This dream moss was an alien intelligence that took over their minds and subjugated them to a hive of its own dark purposes. They lost their connection to the stone, forgot all craft of

their ancestors, and ignored their worship of Grungnar.

Stone dwarves look like any other grugni from afar; but up close their skin takes on the color of age worn field stone, their hair is white and grey, and their eyes are lidless and solid stone. They make absolutely no sound, communicating telepathically due to the influence of the blue moss. Although the alien blue moss meets their dietary needs, their taste is decidedly cannibalistic. They crave the flesh of sentient beings, their cousins the Grugni most of all, but any surface dweller is a welcome treat, be it dwarf, man or goblinoid. Arrivals are always met with a swarm that seeks to devour them on the spot. It is not known how the stone dwarves reproduce; both male and female specimens have been encountered, but thus far all have been full adults.





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Combat: Stone dwarves have lost the ability to fashion weapons, and what is left from the preceding centuries have degraded into useless bits of metal. Instead the stone dwarves strike with their rock hard fists, twice per round. So silent are the stone dwarves they gain a +2 advantage on surprise rolls. The blue moss guides their actions, and they utilize the caverns and tunnels to surround their quarry before they attack.

As the blue moss controls their minds, they are immune to being *charmed*, *commanded*, *held*, or in any other way affected by a mind-affecting spell. They are immune to illusions as well. Since they have no eyes, they cannot be blinded, or affected in any way that would affect the vision. These immunities extend to the moss itself, if a crafty mage would try targeting it instead of the dwarves.

THE DREAM MOSS

Ingesting the blue moss forces a saving throw vs. paralysis; those that fail lose control of their bodies to the blue moss. Each time the moss is ingested, the saving throw must be attempted no matter how many times it has been passed successfully. Saving someone from the blue moss requires a *cure disease* spell, and confers a saving throw to the blue moss vs. spells (save as a wizard 6th level). This procedure must be performed within 7 days, or the brain of the victim will have become too deeply infected to remove the blue moss, which in fact reproduces itself within the brain tissue. Likewise this procedure does not work for the stone dwarves; their minds have been in its control far too long, in most cases since birth.

The blue moss itself is considered a 1 – 1 HD monster with 1 hp; it can only be harmed by fire. It is very moist however, so a great deal of fuel must be expended. One flask of oil will burn completely a 3' square area of blue moss. Fireball will destroy an area equal to a 20' radius circle. Other magical fire based spells will work similarly. Destroying the visible blue moss has no effect on the stone dwarves, other than to enrage them perhaps, as it is growing inside their brains and bodies.

The true origin of the dream moss is unknown, though during the clan wars of the Grungineoan, a sorcerous duel between two rival mages hired by the clans resulted in the wizards both being absorbed into the sentient alien fungi.

WEREBORN

The wereborn are the mortal offspring of lycanthropes and humans. They are usually born to human females with their fathers being male werebeasts. Wereborn are only born when the act of reproduction occurs while the werebeast parent is in their hybrid form. A child born from a female lycanthrope is rare and they possess unique abilities not found in their more common brethren. Wereborn are rare as the conditions for their conception are unusual, but certain powerful sorcerers and evil clerics have been known to attempt to breed them.

The more common wereborn born from human mothers appear as humanoid-animal hybrids, with animal like faces and heads, animal characteristics in their body and form with a posture that often emulates the animal in question. Basically they look like animal men. Unlike their supernatural parentage they are not immune to normal weapons, but they do suffer extra damage from silver.

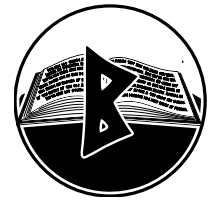
Wereborn birthed from a lycanthrope mother appear like normal humans. However they have the ability to speak with animal types related to their lycanthropic ancestry and exhibit the ability to control 2–20 (2d10) hit dice worth of their brood creature (round the number of animals up). These wereborn often have priest abilities as well, but could conceivably be of any character class.

When a wereborn is born of a human mother there is a 50% chance the mother will die in childbirth (this is in addition to any other chances of dying in child birth, roll separately). Surviving mothers will contract lycanthropy after giving birth within 1d4 days. However, in the case of wererats and their ratborn, there is an 80% chance the litter will consume the mother shortly after being born.

When two wereborn mate the resulting offspring is a full blooded wereborn. Successive generations of wereborn tend to flack together and form their own clans and families, usually far away from humans who are the threat to their safety. Deep in the forests and secluded places of the wildlands, tribes of wereborn have thrived for centuries, though they remain small in number and clans rarely reach more than a dozen members.

The most common wereborn are the Ratborn. These are the foul offspring of wererats and mortals. Not only are wererats a more common breed of lycanthrope and therefore more likely to encounter humans or mate with them, but also because ratborn are the only wereborn born in litters (usually between 2 and 5 ratborn to a litter).

Typically a wereborn is not as powerful or strong as their lycanthropic ancestors, but they have similar traits and attack abilities. They do not transmit lycanthropy or shapeshift, always retaining their human-animal hybrid form. They are still susceptible to wolvesbane and silver weapons inflict an extra 1 point of damage.



WEREBORN, ARKON

Climate/Terrain:	Any
Frequency:	Rare
Number Appearing:	1d6
Organization:	Clan
Activity Cycle:	Night
Diet:	
Intelligence:	5-7
Treasure:	C
Alignment:	Chaotic neutral
<hr/>	
Armor Class:	6
Movement:	12
Hit Dice:	5 + 5 (28 hp)
THACO:	15 (14 with strength bonus, 12 with hoof kick)
Attack:	Hoof kick (1d6), charge (2d6 or by weapon + 2)
Special Traits:	Charge, +2 to surprise rolls
Magic Resistance:	None
Saving Throws:	Fighter 6 or by class level
Size:	L (7' + tall)
Morale:	15
Experience:	420; Cleric/Druid 975; Elder 975



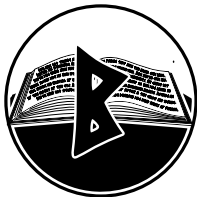
Arkons are wereborn offspring of a werehorse. They are hulking humanoids with the muscular body of a human and the head of a horse. Their bodies are covered with short fur, usually brown, white or black. Arkons are comfortable in darkness, and have a keen sense of smell and infravision out to 60 feet. They also have an extraordinary sense of direction, and never get lost.

Small clans of Arkons are commonly led by an elder who has 8 + 4 HD. A clan elder directs the others in his clan while remaining in their lair and protecting their home. The clan elders are also responsible for raising any young Arkons. Only the strongest tribe members become elders, as Arkons value strength above all else. Arkons sometimes gain respect as clerics of savage gods or wizards. There is usually at least one Arkon per tribe that is either a cleric (50% chance) or wizard (50% chance) of levels 2 to 5 (1d4 + 1). A cleric has a 10% chance of being a druid, in which case they will be of 4th to 7th level (1d4 + 3).

Arkons are adaptable and can be found anywhere humans can but prefer to dwell in more open lands of plains and hills, occasionally creating a community centered around a clearing in a forested area. They rarely get lost in their homelands and use their unerring sense of direction to their advantage when stalking intruders or prey. Arkons gain a +3 (+15%) on any sort of navigation or tracking attempt.

More intelligent Arkons sometimes integrate themselves into other humanoid societies, such as orcs, bugbears and from time to time the savage Varyag clans. These integrations often occur in frontier or wilderness areas where they're valued for their strength and senses. Such individuals are often outcasts from their tribes. Male Arkons can mate with humanoid women; all resulting children are Arkons. Arkons speak their own crude language, and rarely speak human languages.

Combat: Arkons use their great strength to its full advantage in combat, but are also cunning and clever opponents. They are fearless in battle, and gain a +3 bonus to morale rolls in combat. Their hoof kick attack gains a +2 on all attack rolls to hit. Their strength gives them +1 to hit



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with all other melee attacks and +2 to damage when using weapons (do not apply this bonus to their hoof kick).

