

A GLORIOUS DEATH



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A Shadow of the Demon Lord Supplement

A GLORIOUS DEATH

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Into the Wastes

For centuries, jotun raiders sailed up and down the Empire's coastlines in their longships, sacking towns and villages as far away as the eastern shores of the Northern Reach. Each raid carried off gold and plunder, slaves and magic to fill the vaults of the jarls, while turning the lands they struck into blackened ruins, the dead left for the crows. As history records, the Empire assembled a great and terrible host to lay waste to the lands of the giants and rid the world of its threat. The imperial hordes spilled south into the frozen wastes, shattered the jotun's defenses, scattered their enemies, and took prisoners back in chains to serve as the Empire's slaves.

The conflict cost the jotun dearly. Nearly three-quarters of their population died in the fighting or were dragged off to be warped into orcs. Although starvation, exposure, and disease further winnowed their numbers, the survivors vowed vengeance. They endured during the first terrible years following the devastation and eventually rebuilt their holdfasts and longhouses, crafted new ships, forged weapons and armor, and increased their numbers over the following

generations in preparation for renewing their war against humankind.

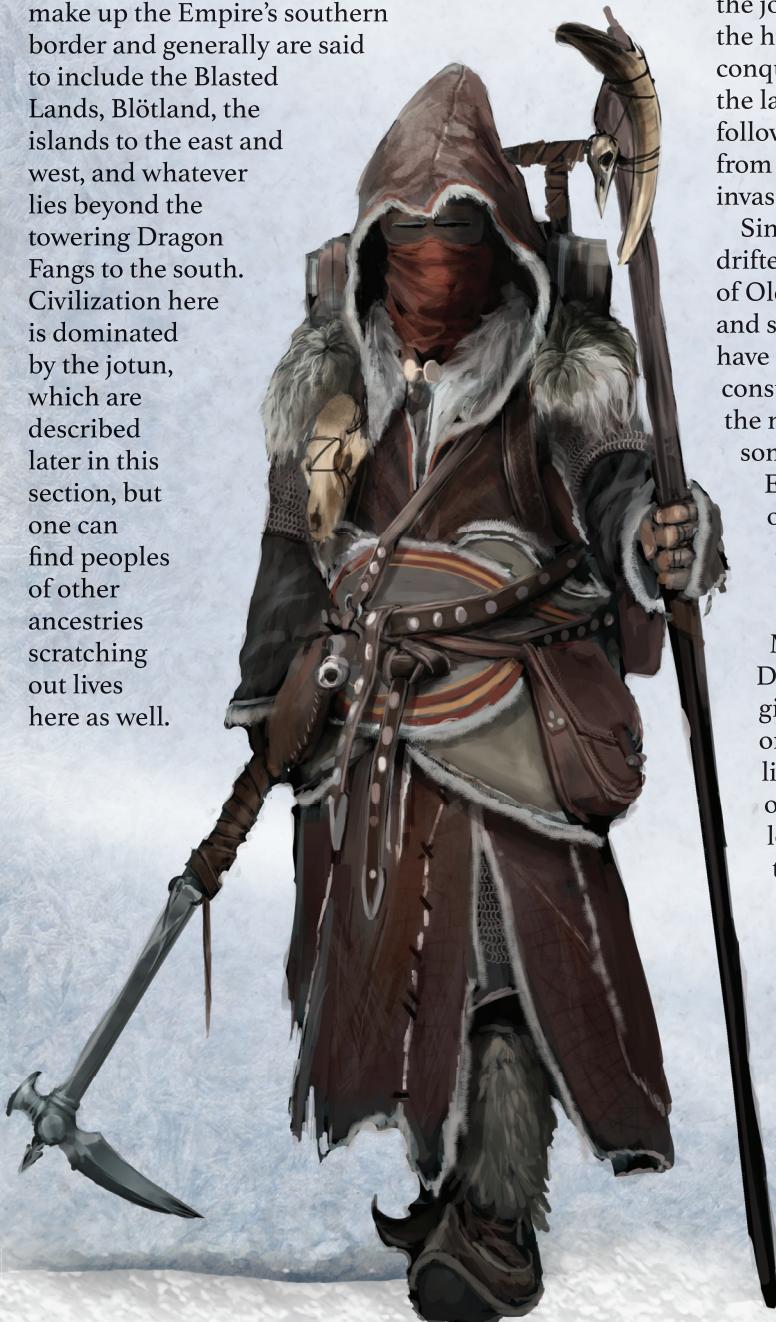
Like other supplements for *Shadow of the Demon Lord*, *A Glorious Death* zooms in on one region of the continent and lays bare its secrets. This book explores a stretch of cold, inhospitable land known as the frozen wastes. Like the Desolation, many in the Empire deem it uninhabitable by all but the hardiest people, and thus the most powerful nation on Rûl has made little effort to tame any of this territory. Other obstacles to civilization are the indigenous jotun, people with the blood of giants flowing through their veins; strange monsters birthed in the cloying darkness under the mountains; and the sense that dark, strange gods watch over all that happens here.

Everything described in this book is optional and might not be appropriate for all campaigns. If you're a player, discuss using this material with your Game Master. If you're a GM, you can drop the setting information into any world you use, adapting the content to suit your needs.

People of the Wastes

The frozen wastes do not make life easy. Freezing temperatures, frequent blizzards and ice storms, and rocky terrain with little arable soil combine to make living here impossible for all but the hardiest souls. But despite the difficulties, people do carve out lives for themselves here. They gather in communal longhouses with walls built from felled pine trees and roofed with sod. They huddle behind wooden palisades that keep out the monsters roving over the countryside. And they all know how to fight, because everyone here wants what everyone else has, so only the strongest and smartest survive.

The wastes cover the lands south of the ragtag and contentious nations that make up the Empire's southern border and generally are said to include the Blasted Lands, Blötland, the islands to the east and west, and whatever lies beyond the towering Dragon Fangs to the south. Civilization here is dominated by the jotun, which are described later in this section, but one can find peoples of other ancestries scratching out lives here as well.