Their keen senses serve them well, granting them a +2 bonus to their surprise rolls. They can use their sense of smell to track as a ranger with 50% accuracy. Arkons may charge opponents farther than 30 feet or farther from them. If successful, this attack inflicts 2d6 damage their with full damage bonus (+2).

WEREBORN, DYNARTHION

Climate/Terrain:	Temperate forests
Frequency:	Very rare
Number Appearing:	1d4
Organization:	Tribe
Activity Cycle:	Day
Diet:	
Intelligence:	5-10
Treasure:	
Alignment:	Neutral
<hr/>	
Armor Class:	6
Movement:	12
Hit Dice:	5 + 5 (28 hp)
THACO:	15
Attack:	2 claws (1d6) and by weapon and special
Special Traits:	None
Magic Resistance:	None
Saving Throws:	Fighter 6 or by class level
Size:	L (8½' tall)
Morale:	13-14
Experience:	270; Shaman and Veterans 420; Noncombatants 65; 1 HD Cubs 15 ; 2HD Cubs 35; 3 HD Cubs 65

Dynarthions are wereborn who live far from civilized lands, most often in low hills and semi-mountainous regions in deep forests. A dynarthion has the head and torso of a human and the lower body of a bear. Dynarthions speak their own language, and some can speak the language of men.

As a reclusive people, dynarthions live, travel, and revel with their own kind and rarely allow others to join them. Dynarthion tribes are typically led by shamans who possess the abilities of a 3rd level druid. Outside of their tribal camps, bands of dynarthion warriors are led by seasoned veterans which have 6 + 6 HD and an AC of 4. A typical dynarthion tribe has twice as many noncombatants and an equal number of children as warriors. Noncombatants have 3 HD and avoid combat unless absolutely necessary, while cubs have from 1 to 3 HD depending on their age and are likewise peaceful.

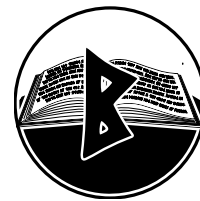
Dynarthions are careful stewards of their lands, taking from them only what they need. Although wary of most outsiders, they will trade for goods otherwise unavailable, especially with the Ursan. Dynarthion tribes may ally themselves with peaceful neighbors, but are loathe to bring even the closest of allies into the heart of their lands.

Dynarthions despise humanoids such as orcs and goblins and gain a +2 bonus on all attack rolls against them.



Dynarthion warriors fight with clubs, two handed weapons or their natural weapons, they are not fond of ranged weapons by the occasional bola has been known to be used. In combat, a Dynarthion may hug an opponent upon making a successful claw attack with an attack roll of 18 or better. Females and young inflict 2d4 damage with this hug attack, and males do 2d6 damage.

Furthermore, dynarthions cannot wear armor made for most humanoids due to their physiology, and typically must have armors custom made. A dynarthion may attack with a weapon and both front class each round. Each hoof does 1d6 damage on a successful hit.



WEREBORN, RATBORN

Climate/Terrain:	Any
Frequency:	Uncommon
Number Appearing:	5d6
Organization:	Pack
Activity Cycle:	Night
Diet:	
Intelligence:	10-11
Treasure:	C
Alignment:	Lawful evil
<hr/>	
Armor Class:	7
Movement:	12
Hit Dice:	1 + 1 (6 hp) or 2 + 1 (10 hp)
THACO:	19
Attack:	By weapon
Special Traits:	None
Magic Resistance:	None
Saving Throws:	Fighter 2
Size:	M (3'-6' long)
Morale:	11
Experience:	Ratborn 35; Red-eye 65; Cleric 120; Red-eye Cleric 175; Packmaster 420; Red-eye Packmaster 650



Ratborn infest the Ice Kingdoms primarily along the Fang Coast, but their presence has been felt as far away as the Grugnifal and even as far as the furthest reaches of the Frozen Thrones and the Horn Coast. They tend to dwell in shallow, muddy burrows dug in the woods or fields of the Ice Kingdoms or deep in caves or abandoned mines within the mountains. In major cities small bands and loners dwell in the left over ruins that these areas are often built over. They are especially a problem in the city states of Thron and Arfhrdheim.

Ratborn are humanoids, they appear to be bipedal rats, slightly shorter than humans, they have humanoid hands and postures but are thin and wiry, with beady eyes, ragged hair, and oversized front teeth.

As social creatures, ratborn find comfort in the numbers of their packs. These packs act as their families, and while most packs are related by blood, pack membership is often more important to a ratborn than kinship. Ratborn treat their relatives who do not belong to their packs as outsiders, unworthy of trust or friendship.

Ratborn most often live amongst humans, and often keep hideouts and lairs in sewers, abandoned warehouses, and other hidden places.

They greedily hoard treasure, and their burrows are often filled with all manner of things that they consider valuable.

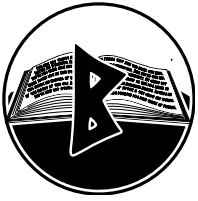
Ratborn are cowardly, and prefer to attack their foes

from ambush or with overwhelming numbers. They often use their animal companions to scout and spy on their foes, or to aid in their attacks. Ratborn tend to flee if the fight turns against them.

Each ratborn has 1d6 rats that act as their pets and companions following simple commands and orders much as humans control guard and war dogs.

Most ratborn have 1 + 1 hit dice, but larger packs will have larger ratborn that are either pitch black in color or albino white, either way they have glowing red eyes. These red-eyed ratborn have 2 + 1 hit dice and are considered to be dexterity 15 and strength 16 (their armor class is bettered by 1 and they gain +1 to damage). There is on average one red-eye in every six ratborn.

Each pack has one packmaster that has 4 + 2 hit dice (THACO 17) with one in six packs led by a red-eye packmaster (5 + 3 hit dice THACO 15, but with strength 17 and dexterity 16 which grants them +1 to hit and damage in melee combat and better the armor class by 2). There is a 25% per pack that there will be a priest of O'Mawj present. These priests are treated as if they were 3rd level clerics with 3 + 1 hit dice (THACO 17). There is a 45% chance this



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priest is a red-eye (4 + 2 hit dice, THACO 17).

In general ratborn do not wear armor, though red-eyes occasionally were studded leather or ring mail which improves their armor class by 1 step (AC 6, 5 with their dexterity), they may or may not use shields, but red-eyes prefer two handed weapons such as spears, axes and swords.

Ratborn prefer daggers, short swords, short bows, slings and knives though they may use any weapon they can find. They are also fond of weapons that can tear flesh and get stuck in their targets, including darts, whips and cat o nine tails.

All ratborn can backstab as a 1st level thief and can hide in shadows and move stealthily with a base chance of 30% + 10% per hit dice. Ratborn can climb walls with a 90% chance of success and have hear noise at 30%. Other thief skills they may have are pick pockets, open locks and find/remove traps. These are usually at 30%.



APPENDIX C: ADVENTURES IN THE ICE KINGDOMS

The Ice Kingdoms is a vast area containing forests, hills, mountains, canyons, cities, tombs, mines, glaciers, coastlines, rivers and savage seas. It is an area inhabited by dwarves, gnomes, men, orcs, goblins, giants, trolls, undead, and other unspeakable horrors. It is a realm of steel ruled by sorcery or sword, cunning or strength, wealth or power. It is home to kings, princes, slaves, gladiators and outcasts. Warriors, wizards and thieves prowl the landscape in search of adventure, glory, gold and experience.

It is a place of dungeons. A home for dragons. A untamed wilderness in need of wardens, pathfinders, heroes and champions. In short, there are numerous things for an adventuring party to do in the Ice Kingdoms.

The following are some examples of what kind of adventures characters can have in the Ice Kingdoms. By no means are they limited to these adventures.