Orcs: Although it stripped them of their jotun heritage, the dark magic responsible for the orcs failed to quash their cultural identity or quell the yearning they feel for their homeland. The Empire bound the orcs to service through magical compulsions that kept them loyal to whoever sat the Alabaster Throne. Although individual orcs have managed to break the chains that held them, now that the orc king Drudge has claimed the Alabaster Throne, orcs that wish to do so have begun to travel the roads their ancestors took in search of their ancestral homeland. The orcs did not find welcome among the jotun and instead were met with derision, scorn, and hatred. Orcs gathered in small camps on the borders of the wastes, building a new society in the shadow of their kin. Orcs and jotun fight against each other often, but the continuing influx of new orcs from the north bolsters the race's presence in the wastes and has all but ensured that the orcs are here to stay.

Humans: Even though the Empire had defeated the jotun through superior magic and technology, the humans could not hold the land they had conquered, as it was too far from their homeland and the landscape had little to offer. Thus, in the months following the war's end, all but a few imperials withdrew from the frozen wastes, leaving the wreckage of the invasion behind.

Since those times, other humans have occasionally drifted into the wastes. Some are unhinged followers of Old Man Winter, who crave the god's attention and scourge their bodies with cold to gain it. Others have come here fleeing witch hunters and inquisitors, constables and justice. Still others seek to mine the mountains for ore or simply to start a new life somewhere far from the corruption that is killing the Empire. Humans live on the edges of Blötland, some of them among the orcs, others in tiny outposts shared with dwarfs and other peoples.

Dwarfs: The abandoned ruins of dwarfen holdfasts dot the southern reaches of the Shield Mountains. More can be found scattered in the Dragon Fangs and elsewhere in the frozen wastes, giving evidence to the old tales that the dwarfs originated in these lands long ago. Few dwarfs live here now, however, and the ones who do are often adventurers or treasure hunters seeking the lost glory of their people. They have no love for the jotun or the orcs, so the dwarfs either keep to themselves or live with human settlers on the edges of Blötland.

Other Ancestries: The borderlands leading to Svartalfheim, a hidden kingdom, lurk somewhere in the wastes, and thus elves and pixies, along with hobgoblins, changelings, and others, might emerge from their magical realm to explore the land of giants. One can also occasionally encounter halflings, goblins, and other ancestries. Created peoples, such as clockworks and revenants, are rare or nonexistent.

PROFESSIONS

When choosing or randomly determining starting professions for characters who originate from or live in the frozen wastes, you can discard any profession that does not fit with the hostile landscape and the violent cultures found here. For example, you probably won't find many musicians in the wastes, but you would encounter many professions from the martial and wilderness tables. Jotun characters use the table included in the ancestry description.

RELIGION

The religions that operate in the Empire and its neighbors are largely absent from the frozen wastes. The jotun find the concept of the New God foolish and see the gods of the Old Faith as nothing more than faeries dressed up as divinities. Instead, in the religion of the jotun, the fear of the Dark Gods is dominant. In addition, orcs and even some humans pay homage to these cruel and rapacious deities.

The pantheon of Dark Gods, sometimes called the Gods of Blood and Iron, includes dozens of deities. At the head sits Grimmir, the All-Father and King of the Gods. The jotun believe that Grimmir decided the fates of all living things when he created them, and so no one can forestall one's doom. For this reason, jotun have a fatalistic outlook on life, accepting what happens to them as if it were ordained. They are fearless in battle, since whether each lives or dies has already been determined.

Signs of the Dark Gods are everywhere in the wastes. Rune stones stab up out of the snow, and rune-scarred idols of the Dark Gods are scattered across the countryside, such that people moving through these lands get a real sense that the gods are both real and present. Add to these markers the occasional appearance of Bifrost, the rainbow bridge that leads to Valhalla above the Dragon Fangs, and all who reside or travel in the frozen wastes know that they do so under the watchful gaze of mad and capricious powers.

Priests, called gothi, preserve the teachings of the Dark Gods and exude a dread authority wherever they go. The gothi advise the jarls and lead soldiers into battle, calling forth the magic from their bloodthirsty patrons to whip their allies into a frenzy.



DARK GODS AND THE COSMOLOGY

You can learn more about the Dark Gods and the gothi expert path in *Uncertain Faith*, a supplement that details the major religions found across Rûl. If you do not have this supplement, the Battle, Destruction, and Rune traditions are associated with the faith.

Most important, the jotun religion does not perfectly match up with the religions and beliefs found in other lands. For example, the jotun believe in the Underworld and in Hell, but they also believe they can escape the wheel of life and find a place among the gods in Valhalla. The point to remember is that mortal belief shapes the existence of the gods and the worlds they inhabit. Valhalla and the Dark Gods exist because the jotun believe in them, and as the worship of the Dark Gods spreads into other lands, it might exist for those people as well. It is not a place of comfort and plenty, however. Valhalla is a realm of near-constant violence, where souls must fight against each other for the pleasure of their dark master. Thus it is no paradise and is rather a lot like Hell.

Aside from worship of the Dark Gods, other religions might have influence in outlying settlements of the wastes. Giant Fall, described later in this book, has a few shrines to the old gods. As well, missionaries of the New God have tried and failed to establish a foothold here.

STARTING EQUIPMENT

To survive in the frozen wastes, one must have the proper clothing and equipment. Thus, even the most impoverished folk have heavy furs. Without such gear, they would have frozen to death long ago.

Any character who hails from the frozen wastes has the following equipment: a set of cold weather clothing, a dagger, a fur cloak, a backpack, a week of rations, a skin full of wine, a tinderbox, and 1d3 + 1 torches. In addition, roll on the Wealth table (*Shadow*, page 25) to determine starting wealth. You have the following additional starting equipment based on your starting wealth.

Destitute: You have 1d6 bits.

Poor: You have a basic melee weapon and 1d6 cp.

Getting By: You have a basic melee weapon and 2d6 cp.

Comfortable: You have a basic melee weapon and either a military or a swift melee weapon. Plus, you have 3d6 cp.

Wealthy: As comfortable, but you have 1d6 ss instead of 3d6 cp.

New Interesting Things

If you create a character from the frozen wastes, you can roll on the Interesting Things of the Frozen Wastes table instead of the tables in chapter 1 of *Shadow of the Demon Lord*.

Interesting Things of the Frozen Wastes

d20	Interesting Thing
1	A chunk of ice that never melts.
2	A propensity for boasting.
3	A thirst for blood.
4	Extensive tattoos all over your body.
5	A nice bit of scrimshaw.
6	A mummified human head.
7	A horn that, when sounded, can be heard from up to 20 miles away.
8	A family back home.
9	An enduring hatred for all things good and pure.
10	A sword or a battleaxe etched with strange runes.
11	A stone token on which has been etched a rune.
12	A bundle of 1d6 + 1 severed heads.
13	Three bristles from a boar's chin that shed light as a torch in darkness.
14	A hunting lodge in Blötland.
15	A pike stained with dragon's blood.
16	Black and white face paint and spiked bracers.
17	A golden torc worth 1d3 gc.
18	An ornately carved drinking horn.
19	A wretched band of 1d3 + 1 human thralls (as commoners).
20	A longboat with a dragon-headed prow.

Jotun

Though it has been centuries since the jotun ravaged the Empire's western coasts, imperials still speak of the giant-blooded raiders in hushed whispers. They have good cause to fret, for since their crushing defeat at the hands of the Empire's elite soldiers and cunning wizards, the jotun have bided their time, nursing their hatred while waiting for the Great Wolf to devour the sun, which will signal the time to set sail once more and drown the Empire in blood.

Blood of Giants: Jotun boast that they have the blood of giants flowing through their veins, and their great size and menacing demeanor suggest there might be something to their proclamations. Standing 8 to 10 feet tall and weighing 400 to 800 pounds, they tower over most people. Compared to humans, even the scrawniest jotun benefit from big frames covered with slabs of muscle. They all have thick, brutish features. Most find

the sun painful due to widespread albinism, which accounts for their crimson eyes and chalky white skin.

Mankind's Greatest Foes: The jotun plagued civilization for centuries. Every year when the seas thawed and the ice receded, the jotun would board longships and raise black sails to venture north and visit horror on the weak, the soft, and the fearful. Raiding was necessary to the jotun's survival because it provided the grains, textiles, gold, and slaves to sustain their society. Of course, raiding also meant battle, and every jotun saw these expeditions as a way to become blooded and earn a place among the jarl's household.

Success in their incessant raiding along the Empire's southern coasts emboldened the jotun to venture into the nation's interior by sailing up rivers. Such a strike into the heartland, along with the death of the emperor's heir, roused the full anger of the Alabaster Throne. The emperor sent legions south to destroy them. Although they were ferocious and battle-hardened, the jotun could not stand against the Empire's battle wizards or ironclad soldiers.

For the Empire, breaking the jotun was not enough. The imperial legions invaded their realm, crucified their chieftains, and enslaved the people. From these captives, they made the orcs that would serve the emperors for centuries.

The jotun have since recovered from their defeat and have endured the many centuries since while waiting for their time of vengeance. Although most jotun remain in the frozen wastes, a few seek their fortunes in the north as mercenaries, guards, and adventurers.

Strength and Courage: A culture focused on battle creates people who pride themselves on being strong and brave. To join the ranks of the warriors, one must pass the tests of blood and iron—a brutal series of contests involving brawls, hurling weapons, fighting beasts, and more that unfolds over several days. The weak succumb, their bodies tossed into the dark waters to feed the kraken that will one day rise from the depths to crush the world. The survivors become champions, battle-ready and proven.

Jotun enjoy crude humor, drinking, and boasting. They tell riddles or enjoy the skalds' tales of their great heroes, the foibles of the gods, and the mishaps that befell the wretched trows. Superstitious, the jotun see omens everywhere and believe the gods walk among them. Cowardice is the greatest crime a jotun could commit. Many jotun believe that fleeing from an enemy brings shame not only to themselves, but to their entire clan.

The Wyrd: The jotun believe that Grimnir has laid eyes on the beginnings of all things and has seen the end as well. His knowledge means that all has been decided, and each person's fate has already been written. The concept of the wyrd (which can be taken as destiny, doom, or fate) haunts the jotun, shaping their view of the world and defining the place they have in it. There can be no escaping the doom foreseen by Grimnir, so there is no sense fighting it. Accept what is, and chase glory until the end.



Common Names: Arne, Astri, Bjorn, Bryhild, Eirik, Freydis, Geir, Gisle, Gundrun, Gunnar, Gunnhold, Gunnvor, Hakon, Harald, Hilde, Inge, Ingrid, Ivar, Knut, Leif, Magnus, Olav, Ragnhild, Ranveig, Rolf, Sigrid, Sigurd, Sigrunn, Siv, Snorre, Solveig, Steinar, Svanhild, Torhild, Torstein, Torunn, Trygve, Turid, Ulf, Valdemar, Vidar, Vigdis, Yngve, and Yngvild.

CREATING A JOTUN

Starting Attribute Scores Strength 13, Agility 9, Intellect 8, Will 10

Perception equals your Intellect score

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 2, Speed 10, Power 0

0 Damage, 0 Insanity, 0 Corruption

Languages and Professions You speak the Common Tongue and Trollish. You begin the game with one profession, which you determine by rolling on the Jotun Profession table.

Inured to Cold You take half damage from cold, and you are never at risk of suffering the effects of exposure in cold environments.

Powerful Ancestry When your group attains level 1, you do not choose a novice path. Instead, whenever the Advancement table in *Shadow* indicates you would gain benefits from a novice path, you gain the benefits from your ancestry for that level.

Level 1 Jotun Novice

Attributes Increase two by 1

Characteristics Health +6

Catch Your Breath You can use an action, or a triggered action on your turn, to heal damage equal to your healing rate. Once you use this talent, you cannot use it again until you complete a rest.