RAIDS

The characters either own a ship or are members of a crew on a dragon ship and sail the seas of the Atalac in order to raid coastal villages claiming plunder and wealth in the process. They may have rivals who are from another dragon ship or a local noble who has vowed to hunt them down or they discover some secret or curse that they must deal with on their own. While they may be raiders they do not have to be savage murderers, they may still have honor and integrity and feel they are doing the right thing, only killing those who resist or pose a threat. Or they can be bloodthirsty savages who burn and pillage and kill anyone in their way.

EXPLORATION

Similar to raids, yet instead of on a quest to plunder the characters are travelling to explore new lands and waters. They face dangers in the environments they explore, from storms to sea monsters to the unknown inhabitants and the magic of foreign lands. They may work for someone or on their own, they may even take on passengers or unusual cargo as they transport their ship across the waters

of the world. Perhaps they seek lost cities on isles in the Crown Sea or hunt an ancient treasure that may not exist. Either way they travel in to the dangerous unknown seeking knowledge, wealth and fame.

DEFENSE

The border regions of the Ice Kingdoms are teeming with goblinoids and other monsters. The characters serve a thane or other noble in capacity as watchers or warden protecting a defined stretch of land from the ever present horde of monsters. They must be wary of intruders, traitors and tricks. At times they must go into enemy held area to hunt the foe before they can grow in strength. The enemy may even be another thane or Ice Kingdom or a long lost threat from the past.

POLITICS

The characters serve a thane in his great hall, either as his close friends, his family or his trusted advisors and allies. They must negotiate deals with other thanes and hold things in local villages. They root out secret cults and seditious members of the thane's court. They arrange meetings, marriages, treaties and declarations as well as enforce the law, be it straight from the Thanelaw or just the wishes of the thane they serve. They serve as body guards, spies and diplomats. At times they characters even have to interact with representatives from powerful non-human leaders, especially dwarven lords and orcish chieftains.

WAR

The Ice Kingdoms are almost eternally at war. Characters in this sort of adventure are soldiers or servants of the military in some capacity. They lead troops, fight in battles, serve as guards or on patrols and otherwise engage in military activities. This type of campaign sees lots of combat, from front line confrontations to behind enemy lines actions.



APPENDIX C

SURVIVAL

The characters, for one reason or another, must do all they can to survive the environment. Build shelters, find water, hunt food, cross the wilderness looking for safety. This may be a portion of an exploration adventure or the side effect of any of the other styles listed here.

CLASSIC

The classic adventure format. The Ice Kingdoms are full of unexplored, lost and undiscovered ruins from lost outposts of the Dragon Elves, to dwarven cities and mines. Unexplored caverns provide Ice Kingdoms characters the opportunity to engage in a good old fashion dungeon crawl.

SWORD AND SORCERY

The most basic concept of the Ice Kingdoms is classic Sword and Sorcery role playing. Heroes struggling against the elements, monsters, savage sorcerers and the evils of the world by their brawn, wit, courage and in some cases their own sorcery. Evil wizards, demons, undead and brutish monsters lie in wait in their quest to gain power, consume souls (or flesh), and dominate the kingdom (or world).

THE WILDLAND

Characters will at some point have to cross the Wildlands and doing so outside of a caravan, army or other protective force is very dangerous. Characters may be hired to escort merchants or pilgrims across the Wildland, to hunt dangerous animals or monsters plaguing trade routes and farms or they may have to face exile in the Wildlands. Some characters, such as rangers or priests of nature deities, may dwell in the Wildlands already.

THREATS

The major threats to the Ice Kingdoms are as follows.

RIVAL THANES

There is always a rival ruler or clan who desires power and wealth and will do anything to get it.

HAGS

The abandoned daughter of the gods and her kin are always plotting their revenge against the gods and their favorite children, the humans of the Ice Kingdoms.

THE CULT OF O'MAWJ

The forbidden god O'Mawj has a secret cult that infests the people of the Ice Kingdoms. Many clans and tribes of the Varyag still pay homage to the cannibal god and engage in his brutal rituals and ceremonies.

THE FROZEN THRONES

Hidden deep in the Frozen Thrones lies a powerful undead lord dedicated to reclaiming his rightful rule over the land of the Ice Kingdoms. His minions rise up in the middle of the night and terrorize the territories surrounding the Frozen Thrones and on occasion they make it as far as the major cities of the south.

GIANTS

The giants are still bitter over the fall of Thrymtur to Uthin. Giants lurk in the mountains and the inhospitable domains of the Red Lands and the Gagorok (including the lesser plains). Along the borders of the Thanelands giants will raid villages, attack caravans and harass human and dwarf alike.

TROLLS

The children of the hags, trolls are set loose to lurk and hunt in caves, woods, streams and hills of the Ice Kingdoms as a means to annoy, harass and terrorize the humans of the Ice Kingdoms.

ORCS

The orcs lost much of their original homelands promised to them by their god Belac. Now they hide and lurk beneath the earth looking for opportunities to rise up and destroy humanity and their allies. Orcs often fight amongst themselves as well, reducing the risk of any real uprising or invasion of the human realm.

FROST MEN

A rumored threat coming from the Jotunreach, though these have yet to be confirmed as they are still far away from the core Ice Kingdoms. Only time and events will tell if they exist or if they are a threat.

APPENDIX D: CLERICAL SPHERES

The following is a list of clerical spells divided by sphere for use with specialty priests as described in the Legends and Lore chapter. This is not a complete list of all the spells you will encounter in the various eras or play, but this list should help put you on the right path for what sort of spells belong in which sphere. Spells in **bold** are new and are found in this book.

Spells with a "Y" in the **FG&G**, **M&M**, and **BFRP** columns can be found in *For Gold & Glory*, *Myth & Magic*, and *Basic Fantasy Role Playing Game*, respectively. "C" and "D" in the **OSRIC** and **LL** columns denote cleric and druid spells for *OSRIC* and *Labyrinth Lord Advanced Edition Companion*; spells labeled with "B" in the **LL** column are found in the core *Labyrinth Lord* book.

Sphere	Spell Name	Level	FG&G	OSRIC	LL	M&M	BFRP*
All	Bless	1	Y	C		Y	
All	Combine	1	Y				
All	Detect Magic	1	Y	CD	BCD	Y	
All	Lay on Hands	1					
All	Purify Food & Drink	1	Y	C	BC	Y	
All	Purify Food and Water	1					Y
All	Purify Water	1		D	D		
All	Bless	2			BC		Y
All	Chant	2	Y	C			
All	Create Water	2		D	D		
All	Delay Poison	2			C	Y	
All	Holy Chant	2			C		
All	Dispel Magic	3	Y	C	BC	Y	
All	Remove Curse	3	Y	C	BC		Y
All	Create Food and Water	4			BC		
All	Create Water	4					Y
All	Dispel Magic	4		D	D		Y
All	Exorcise	4		C	C		
All	Tongues	4	Y	C	C	Y	
All	Atonement	5	Y	C	C	Y	
All	Commune	5	Y	C	BC	Y	Y
All	Create Food	5					Y
All	Quest	5	Y	C	BC		Y
All	True Seeing	5	Y	C	BC	Y	Y
All	Speak with Creatures	6			C		
All	Speak With Monsters	6	Y	C		Y	
All	Enhance	7					
All	Gate	7	Y	C	C	Y	
All	Miracle	7				Y	
Animal	Animal Companion	1	Y		D		
Animal	Animal Friendship	1	Y	D			
Animal	Animal Growth	1	Y	D			