Level 2 Jotun Novice

Characteristics Health +6

Gain one of the following benefits:

Magic You increase your Power by 1, discover a tradition, and learn one spell from that tradition.

Weapon Training You make attack rolls with 1 boon when you attack with a weapon.

Level 4 Jotun Expert

Characteristics Health +6

Gain one of the following benefits:

Magic You discover a tradition or learn one spell from a tradition you have already discovered.

Blood of Giants Whenever you heal damage, you make Strength attack rolls and challenge rolls with 1 boon for 1 round.

Level 5 Jotun Expert

Characteristics

Health +6

Titan's Strike When the total of your attack roll is 20 or higher and exceeds the target number by at least 5, the target takes 1d6 extra damage and must get a success on a Strength challenge roll or fall prone.

Gain one of the following benefits:

Magic You increase your Power by 1 and either discover a tradition or learn a spell from a tradition you have already discovered.

Combat Prowess Your attacks with weapons deal 1d6 extra damage.

Level 8 Jotun Master

Characteristics

Health +6

Gain one of the following benefits:

Magic You either discover a tradition or learn a spell from a tradition you have already discovered.

Combat Expertise When you use an action to attack with a weapon, you can either deal 1d6 extra damage with that attack or make another attack against a different target before your turn ends.

Jotun Build

3d6 Build

3	You are quite scrawny, under 8 feet in height and weighing about 400 pounds.
4-5	You are short, about 8 feet tall.
6-8	You are slender, 500 pounds or less.
9-12	You are a typical jotun, 9 feet tall and 700 pounds.
13-15	You are heavyset. You weigh 850 pounds.
16-17	You stand 10 feet tall and weigh 800 pounds.
18	You are enormous, 11 feet tall and over 1,000 pounds.

Jotun Appearance

3d6 Appearance

3	You have a monstrous appearance. Crude stitching holds your skin together, ugly scars zigzag across your body, and you have more blemishes than clear skin.
4-5	You have a sickly appearance, almost jaundiced, with red-rimmed eyes and odd blotches marking your skin.
6-8	You resemble most other jotun, but nasty scars stand out all over your body.
9-12	You have chalky white skin, crimson eyes, and thick, brutish features.
13-15	You are a fine-looking jotun, with white skin and red eyes.
16-17	You have light blue skin with dark patches under your eyes and in the creases of your skin. Your irises are white with red flecks.
18	You have dark blue skin and piercing white eyes. Your people believe you to have been touched by the gods of blood and iron.

Jotun Personality

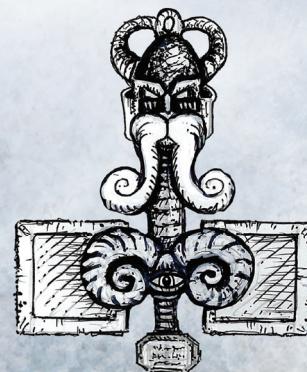
3d6 Personality

3	You are a lout. Cruel and vicious, you enjoy using your strength to hurt other people.
4-5	You are a bully. You talk a big game, but you are desperately afraid people will find out how scared you really are.
6-8	Loud and boisterous, you pick fights you probably shouldn't.
9-12	You do and take what you want because you are strong. You are given to boasts and never back down from a challenge.
13-15	You have nothing to prove. You know your worth and won't be baited into a fight you could avoid.
16-17	You believe that with power comes responsibility. You seek to uplift and inspire, rather than to take down and destroy.
18	You regret your people's aggressive tendencies and strive to find peaceful solutions to your problem, resorting to violence only when you must.

Jotun Profession

d20 Profession

1	Scholar of geography, navigation, or war
2	Slave
3	Merchant or slaver
4	Sailor
5	Farmer or woodcutter
6	Laborer or shipwright
7	Entertainer (orator, singer, or storyteller)
8	Pirate
9	Thrall
10	Raider
11	Soldier
12	Clan guard
13	Mercenary
14	Fisher or whaler
15	Healer
16	Barbarian
17	Hunter or whaler
18	Scholar of folklore or history
19	Devotee of the Dark Gods
20	Scholar of astrology, magic, or the occult



Jotun Background

d20 Background

- Your clan cast you out for cowardice. You might strive either to regain your honor or to embrace your nature.
- While ranging across the Blasted Lands, you encountered a band of cold ones and nearly died in the fighting.
- You were beaten badly after you challenged another jotun to a duel. You bear the scars still.
- Trolls, cousins to the dwarfs, took you prisoner. They treated you well, but you had to murder several of them to escape.
- You grew up hearing tales about the evil Empire in the north. You hope to win glory and honor by slaughtering the humans living there.
- You became lost in the frozen wastes and experienced unsettling visions. Start the game with 1d3 Insanity.
- You were widely feared and respected by your clan. You earned your reputation for being ferocious in a fight and leaving your victims maimed.
- You have a spouse and 1d3 children. You might be estranged from them or work to provide for their well-being.
- You once saw the kraken destroy a ship. The experience left you chilled, and you become nervous in the open water.
- You earned a living working in your profession.
- You fell in love with a human who eventually rejected you. You still have an eye for humans.
- A raven of Grimnir, the one-eyed god of your people, came to you and revealed your wyrd. You left your homeland to seek it.
- You left your homeland to see the world.
- A storm destroyed your ship, and you alone washed ashore in human lands.
- You inherited a sword or a battleaxe. The weapon is fine and covered in runes, though it does not appear to be magical in nature.
- You befriended a skald and learned many of the old songs and stories.
- A family member dabbled in dark magic and left a stain on your clan's reputation.
- You performed a great deed, and your people consider you a hero.
- You will become jarl of your clan one day if you can prove your worth.
- You found a great treasure. Begin the game with one enchanted object created by the GM.

Jotun Age

3d6 Age

- You are a child, no more than 11 years old. Reduce your height and weight by 50 percent.
- You are an adolescent, from 12 to 17 years old. Reduce your height and weight by 25 percent.
- You are a young adult, from 18 to 25 years old.
- You are an adult, from 26 to 35 years old.
- You are a middle-aged adult, from 36 to 55 years old.
- You are an older adult, from 56 to 75 years old.
- You are a venerable adult, 76 years old or older.

Size 2 Creatures

As a jotun, you are a Size 2 character, which makes you quite a bit larger than most other player characters. Size 2 characters have several benefits and drawbacks, summarized here.

- Your reach is 2 yards (*Shadow*, page 37)
- Your movement might be restricted by space (*Shadow*, page 38)
- Size 1/2 and smaller creatures can freely move through your space (*Shadow*, page 38).
- Armor and weapons cost double the listed price (*Shadow*, pages 100 and 102)
- Your attacks with weapons that normally deal 1d6 damage or more deal 1d6 extra damage. Your attacks with weapons that normally deal less than 1d6 damage instead deal 1d6 damage (*Shadow*, page 102).

New Paths

The following paths supplement the ones already available, highlighting tactics, skills, and magic appropriate to the violence found in the frozen wastes.

JUGGERNAUT

Expert Path

Not all warriors fight with weapons. Some, because of their great size, find their bare hands equal to the task of smashing enemies. These juggernauts all have great size and strength and can use these assets to best advantage. They wade in among their foes and use their hands to twist necks and rip off arms. Jotun, ogres, and other large peoples are the most likely to become juggernauts.

JUGGERNAUT Story Development

d3 Story Development

- You were a great wrestler and brawler among your people and you improve those fighting skills for use on the battlefield.
- You never had much in the way of formal combat training, but your great strength more than makes up for your lack.
- You developed your brutal techniques after observing a giant tear men limb from limb.

Level 3 Juggernaut

Attributes Increase Strength by 1 and one other attribute by 1
Characteristics Health +6

Powerful Fists Your weapon attacks using unarmed strikes deal 1d6 extra damage. In addition, when you attack a target that's smaller than you with an unarmed strike or a grab, you make the attack roll with 1 boon.

Unstoppable If you are immobilized or slowed, you can use an action, or a triggered action on your turn, to remove the affliction.



Level 6 JUGGERNAUT

Characteristics

+6

My Enemy, My Weapon You can use an action to grab a creature you are already grabbing. If that creature is smaller than you, you can swing the creature as if it were a weapon. Choose a target within your reach and make a Strength attack roll against the target's Agility. On a success, the creature you are grabbing and the target of the attack take damage as if you had hit each of them with an unarmed strike that deals 1d6 extra damage. If the creature you're grabbing dies, it becomes an improvised weapon as normal.

Level 9 MASTER JUGGERNAUT

Characteristics

+6

Pain Don't Hurt While injured, you take half damage from weapons.



CRYOMANCER

MASTER PATH

Cryomancers harness the power of Water magic. They use special techniques to shape water into ice and snow through the spells they learn, and they are imbued with a special tolerance against frigid environments. Like hydromancers, cryomancers bond with genies and derive their knowledge and magical might through that connection. The cryomancer's techniques originated in the Blötland, though nowadays practitioners can be found anywhere in cold, icy climes.

Level 7 CRYOMANCER

Attributes Increase three by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You discover the Water tradition or you learn one Water spell.

Cold Resistance You take half damage from cold. If you already take half damage from cold, you instead take no damage from cold.

Ice Stride You ignore the effects of moving across difficult terrain caused by snow or ice.

Level 10 CRYOMANCER

Characteristics Health +2

Magic You learn one spell.

Ice Magic Mastery When you cast a Water attack spell, you make the attack roll with 1 boon and creatures make challenge rolls to resist the attack with 1 bane. In addition, if the spell deals damage, you treat any roll of 1 on the damage dice as if you had rolled a 3.

SEER

MASTER PATH

Some are born with a gift of special sight, able to see the doom that awaits others. This can be an unbearable burden, and some people born with the gift go so far as to gouge out their eyes so they never again see the flesh melt from their friends' faces or worms writhing in their eye sockets. Others come to see these visions as blessings from the Dark Gods and accept them as their fate. All seers are a little crazy, a trait that manifests in twitches and nonsensical utterances. Seers can pronounce what they believe to be the fates of creatures around them, uttering profound words that can embolden or terrify. The most powerful of their kind can even drive off the Valkyrie, reminding them that the time for a warrior's death is not yet at hand.

Level 7 Seer

Attributes Increase three by 1

Characteristics Health +3, Power +1

Magic You discover the Divination tradition or you learn one Divination spell.

Pronounce Doom You can use an action to expend the casting of a spell. Choose one creature within medium range. If the creature can hear and understand you, it must make a Will challenge roll. On a success, the creature makes attack rolls and challenge rolls with 1 boon. On a failure, the creature becomes frightened. The effect lasts for a number of rounds equal to the rank of the spell whose casting you expended (minimum 1 round).

Level 10 Seer

Characteristics Health +3

Magic You learn one Divination spell.

Not Your Time to Die When a creature within medium range would become incapacitated, you can use a triggered action to cause that creature to heal damage equal to its healing rate. Then, roll a d6. On a 1, the creature takes damage equal to its healing rate, and you become stunned for 1 minute. On a 2-5, you cannot use this talent again until you complete a rest. On a 6, you make attack rolls and challenge rolls with 1 boon for 1 round.

Skald

MASTER PATH

Skalds preserve the lore of their people in tale and poem. Most began their training by learning the old stories, committing them to memory and recounting them to inspire their listeners. Others bind themselves to new heroes, chronicling their exploits as they unfold and immortalizing them in their epics. No simple entertainers, skalds are historians, advisors, seasoned warriors, and leaders in battle. Skalds are common among the jotun and can be found among dwarfs and humans, too.

Level 7 Skald

Attributes Increase three by 1

Characteristics Health +5

Languages and Professions You can speak another language or add an academic profession.

Combat Inspiration When you get a success on an attack roll, you can use a triggered action to grant 2 boons to the attack roll of a creature within short range that can see you.

Stirring Performance You can use an action to deliver a speech, recite a poem, or tell a tale. If you concentrate for 1 minute, during which time you continue the speech, poem, or tale, you grant up to five creatures other than you that were present for the entire performance 1 boon on attack rolls and a +5 bonus to Health for 1 hour. A creature can benefit from Stirring Performance only once. It regains the ability to be affected by this talent after it completes a rest.