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Sphere	Spell Name	Level	FG&G	OSRIC	LL	M&M	BFRP*
Animal	Detect and Locate Animals or Plants	1				Y	
Animal	Hide from Animals	1				Y	
Animal	Invisibility to Animals	1	Y	D	D		
Animal	Locate Animals or Plants	1	Y	D			
Animal	Locate Creature	1			D		
Animal	Speak with Animals	1		D	D		
Animal	Summon Animal Companion	1				Y	
Animal	Animal Messenger	2				Y	
Animal	Charm Animal	2	Y				Y
Animal	Messenger	2	Y				
Animal	Snake Charm	2	Y		BC		
Animal	Speak With Animals	2	Y	C	BC		Y
Animal	Animal Growth	3			BC		
Animal	Growth of Animals	3					Y
Animal	Hold Animal	3	Y	D	D	Y	
Animal	Insect Swarm	3			D		
Animal	Summon Insect Swarm	3				Y	
Animal	Summon Insects	3	Y	D			
Animal	Spirit Animal Form	3					
Animal	Animal Summoning	4	Y	D			
Animal	Call Woodland Beings	4	Y	D			
Animal	Enlarge Insect	4	Y			Y	
Animal	Giant Insect	4	Y				
Animal	Repel Insects	4	Y	D		Y	
Animal	Repel Vermin	4			D		
Animal	SummonAnimal1	4			D	Y	
Animal	Animal Summoning II	5	Y	D			
Animal	Commune With Nature	5	Y	D	D	Y	
Animal	Insect Plague	5	Y	CD	BCD	Y	Y
Animal	Sticks to Snakes	5		D			
Animal	Animal Summoning III	6	Y	D			
Animal	Anti-Animal Shell	6	Y	D	D		
Animal	Summon Animal III	6			D		
Animal	Summon Majestic Animal	6				Y	
Animal	Creeping Doom	7	Y	D	D	Y	
Animal	Reincarnate	7	Y	D	BD	Y	
Astral	Plane Shift	5	Y	C	C	Y	
Astral	Astral Projection	7			C		
Astral	Astral Spell	7	Y	C		Y	
Charm	Command	1	Y	C	C	Y	
Charm	Remove Fear	1	Y	C	BC	Y	Y
Charm	Calming Ray	2				Y	
Charm	Charm Person	2	Y	D		Y	
Charm	Charm Person or Mammal	2		D	D		
Charm	Enthrall	2	Y			Y	
Charm	Hold Person	2	Y	C	BC	Y	Y
Charm	Reveal Charm	2			C		
Charm	Aura of Fear	4				Y	
Charm	Bad Medicine	4					
Charm	Cloak of Bravery	4	Y				
Charm	Free Action	4	Y				
Charm	Imbue With Spell Ability	4	Y			Y	
Charm	Berserk	5					
Charm	Geas/Quest	5				Y	
Charm	Feeblemind	6		D	D		
Charm	Confusion	7	Y	D	D	Y	

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CLERICAL SPHERES



...continued from previous page.

Sphere	Spell Name	Level	FG&G	OSRIC	LL	M&M	BFRP*
Charm	Exaction	7	Y				
Combat	Magic Stone	1					
Combat	Magical Stone	1	Y				
Combat	Shillelagh	1	Y	D	D	Y	
Combat	Spiritual Hammer	2	Y				Y
Combat	Spiritual Weapon	2		C	C	YY	
Combat	Frenzy of the Gods	3					
Combat	Prayer	3	Y	C	C	Y	
Combat	Striking	3			BC		Y
Combat	Flame Strike	5	Y	C	BC	Y	
Combat	Insect Plague	5	Y	CD	BCD	Y	Y
Combat	Holy Word	7	Y	C	BC	Y	
Creation	Create Food & Water	3	Y	C		Y	
Creation	Animate Object	6	Y	C	BC	Y	
Creation	Blade Barrier	6	Y	C	BC	Y	Y
Creation	Wall Of Thorns	6	Y	D	D	Y	Y
Creation	Change Staff	7	Y			Y	
Creation	Chariot of Fire	7		D			
Creation	Chariot of Flames	7		D		Y	
Creation	Chariot of the Sun	7	Y				
Creation	Fire Chariot	7					
Divination	Detect and Locate Animals or Plants	1				Y	
Divination	Detect Danger	1				Y	
Divination	Detect Evil	1	Y	C	BC	Y	Y
Divination	Detect Poison	1	Y				
Divination	Detect Snares & Pits	1	Y	D	D		
Divination	Divine Weather	1			D		
Divination	Locate Animals or Plants	1	Y	D			
Divination	Locate Creature	1			D		
Divination	Predict Weather	1		D			
Divination	Augury	2	Y	C	C	Y	
Divination	Detect Alignment	2				Y	
Divination	Detect Charm	2	Y	C			
Divination	Find Plant	2			D		
Divination	Find Traps	2	Y	C	BCD	Y	Y
Divination	Know Alignment	2	Y	C	BC		
Divination	Locate Object	3	Y	C	BC	Y	Y
Divination	Speak With Dead	3	Y	C	C	Y	Y
Divination	Detect Lie	4	Y	C	BC		
Divination	Discern Lies	4				Y	
Divination	Divination	4	Y		C	Y	
Divination	Reflecting Pool	4	Y				
Divination	Scrying Pool	4				Y	
Divination	Commune With Nature	5	Y	D	D	Y	
Divination	Divine Scrying	5				Y	
Divination	Magic Font	5	Y				
Divination	Find the Path	6	Y	C	BC	Y	Y
Divination	Speak With Animals	2	Y	C	BC		Y
Elemental	Enchant Stone	Special					
Elemental	Create Water	1	Y	C	C	Y	
Elemental	Repair Light Damage	1					
Elemental	Resist Cold	1		C	BC		Y
Elemental	Dust Devil	2	Y				
Elemental	Firetrap	2	Y	D	D	Y	
Elemental	Flame Blade	2	Y			Y	
Elemental	Heat Metal	2	Y	D	D	Y	

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APPENDIX D

...continued from previous page.

Sphere	Spell Name	Level	FG&G	OSRIC	LL	M&M	BFRP*
Elemental	Produce Flame	2	Y	D	D		
Elemental	Repair Serious Damage	2					
Elemental	Resist Fire	2		c	BC		Y
Elemental	Resist Fire/Resist Cold	2	Y				
Elemental	Element Shield	3				Y	
Elemental	Elemental Immunity	3				Y	
Elemental	Flame Walk	3	Y				
Elemental	Meld Into Stone	3	Y			Y	
Elemental	Protection From Fire	3	Y	D	D		
Elemental	Pyrotechnics	3	Y	D	D	Y	
Elemental	Repair Critical Damage	3					
Elemental	Stone Shape	3	Y	D	D	Y	
Elemental	Water Breathing	3	Y	D	D	Y	
Elemental	Water Walk	3	Y			Y	
Elemental	Flashfire	4			D		
Elemental	Lower Water	4	Y	C	BC	Y	
Elemental	Produce Fire	4	Y	D			
Elemental	Air Walk	5	Y			Y	
Elemental	Commune With Nature	5	Y	D	D	Y	
Elemental	Spike Stones	5	Y			Y	
Elemental	Transmute Rock to Mud	5	Y	D	D	Y	
Elemental	Conjure Elemental	6				Y	
Elemental	Control Water	6				Y	
Elemental	Fire Seeds	6	Y	D	D	Y	
Elemental	Part Water	6	Y	C	BC		
Elemental	Stone Tell	6	Y	C	BC	Y	Y
Elemental	Transmute Water to Dust	6	Y				
Elemental	Wall of Fire	6	Y	D	D	Y	Y
Elemental	Animate Mineral	7			D		
Elemental	Animate Rock	7	Y	D			
Elemental	Animate Rock	7	Y	D			
Elemental	Animate Rocks or Plants	7				Y	
Elemental	Chariot of the Sun	7	Y				
Elemental	Conjure Earth Elemental	7	Y	D	D		
Elemental	Earthquake	7	Y	C	BC	Y	
Elemental	Fire Chariot	7					
Elemental	Firestorm	7	Y	D	D	Y	
Elemental	Transmute Metal to Wood	7	Y	D	D	Y	
Elemental	Wind Walk	7	Y	C	BC	Y	
Elemental	Conjure Fire Elemental	6	Y	D	D		
Elemental	Chariot of Fire	7		D			
Elemental	Chariot of Flames	7		D		Y	
Elemental	Summon Earth Elemental	7				Y	
Guardian	Silence	2				Y	
Guardian	Silence, 15' Radius	2	Y	C	BC		Y
Guardian	Spiritual Warden	2				Y	
Guardian	Warding Rune, Lesser	2					
Guardian	Wyvern Watch	2	Y				
Guardian	Glyph of Warding	3	Y	C	C	Y	
Guardian	Warding Rune, Greater	3					
Guardian	Blade Barrier	6	Y	C	BC	Y	Y
Guardian	Binding	7				Y	
Guardian	Symbol	7	Y	C	BC		
Guardian	Symbol of Power	7				Y	
Healing	Cure Light Wounds	1	Y	C	BC	Y	Y
Healing	Cure Light Wounds	2		D	D		

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CLERICAL SPHERES



...continued from previous page.