Level 10 Skald

Characteristics Health +5

Emboldening Inspiration Creatures benefiting from your Inspire Prowess talent cannot be frightened.

Lasting Inspiration The benefits from using your Inspire Prowess talent last until a creature becomes incapacitated or rests.

WARRIOR SPIRIT MASTER PATH

On the battlefield, when the screams of the dying rise above the clash of steel, when the stench of blood, shit, and death hangs heavy in the air, some find it harder to keep control and maintain their focus. Their minds fracture under the strain, and madness takes over, driving these warriors to acts of appalling violence. The jotun believe that a spirit of battle fills such warriors and lends them power. Mostly drawn from the ranks of berserkers, fighters, and juggernauts, spirit warriors embrace their madness as they shrug off their enemies' attacks and tear their foes to pieces.

Level 7 WARRIOR SPIRIT

Attributes Increase three by 1

Characteristics Health +5

Eschew Armor While you are not wearing armor or using a shield, you have a +2 bonus to Defense.

Spirit of the Warrior On your turn, you can choose to gain 1 Insanity. You do not become frightened from gaining Insanity in this way. Instead, for a number of rounds equal to your Insanity total, you gain the following benefits:

- You make attack rolls and challenge rolls with 1 boon.
- You take half damage from fire and weapons.
- At the end of each round, roll a d6. On a 1, the GM controls your character until the end of the next round. On a 2-5, you act normally until the end of the next round. On a 6, as 2-5 but your attacks with weapons deal 1d6 extra damage.

Level 10 WARRIOR SPIRIT

Characteristics Health +5

Greater Spirit of the Warrior While you are under the effects of Insanity gained from your Spirit of Battle talent, your weapon attacks deal 1d6 extra damage. As well, the bonus to Defense from the Eschew Armor talent increases to +4.

MAGIC

Old magic pervades the frozen wastes, power left behind by the ancient trolls that revealed their secrets to the jotun with whom they allied.

BATTLE SPELLS

CUNNING PARRY

BATTLE UTILITY 1

Duration 1 minute

You impose 1 bane on the attack rolls of creatures you can see that attack you.

Triggered When a creature you can see uses a weapon to get a success on an attack roll against you, you can use a triggered action to cast this spell. You turn the success into a failure, and the spell ends.

AWESOME STRIKE

BATTLE ATTACK 2

As part of casting this spell, make an attack with a weapon. You make the attack roll with 1 boon, and you can use Intellect instead of the attack's normal attribute. On a success, the target takes 2d6 extra damage, flies 2d6 yards away from you, and lands prone at the end of this movement.

HARNESS MADNESS

BATTLE UTILITY 2

Triggered You can use a triggered action on your turn to cast this spell. As part of casting this spell, make an attack with a weapon. You make the attack with 1 boon, and you can use Intellect instead of the attack's normal attribute.

After the attack, you gain an amount of Insanity equal to $2d6 +$ your Power. If the Insanity would cause you to go mad, you suffer battle madness (*Shadow*, page 118), you make attack rolls with 1 boon, your weapon attacks deal $1d6$ extra damage, and you gain a +5 bonus to Health until the madness ends.

COMBAT MOMENTUM

BATTLE UTILITY 4

Duration 1 minute

As part of casting this spell, make an attack with a weapon. You make the attack roll with 2 boons, and you can use Intellect instead of the attack's normal attribute.

For the duration, whenever you get a success on an attack roll, the spell grants you 1 additional boon on attack rolls until the spell ends.

LAUGHTER OF THE DARK GODS

BATTLE ATTACK 5

Target You and each creature within medium range that can hear you

Gain $1d3$ Insanity as you throw your head back and howl with mad laughter. Then, each target makes an attack with a melee weapon against a randomly determined creature. If a target has no creature to attack, the target instead gains $1d3$ Insanity.

Curse Spells

KNOW THY DOOM

CURSE ATTACK 1

Target One creature within short range that can hear you

You pronounce the target's doom. Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed until you complete a rest or you use an action to lift the curse. While cursed in this way, whenever the target gets a failure on an attack roll or a challenge roll, it grants 1 boon on the attack rolls of any creatures attacking it for 1 round.

Once the curse is lifted, the target has no recollection of its doom.

BLOODLUST

CURSE ATTACK 3

Target One creature within medium range

Feelings of intense anger build inside the target. Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 hour or until you use an action to lift the curse. While cursed in this way, the target must use an action each round either to attack with a weapon or to charge if no target is within its reach or range. The target makes the attack roll with 1 bane but deals $1d6$ extra damage. The curse prevents the target creature from choosing the targets of its attacks. It must always attack the creature closest to it, determining its target randomly if faced with two or more possible targets.

Divination Spells

BLOODY REVELATION

DIVINATION UTILITY 2

Requirement You must have an edged weapon.

Target One defenseless and living creature you can reach

Describe one event that will occur at some point within the next week to the target, such as when the dragon will awake and attack or when the armies of trolls will descend from the Dragon Fangs. You kill the target and pull out its guts to discover the answers in the viscera. If you concentrate on the guts for 1 minute, and you speak in a language the target knows, you can ask the GM up to three questions about the described event. Each question must be answerable by yes or no, and the GM must answer the question truthfully. If the question is not phrased properly or the GM simply doesn't know, the question produces a negative answer and counts against the number of questions asked.

Sacrifice You can expend a casting of this spell to cast a rank 2 or lower spell you have learned from the Divination tradition.

Forbidden Spells

WELLSPRING OF EITR

FORBIDDEN UTILITY 3

Target A point on the ground within short range

Thick golden fluid oozes up from the point of origin to spread out into a pool with a radius of 3 yards that dissipates at the end of the round. The fluid immediately bubbles as one or more creatures pull free from it. Roll $3d6$ and consult the following table to see what comes forth.

3d6	Monsters Spawned
3	1 large monster
4-5	1d3 medium monsters
6-8	1d6 small monsters
9-12	2d6 tiny monsters
13-15	1d6 medium monsters
16-17	1d3 large monsters
18	1 huge monster

A monster that emerges from the pool remains until destroyed and can act immediately, usually doing so to attack the creature nearest to it, including other monsters created by this spell. As well, each monster makes attack rolls with 1 boon, and its attacks deal $1d6$ extra damage.

Primal Spells

CALL WINGED STEEDS

PRIMAL UTILITY 5

Area A circle on the ground with a radius of 10 yards centered on a point within short range

Duration 8 hours; see the effect

One minute after you cast the spell, six **winged horses** (see page 24) appear in the area standing on the ground. They remain in existence for the duration or until they become incapacitated, at which point they disappear. A winged horse becomes compelled by anyone riding it for as long as it is ridden.

RUNE Spells

RUNE OF IMPACT

Target One weapon you can reach
Duration 1 minute

You inscribe a gleaming rune on the target that remains for the duration. Whenever a creature attacks with the target weapon and the total of the attack roll is 20 or higher and exceeds the target number by at least 5, the attack deals 1d6 extra damage.

RUNE OF PENETRATION

Target One weapon you can reach
Duration 1 minute

You inscribe a gleaming rune on the target that remains for the duration. The rune grants 2 boons on attack rolls made using the target weapon against creatures wearing armor.

RUNE OF ICE

RUNE UTILITY 2

Target One weapon you can reach
Duration 1 hour

You touch the target. If you concentrate on the target for 1 minute, during which time you trace the rune of ice on it, the rune appears in a flash of white light and remains for the duration. Until the rune disappears, the air around the target becomes freezing cold, and attacks with the target weapon deal 1d6 extra damage. As well, when a creature attacks with the target weapon and the total of the roll is 20 or higher and exceeds the target number by 5 or more, the target of the attack must get a success on a Strength challenge roll or become immobilized for 1 minute.

RUNE OF VITALITY

RUNE UTILITY 4

Target One living creature you can reach
Duration 1 hour

You touch the target and cause a shimmering rune to appear on the area you touched. For the duration, whenever the target is injured at the end of the round, it heals damage equal to half its healing rate.

SPIRITUALISM Spells

CALL EINHERJAR

SPIRITUALISM UTILITY 5

Requirement You must be holding a horn worth at least 1 gc.

Area A cone of space, up to 10 yards long, originating from a point you can reach

Duration 1 minute

You sound the horn, and 1d3 + 1 **einherjar** (see page 35) appear in open spaces you choose inside the area. The einherjar are friendly to you and can take their turns immediately and whenever you take a turn. When the spell ends, the einherjar vanish.



CALL GREAT RAVEN

SPIRITUALISM UTILITY 6

Area A cube of space, 12 yards on a side, originating from a point within long range

Duration 4 hours

At the end of the round in which you cast this spell, a great raven (as a **roc**, see Demon Lord's Companion) appears in the area. When the great raven appears, you can make a Will attack roll against its Will. The great raven becomes compelled for the duration on a success, and might become hostile to you on a failure.



SPIRIT WARRIOR

SPIRITUALISM UTILITY 2

Target One creature within short range that you can see
Duration 1 minute

A ghostly warrior appears near and moves into the target, where it remains for the duration. Until the spell ends, the spirit grants the target 1 boon on attack rolls made using weapons, and such attacks deal 1d6 extra damage. As well, the target cannot be frightened.

WATER Spells

ICE CAGE

WATER ATTACK 2

Target One Size 1 or smaller creature within medium range
Duration 1 minute; see the effect

A cage of ice forms around the target's space and lasts for the duration or until destroyed. The cage has Defense 5, Health 20, and takes double damage from fire. Make a Will attack roll against the target's Agility. On a success, you trap the target inside the cage. On a failure, the target moves 1 yard in a direction of its choice. At the end of each round the cage remains, each creature within 1 yard of the cage must get a success on a Strength challenge roll or take 1d6 damage from the freezing cold emanating from the cage.