Sphere	Spell Name	Level	FG&G	OSRIC	LL	M&M	BFRP*
Healing	Slow Poison	2	Y	C			
Healing	Cure Serious Wounds	3				Y	
Healing	Neutralise Poison	3	Y	D			
Healing	Neutralize Poison	3			D		
Healing	Cure Serious Wounds	4	Y	CD	BCD		Y
Healing	Neutralize Poison	4	Y	C	BC	Y	Y
Healing	Cure Critical Wounds	5	Y	C	BC	Y	
Healing	Cure Critical Wounds	6		D	D		
Healing	Heal	6	Y	C	BC	Y	Y
Necromancy	Feign Death	2		D	D		
Necromancy	Speak With Dead	3	Y	C	C	Y	Y
Necromantic	Hide from Undead	1				Y	
Necromantic	Invisibility to Undead	1	Y				
Necromantic	Aid	2	Y			Y	
Necromantic	Animate Dead	3	Y	C	BC	Y	
Necromantic	Cure Blindness	3		C	C		Y
Necromantic	Cure Blindness or Deafness	3	Y				
Necromantic	Cure Disease	3	Y	CD	BCD		Y
Necromantic	Feign Death	3	Y	C	C		
Necromantic	Negative Plane Protection	3	Y				
Necromantic	Remove Disease	3				Y	
Necromantic	Animate Dead	4					Y
Necromantic	Raise Dead	5	Y	C	BC	Y	Y
Necromantic	Slay Living	5				Y	
Necromantic	Regenerate	6					Y
Necromantic	Restoration	6					Y
Necromantic	Finger of Death	7		D	D		
Necromantic	Regenerate	7	Y	C	BC	Y	
Necromantic	Reincarnate	7	Y	D	BD	Y	
Necromantic	Restoration	7	Y	C	BC	Y	
Necromantic	Resurrection	7	Y	C	C	Y	
Plant	Detect and Locate Animals or Plants	1				Y	
Plant	Entangle	1	Y	D	D	Y	
Plant	Locate Animals or Plants	1	Y	D			
Plant	Locate Creature	1			D		
Plant	Pass Without Trace	1	Y	D	D	Y	
Plant	Shillelagh	1	Y	D	D	Y	
Plant	Bark Skin	2	Y	D	D	Y	
Plant	Find Plant	2			D		
Plant	Good Berry	2	Y			Y	
Plant	Locate Plants	2		D			
Plant	Stumble	2			D		
Plant	Trip	2	Y	D			
Plant	Warp Wood	2	Y	D	D	Y	
Plant	Meld Into Tree	3				Y	
Plant	Plant Growth	3	Y	D	D	Y	
Plant	Snare	3	Y	D	D	Y	
Plant	Spike Growth	3	Y			Y	
Plant	Tree	3	Y	D			
Plant	Tree Shape	3			D		
Plant	Command Plants	4				Y	
Plant	Hallucinatory Forest	4	Y	D			
Plant	Hold Plant	4	Y	D			
Plant	Pass Plant	4			D		
Plant	Plant Door	4	Y	D			
Plant	Snakes to Sticks	4				Y	

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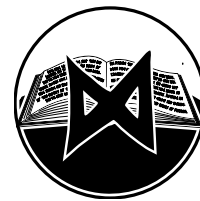
APPENDIX D

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Sphere	Spell Name	Level	FG&G	OSRIC	LL	M&M	BFRP*
Plant	Speak With Plants	4	Y	CD	BCD	Y	Y
Plant	Sticks to Snakes	4	Y	C	BC		Y
Plant	Anti Nature Shell	5				Y	
Plant	Commune With Nature	5	Y	D	D	Y	
Plant	Pass Plant	5	Y	D			
Plant	Tree Stride	5			D	Y	
Plant	Live Oak	6	Y			Y	
Plant	Repel Wood	6			D		
Plant	Transport Via Plants	6	Y	D	D	Y	
Plant	Turn Wood	6	Y	D			
Plant	Wall of Thorns	6	Y	D	D	Y	Y
Plant	Animate Rocks or Plants	7				Y	
Plant	Change Staff	7	Y			Y	
Plant	Anti-Plant Shell	5	Y	D	D		
Protection	Endure Environment	1				Y	
Protection	Endure Heat/Endure Cold	1	Y				
Protection	Protection From Evil	1	Y	C	BC	Y	Y
Protection	Resist Cold	1		C	BC		Y
Protection	Sanctuary	1	Y	C	C	Y	
Protection	Bark Skin	2	Y	D	D	Y	
Protection	Monitor Ally	2				Y	
Protection	Resist Element	2				Y	
Protection	Resist Fire	2		C	BC		Y
Protection	Withdraw	2	Y				
Protection	Elemental Immunity	3				Y	
Protection	Magical Vestment	3	Y			Y	
Protection	Negative Plane Protection	3	Y				
Protection	Protection From Fire	3	Y	D	D		
Protection	Protection From Necromantic Energy	3				Y	
Protection	Remove Paralysis	3	Y			Y	
Protection	Freedom of Movement	4				Y	
Protection	Globe of Protection	4				Y	
Protection	Protection From Electricity	4			D		
Protection	Protection from Elemental Energy	4				Y	
Protection	Protection From Lightning	4	Y	D			
Protection	Protection From Evil, 10' Radius	4	Y	C	BC		Y
Protection	Repel Insects	4	Y	D		Y	
Protection	Repel Vermin	4			D		
Protection	Spell Immunity	4	Y			Y	
Protection	Anti Nature Shell	5				Y	
Protection	Anti-Plant Shell	5	Y	D	D		
Protection	Dispel Evil	5	Y	C	BC	Y	Y
Protection	Favor	5					
Protection	Anti Life Shell	6				Y	
Protection	Anti-Animal Shell	6	Y	D	D		
Protection	Forbiddance	6	Y			Y	
Protection	Heroes' Feast	6	Y			Y	
Protection	Binding	7				Y	
Summoning	Abjure	4	Y				
Summoning	Animal Summoning	4	Y	D			
Summoning	Call Woodland Beings	4	Y	D			
Summoning	Dismissal	4				Y	
Summoning	Summon Sylvan Beings	4			D		
Summoning	SummonAnimal1	4			D	Y	
Summoning	Animal Summoning II	5	Y	D			
Summoning	Dispel Evil	5	Y	C	BC	Y	Y

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CLERICAL SPHERES



...continued from previous page.

Sphere	Spell Name	Level	FG&G	OSRIC	LL	M&M	BFRP*
Summoning	Summon Animal II	5			D		
Summoning	Aerial Servant	6	Y	C			
Summoning	Animal Summoning III	6	Y	D	BC	Y	
Summoning	Animate Object	6	Y	C	BC	Y	Y
Summoning	Conjure Animals	6	Y	C	BC	Y	
Summoning	Summon Aerial Servant	6			C		
Summoning	Summon Animal III	6			D		
Summoning	Summon Majestic Animal	6				Y	
Summoning	Wall of Thorns	6	Y	D	D	Y	Y
Summoning	Weather Summoning	6	Y	D			
Summoning	Conjure Earth Elemental	7	Y	D	D		
Summoning	Creeping Doom	7	Y	D	D	Y	
Summoning	Exaction	7	Y				
Summoning	Succored Retreat	7	Y				
Summoning	Summon Earth Elemental	7				Y	
Summoning	Word of Recall	7	Y	C	BC	Y	
Sun	Light	1	Y	C	BC	Y	Y
Sun	Continual Daylight	3				Y	
Sun	Continual Light	3	Y	C	BC		Y
Sun	Star Shine	3	Y				
Sun	Moonbeam	5	Y				
Sun	Rainbow	5				Y	
Sun	Sunray	7	Y			Y	
Weather	Divine Weather	1			D		
Weather	Faerie Fire	1	Y	D	D	Y	
Weather	Predict Weather	1		D			
Weather	Obscurement	2	Y	D			
Weather	Obscuring Fog	2				Y	
Weather	Obscuring Mist	2			D		
Weather	Call Lightning	3	Y	D	D	Y	
Weather	Protection From Lightning	4	Y	D			
Weather	Control Temperature, 10' Radius	4	Y	D			
Weather	Protection from Electricity	4			D		
Weather	Temperature Control	4			D		
Weather	Rainbow	5				Y	
Weather	Control Winds	5	Y	D	D	Y	
Weather	Control Weather	6			D		
Weather	Summon Weather	6				Y	
Weather	Weather Summoning	6	Y	D			
Weather	Control Weather	7	Y	CD	BC	Y	
Weather	Control Weather (Greater)	7			D		

APPENDIX E: CULTURAL MISCELLANEA

CALENDAR OF THE NORTH

“And as with all who walk this earth, the seasons did pass and Arfhrd no longer found satisfaction in the mead and flesh of the world, and he left his crown and throne to quest one last time to the furthest reaches of the north and denounce vile sorcery one last time.”

The Prose of Arfhrd

While the Thanesmen toil to survive day and night, most do not spend much time counting it. Tomorrow, yesterday, next week and simple terms to measure the passing of time are easy and quick and serve most Thanesmen just fine. But as cultures evolve and scholars emerge, simple things get made complicated. This is true even in the Ice Kingdoms.

In general (though it differs from clan to clan, tribe to tribe and area to area) the Thanesmen use a 12 month calendar with each month having 30 days. Between the sixth and seventh month they engage in a five day festival to celebrate the gods and these five days are not counted as part of any month and generally go by unnamed. Every fourth year a sixth day is added to this celebration in reverence of Uthin.

Each month has four weeks of seven days. At the end of each month is rest period of two days that do not count as part of the month.

When needed the Thanesmen use the following designations for the days of the week.

Nuendag Technically this is No-Day as the “official” Thanic calendar as created and maintained by the holy men of Avarheim declared that at least one a day a week will be held for the gods and will not be a true day, thus the creation and use of Nuendag, the no day. Though over the centuries it has become a standard day of the week, generally no more holy than the next, save for those of religious vocations. It is generally held as the first day of the week in modern times.

Tordag Day of gates (opening and closing, passing and entering, exiting) is the second day of the week.

Uthdag The day of Uthin, generally the third day of the week.

Werdag The fourth day of the week is Werdag, or the day of men.

Thrardag Naturally the day following the day of men is the day of the god of humanity, Thrar, son of Uthin. This is the fifth day of the week.

Freydag The sixth day of the week is Freydag, the day of the wife of Uthin, Hefreya.

Sordag The last day of the common week is Sordag, day of the south.

The months are identified between four seasons. Thaw (spring), Som (summer), Harvest (autumn) and Kalt (winter).

Each season is divided into three months:

Eri- (First, so first month of summer is Erisom, and Erikalt is the first month of winter).

Mod- (Middle, so the second month of summer is Modsom, the second month of spring is Modthaw).

Lao- (Last, so the last month of summer is Laosom, the last month of autumn is Laoharvest).

The year begins on the first day of winter which is traditionally held as the day Arfhrd founded his city and ends on the last day of autumn. In addition scholars tend to date the first year of the Thanic calendar to the founding of the city of Arfhrdheim, putting the current year at approximately 212, though this dating, as with all things in the Ice Kingdoms, can vary from place to place by as much as a few dozen years.

There is no universally accepted calendar. Most people don't even refer to their age or the passing of time in years, but instead by season and the number that have past. For example, if talking in the middle of winter (kalt) and someone says “two seasons ago” what they mean is sometime in the summer (som). Or if someone says “I was born twenty three Kats ago” it means they are 23 years old.



THE DWARVEN YEAR

Because of their long life spans and the lack of daily observation of the sun, moon and stars, dwarves do not place much emphasis on time and calendars. The dwarven year is based around four key seasons and several major festivals. Each season is roughly 90 days long, but some may at times last longer or be considerably shorter than others and this may vary from year to year and hold to hold. It may be Karaz-a-Darn in one hold and a different hold a few miles away is still in Tarak-a-Darn or already started Duram-a-Darn.

These seasons are:

Karaz-a-Darn which occurs during the summer (warmer) months and translates loosely to "travel and trade time", it is when dwarves openly engage in travelling and trading between the holds because the surface world is safer to travel in and easier to cross. It is also the fighting season and is when wars usually start.

Duram-a-Darn which occurs during the autumn months and is a time of preparation. The dwarves in their hold prepare for winter by mining coal, oils, molds, fungi, roots and hunting underground and above ground animals. Traders return from abroad, cold time visitors settle in for the long winters and soldiers embed, entrench and prepare for sieges and stalemates.

Vargan-a-Darn is the dreaded cold time under the mountains. The dwarves shut themselves in, cut off ties with the outside world as much as necessary or possible and brace themselves for the harsh winters.

Tarak-a-Darn is the final season and it is the period immediately after the cold and harsh winters, this is when the dwarves open their holds, reopen communication with other holds and nearby human or gnomish settlements, and dispatch troops to reclaim surface land overrun by goblinoids during the colder months. Tarak-a-Darn also marks the beginning of mining season, when dwarves redouble their mining and excavation work. However, the mining and excavation never truly stop throughout the seasons, but this is the traditional time that the entire clan partakes in the delving.

Aside from these key seasons, the dwarven calendar does not have the concept of traditional months or days of the week. Special feasts and holidays (of which four exist) are set aside based on the advice of priests of the dwarven gods who determine (based on signs and communion as much as any other real delegation and agreement) when the holy days will be observed. It has been known in the past for the year to be nearly over when the clergy remember to observe the holy days and all four are held in a four day period.

CONSTELLATIONS

The Thanesmen do not spend too much time caught up in cosmology and how the universe works. Most folks continue on day to day fulfilling the fate and role destined to them by the will of the gods, while a few others bravely tempt their destinies to carve their own path unseen by the fates. But no one can deny the stars in the heavens or ignore the gods above.

As with most cultures the scholars and priests of the north look toward the stars to decipher the universe. And, like just about everyone else, they see their gods and myths in the constellations above. These constellations represent the power runes of the universe and wax and wane as the year goes by. Though the constellation of man is used as a central tool for navigation, its movement through the sky enables even the simplest farmer to determine the time of year at a glance.

The following is a list of the major constellations revered by the Thanesmen. They are listed (numerically) in order corresponding to the month they are most prominent in the sky during.

1. Man
2. The Dragon
3. The Ship
4. The Deer
5. The Bear
6. The Crown
7. The Tree
8. The Wolf
9. The Sword
10. The Ring
11. The Eagle
12. The Horse
13. The Shield

HUMAN NAMES

Male names: Afi, Agnar, Alf, Alvig, Am, Angantyr, Arf, Arngrim, Ask, Athal, Atli, Authi, Barn, Barrel, Blind, Boddi, Bolthorn, Bondi, Braoared, Brattskegg, Breith, Brodd, Bui, Bundiskeggi, Buthli, Dag, Dan, Danp, Delling, Digraldi, Dreng, Drott, Drumb, Erik, Eyjolf, Eylimi, Ey-mund, Fjolvar, Fjosnir, Franmar, Frathmar, Frekis, Frothi, Fulnir, Geirr oth, Geitir, Gjuki, Gothmund, Gotthorm, Granmar, Gripir, Gunnar, Gyrth, Hæming, Haddings, Haki, Hal, Halfdan, Hamal, Hamund, Harald, Heimir, Hersir, Hervarth, Hethin, Hjalmar, Hjalprek, HJORLEIF, HJORVARTH, HLOTHVARTH, HOGNI, HOLTH, HORVIR, HOSVIR, HOTHBRODD, HOVARTH, HRANI, HRAUTHUNG, HREIM, HREITHMAR, HROLF, HR OREK, HROTHMAR, Humlung, Hunding,



APPENDIX E

Hymling, Instein, Isolf, Isug, Ithmund, Ivar, Jofurmar, Joth, Karl, Kefsir, Kjar, Kleggi, Klur, Klypp, Kon, Kund, Lif, Lut, Lyngvi, Mog, Nith, Nithjung, Nithuth, Olaf, Osolf, Ottar, Randver, Rathbarth, Reifnir, Sæfari, Sækonung, Segg, Sigar, Skelfir, Smith, Solbjarth, Starkath, Sun, Svafnir, Svan, Svein, Sven, Svipdag, Thakkrath, Thegn, Thorir, Thræll, Tind, Tyrting, Varin, Vithga, Volsung, Yng-

Female names: Almveig, Alof, Ambott, Amma, Arinefl, Aslaug, Aurbotha, Auth, Bekkhild, Bjort, Bleik, Blith, Borghild, Bothvild, Bruth, Drumba, Edda, Eikintjasna, Eir, Embla, Erna, Eyfura, Feima, Fljoth, Friauf, Frith, Grimhild, Groa, Guthrun, Hildigun, Hjordis, Hlif, Hlifthrasa, Hvethna, Kumba, Lifthrasir, Lofnheith, Lynghheith, Mothir, Nanna, Ristil, Særeith, Sigrlin, Sinrjoth, Skurhild, Sn or, Snot, Sprakki, Sprund, Svanhild, Svanni, Svava, Thir, Thjothvara, Thora, Tronubeina, Vif, Ysja.

Thanic Last Names: The most common method used in the formation of last names among Thanemen (at least those of the Einheriar clans) is to add a suffix -son or -sson after the father's name. For example, a Barrel, son of Ivar would be called Barrel Ivarson or Ivarsson. For women, the used suffix is -dottir or -sdottir. Thus, a Guthrun, daughter

of Haki, would be called Guthrun Hakidottir or Guthrun Hakisdottir. Other possible last names are words characterizing the individual. These last names, however, are acquired during one's life, and not from birth. For example, Graybeard, Ironfist, Sharptongue, Sharpeyes, Calmmind.

DWARVEN NAMES

Male names: Alf, Althjof, Alvis, Austri, Bifur, Bofur, Bombur, Dain, Delling, Dolgthrasir, Dori, Draupnir, Duf, Durin, Eikinskjalldi, Fili, Fjalar, Frar, Frosti, Fundin, Gandalf, Ginnar, Gloin, Hannar, Haugspori, Heptifi, Hlevang, Hor, Hornbori, Iri, Jari, Kili, Lofar, Loni, Mjothvitnir, Nabbi, Nain, Nar, Nipin, Nithi, Nori, Northri, Nyr, Nyrath, Onar, Ori, Rathsvith, Sindri, Skafith, Suthri, Sviur, Thekk, Thorin, Thrain, Thror, Joined, Vegdrasil, Vestri, Vigg, Vindalf, Virfir, Vit, Yngvi.

Female Names: Ai, An, Aurvang, Bari, Fith, Fræg, Lit, Nali, Nyi, Var.



APPENDIX F: THE CODEX OF EORDAN

The world of Eordan is an enigmatic realm of contradictions. At most times it is rather benign and bland but it also is home to majestic magics and mystical monsters. It is a realm of human kingdoms and elven lords, a planet of adventure and terror. On a close examination it seems to be very similar to other earths that exist in the multiverse, but as one pulls back the layers and views Eordan from the cosmos, one will see that Eordan is quite different than any earth you or I may call home.

COSMIC COORDINATES

Eordan, like most of the mortal worlds, is located on the prime material plane. The area of the prime material plane where Eordan is located, however, is extremely close to the barriers with the elemental planes of existence and Eordan acts as a nexus point where portals between the elemental planes of earth and water collide with the material planes. This is part of the cosmological causes for Eordan's unique composition of a hollow earth filled with water.

Eordan's connection with the elemental planes of earth and water has no major effect on the actual world aside from the compositional make up, however it is more likely to encounter an earth or water elemental (or elementalist) than it is to encounter one of fire or air.

It should be noted that Eordan still has the same range of temperatures and climates as most mortal worlds, its special relationship with water and earth does not reduce or increase the general weather, climate or atmosphere of the world, it merely permits its unique structure to exist with the laws of physics for Eordan.

SYSTEM

Eordan is one of several planets that orbit a large yellow star. Much like humans of the divergent universes, the inhabitants of Eordan refer to this star as the sun. Though no one is sure if Eordan orbits the sun or vice versa. This is the kind of information that is unnecessary for survival on Eordan and is only a matter of interest to sages and scholars, especially those that live hundreds of years after the events of the Eordan Campaigns.

Most inhabitants of Eordan (at least surface dwellers of at least human intelligence) agree that there are several heavenly bodies around Eordan. The aforementioned sun, the moon and at least four or five other "planets". Of course most common folk (especially among the humans and more primitive humanoids) are only aware of the big two (sun and moon) and are more than likely unaware of how the universe works, believing that these heavenly bodies are controlled by gods, magic or unearthly spirits. And truthfully they wouldn't necessarily be wrong.

Eordan has four moons. The primary moon (usually just called the moon) is a brightly lit sphere that rises in the east and crosses the sky westward. It goes through all the standard phases of the moon that other earths witness and has no innately special qualities (aside from myth and legend, and the odd spell or other magical effect that may leech power from or to the moon). The second moon of Eordan is known as the Faemoon. The Faemoon is only visible to faerie folk, elves, dragons and those who can see the invisible or are themselves invisible. Various magical spells may at times offer glimpses of the Faemoon (detect magic or detect evil might provide brief glimpses but nothing concrete, more like fleeting images out of the corner of the eye). The third moon is the Rotan moon and it is only visible to those



APPENDIX F

who see in the infra-red or ultra-violet spectrums (nightvision). Lastly there is the Tide Moon. This moon is largely legendary and is more of a sailor's superstition than an actual moon (probably more likely an asteroid, or an optical illusion caused when two or more of the true moons pass too closely to one another). The Tide Moon is used as a warning to sailors and navigators (and other travelers) to re-chart their courses or dread events will befall them.

Humans, dwarves and lesser humanoids (such as goblins) can only see the true moon unless affected by some sort of magic, despite any presence of infravision or ultravision. Even so, humans still get glimpses of the Tide Moon.

A common myth amongst human religions is the existence of the twelve moons. This belief holds that ever 30 or so days, as the moon finishes its phases, that a different moon assumes watch over the night. This though is often turned into some sort of dramatic theological meaning, such as falling under the watching eye of the Twelve Paladins of Jove or witnessing the doors to the twelve realms of the afterworld or even as a sign of a patron god assuming their dominance of a portion of the year. Scientifically though, there is no evidence of any true transfer of power or responsibility though many cultures do assign each moon a sign or symbolic animal mascot. It is not uncommon for humans to ask one another "what's your moon-sign?"

COMPOSITION

Eordan is a spherical world comprised primarily of water and land masses. Technically it has several oceans but they comprise a single large body of water that makes up the majority of the planet and its core. The land masses exist as a crust that covers the underwater oceans that surrounds and cools the planet's core. Silt and sand extend several miles from the mainland coasts of the islands and continents of the planet creating sea and ocean beds but eventually taper off, becoming thinner until they end over bottomless seas. If one were to swim or sink straight down in the middle of the sea or ocean they would pass through the entire planet until they emerged from the water on the other side of the world. Fortunately the gravitational pull from the planet's core and the ever denser water the deeper one goes prevent this from happening (usually).

The crust or continental shelves of the planet are roughly 20 miles to 30 miles thick and only exists where the actual land emerges from the seas of the world. As mentioned above there is a layer of silt and sand (known as the oceanic crust) that extends between 3 miles to 20 miles (sometimes more, sometimes less) out from the coastlines. Beneath these crusts is the Under Sea. Both of these crusts float on the Under Sea.

The Under Sea is roughly 1800 miles thick and while the Under Sea is largely a cold and dark body of water, the deeper one goes the brighter and warmer it becomes as they come closer to the core of the planet. The high pressure and rising heat would kill any surface creature that made it that deep, even if they could breathe under water. Though some mystical and magical beings could survive the dive.

At various spots in the Under Sea there are silt isles that are very similar to under water islands, and on these islands it is possible for creatures from several under water species to exist.

Because of the nature of the seas of Eordan, anchors have little use once a ship passes a certain distance from the shore. Because of this most sailors are afraid to sail too far from the coast, though some major trade lanes exist. This, of course, makes raids on sailing and shipping vessels easier as one knows where to look for targets.

The core of Eordan is a molten ball of rock and metal. The core has a common reaction to spouts of extremely cold water and other outside influences causing it to send out bursts of lava and magma that make their way to the surface. This magma finds crevices and cracks in the crust and escapes as volcanic eruptions. Several pre-made paths make it easier for the eruptions to occur at certain locations (such as Mount Surtur in the Ice Kingdoms). Pockets of this magma exist in caves and crevices in the crust, trapped from reaching all the way to the surface and flowing, looking for a way out or back down to the core.

When the magma cannot breach the crust (which is common) it impacts beneath the crust causing earth quakes. When a magma blast occurs out to sea with no land mass to house it, it often quickly cools and sinks back to the core, but if enough magma is there, a new island has been known to form.

Despite the unusual composition and make up of Eordan, the planet maintains normal patterns of weather and seasons and has much of the same geographical varieties as the many other earths of the multiverse.

POLES

Like all planets, Eordan has two poles. The northernmost pole is located in the midst of a swirling sea of chaos called the Crown Sea. This sea is the most savage and dangerous body of water on the planet, full of storms, maelstroms, icebergs, sea monsters, mists and fogs and other hazards. The coastal regions of the Crown Sea are accustomed to tidal waves, savage storms and flooding, while islands in the middle of the sea vanish and reappear often being unseen for decades as the sea rises and falls.

The southern pole is more stable, being a large ice shelf,



though with the shifting of waters beneath the ice shelf some regions are less cold than others and it is possible that some inhabitable regions exist near the center of the ice pole.

It is believe by sages that both poles were once central locations for powerful ancient empires from the age of elves and a great cataclysm has left the regions in their chaotic states now known to scholars and explorers.

CONTINENTS

Eordan has four great continents. These continents are all connected, though each continent doesn't necessarily touch the other four. The two largest and most explored continents are Dargogran and Adierolf. These two continents are connected by a land bridge between the Atalac Sea and the Crown Sea. On the south Adierolf is connected to the continent of Saurabia and to Adierolf's east is the great desert continent which in turn connects with the other side of Dargogran.

APPENDIX N: GAMES TO PLAY

As mentioned in the introduction, the Ice Kingdoms is designed to work with Old School Rules, primarily for *OSRIC* or *For Gold & Glory*, but could easily be used with *Labyrinth Lord*, *Swords & Wizardry* and *Basic Fantasy Role-Playing Game* with a minimal of effort. It cannot be stressed enough that The Ice Kingdoms could not exist as a game setting without games for it to be set in. But what are these games?

Well these games are made by other companies and authors and do not fall into the rights of the creators of the Ice Kingdoms. However, as a reference we have listed several possible games below. A quick search of the internet will provide all the information a player or GM needs on these games and information on how to buy them.

Copyright Note: Each of these games is owned by their corresponding publishers and writers and no claim is made to any ownership of rights toward these titles. This list is simply being provided as a reference and resource for players to find like-minded games and supplements for the Ice Kingdoms.

ORIGINAL ERA

Dungeons & Dragons by Gary Gygax and Dave Arneson; Wizards of the Coast LLC.

Swords & Wizardry by Matthew Finch et al., based on work by Dave Arneson, Gary Gygax, et al.; Mythmere Games, Frog God Games.

BASIC ERA

Dungeons & Dragons by Gary Gygax, Dave Arneson, Tom Moldvay, David Cook, et al.; Wizards of the Coast LLC.

Dungeons & Dragons by Gary Gygax, Dave Arneson, Frank Mentzer, et al.; Wizards of the Coast LLC.

Labyrinth Lord by Daniel Proctor; Goblinoid Games.

Basic Fantasy Role-Playing Game by Chris Gonnerman.

Mazes & Perils by Vincent Florio, Bryan Manahan, Mike Stewart, Michael Thomas, et al., based on work by Dave Arneson, Gary Gygax, and John E. Holmes; Wild Games Productions.

Blueholme by Michael Thomas; Dreamscape Design.

FIRST ERA

Advanced Dungeons & Dragons 1st Edition by Gary Gygax, Wizards of the Coast LLC.

OSRIC by Stuart Marshall, Matt Finch, et al.; Knights-n-Knaves Alehouse, Black Blade Publishing, and Usherwood Publishing.

Labyrinth Lord: Advanced Edition Companion by Daniel Proctor; Goblinoid Games.

SECOND ERA

Advanced Dungeons & Dragons 2nd Edition by David "Zeb" Cook, Steve Winter, John Pickens, et al., based on work by Gary Gygax and Dave Arneson; Wizards of the Coast LLC.

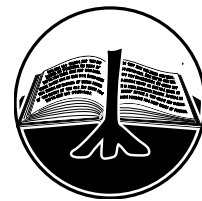
For Gold & Glory by Justen Brown et al., based on work by David "Zeb" Cook, Steve Winter, and Jon Pickens.

Hackmaster 4th Edition by Jolly R. Blackburn, Brian Jelke, Steve Johansson, David Kenzer, et al., based on work by Gary Gygax and Dave Arneson; Kenzer & Company.

THIRD ERA

Dungeons & Dragons 3rd Edition (and 3.5) by Monte Cook, Jonathan Tweet, Skip Williams, et al.; Wizards of the Coast LLC.

Pathfinder by Jason Bulmahn et al., based on work by Gary Gygax, Dave Arneson, Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, Peter Adkison, et al.; Paizo Publishing, LLC.



BEYOND ERA

Dungeons & Dragons 4th Edition by Rob Heinsoo, Andy Collins, James Wyatt, et al.; based on work by Gary Gygax, Dave Arneson, David "Zeb" Cook, Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison; Wizards of the Coast LLC.

Dungeons & Dragons 5th Edition by Mike Mearls, Jeremy Crawford, et al., based on work by Gary Gygax, Dave Arneson, et al.; Wizards of the Coast LLC.

OTHER ERAS

Castles and Crusades by Davis Chenault, Mac Golden, et al., Troll Lord Games.

Astonishing Swordsman & Sorcerers of Hyperborea by Jeffrey Talanian; North Wind Adventures, LLC.

Myth & Magic by Tom Ryan; New Haven Games.



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THE WALL OF VALAGARD

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THE RED LANDS

THE DEVIL'S TOUNGUE

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THE GAGOROK

LESSER PLAINS OF GAGOROK

WOLFHEIM

THE EYE OF UTHIN

ARTHRDHEIM

AVARHEIM

GRUENGARD

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GRONGARD

TENEBOUS

THANEGARD

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