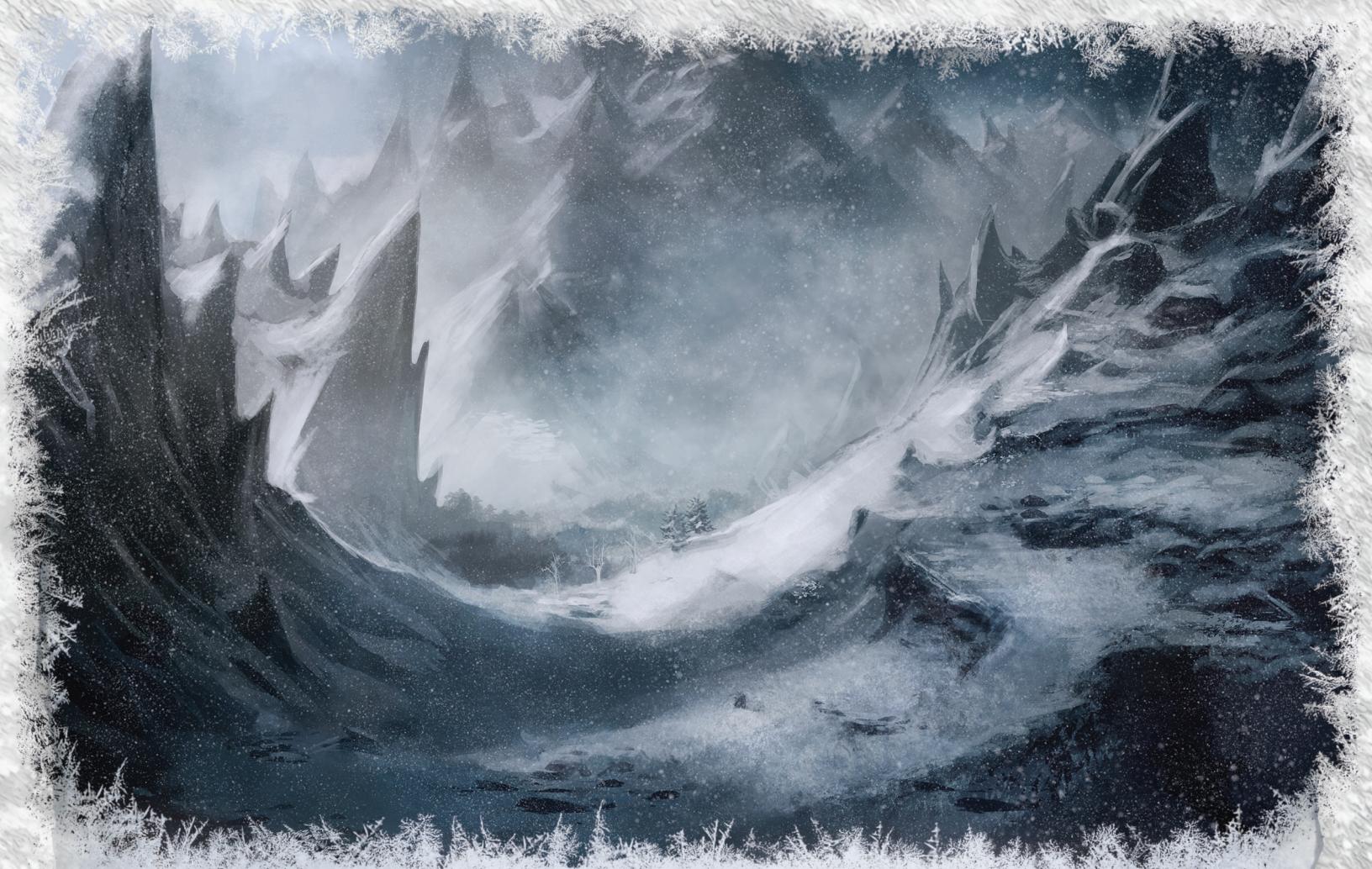
ICE SHARDS

WATER ATTACK 3

Duration 1 hour or until the last shard is expended; see the effect

Five gleaming shards of ice appear in the air around you and remain for the duration. If you take damage from fire, the spell ends. When you cast the spell and as an action or a triggered action on your turn, you launch one shard at a creature or an object within short range. Each time, make a Will attack roll with 1 boon against the target's Agility. On a success, the shard hits, and the target takes 3d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.



The Frozen Wastes

South of the Patchwork Lands and the Kingdom of Skulls stretches a swath of landscape known as the frozen wastes. In the unrelenting grip of a winter that never ends, the environment is as much a foe to travelers and natives as the strange and monstrous creatures that inhabit it. During daylight, the sun provides cold comfort, doing little to push the temperatures above freezing; its light, when it breaks through the thick gray clouds, is cold and bright. At night, the temperatures plunge, and the dark things stir, to resume their hunt for hot blood and meat. These are the frozen wastes: an expanse of stony plains that features ice, shrieking winds, towering glacial cliffs, and snow everywhere.

The frozen wastes have never held much allure for the people in the north. The area is too barren, too cold, and too dangerous to make taming it worthwhile. Even the robber barons and self-styled kings who carve out nations in the Patchwork Lands consider the realm beyond their war-torn territory to be worthless. As for the Dark Lady, no one really knows what she wants, tucked away as she is in her bone tower and surrounded by armies of dead. Even the Witch-King never moved to annex these lands to his sinister kingdom.

The only time an effort was made to conquer the frozen wastes was during the first century of the Empire, when the emperor loosed the full wrath of his nation against the hated jotun. Even then, the emperor might have tolerated the raiding had it not been for one daring jotun warrior named Varg Vileson, who led a small band of ships up the Red River and pressed as far inland as the Low Country before he withdrew. He left a trail of burned villages and mangled bodies to mark his passing. The thousands that fell to the keen blades under his command were nothing compared to the loss of the emperor's son. The heir had been touring the countryside and was butchered when he tried to rally a force against the invaders.

The outcome of this bold maneuver was to rouse the entire Empire against the jotun and their bleak nation. The Empire mustered its full strength, sailing a thousand ships south to bring vengeance to the Blötlund and put an end to the jotun scourge. The emperor knew he could not hold those lands, and within a generation the last imperial forces withdrew, abandoning the jotun to whatever fate their gods had decreed for them.

BLASTED LANDS

The Blasted Lands occupy the neck of land that connects Rûl to the southern icecap. To the north, the lands end at the bleak scrubland comprising the Patchwork Lands' southern reaches. To the south, the region extends to the hills that claw up from the Dragon Fangs, marking the edge of the world. The ground drops hundreds of feet away to the east and west to the shores of the Frozen Sea and the Iron Bay respectively, and caves dimple the faces to either side.

Much of the Blasted Lands is an expanse of pitted granite shelves, bearded with ice, that jut up at odd angles, as if some titan had thrashed under the ground, heaving up the rock at random. The unrelenting winds blasting across the plateau from the Iron Bay in the east have cleared away the topsoil here, leaving the bones of the earth exposed.

Aside from a few tough, thorny plants that reach out from the cracks in the stone, not much lives here. Shelter is also scarce; the best travelers can hope for is to huddle under a rocky protrusion jutting up at an odd angle, and those sites are rare enough that explorers are often forced to rest in the open or in shelters they brought with them. Day and night, the winds carry snow and flecks of ice across the Blasted Lands, sometimes with enough force to abrade the skin.

FREEZING DEATH

Temperatures in the frozen wastes rarely climb above freezing, even at the height of summer. In the winter months the temperatures are lethal, even for those who wear suitable clothing and take additional precautions, such as rubbing thick grease over their bodies to help retain heat. Living creatures that travel across the frozen wastes at night are at risk of exposure to extreme cold. Creatures wearing protective clothing make the rolls with 1 boon. A creature that becomes fatigued due to exposure is slowed for as long as it remains fatigued.

As barren as the region appears, it is not empty. The Sons of Winter, mad priests dedicated to Old Man Winter, roam the rocks, their naked bodies painted blue, and their ears, noses, and penises lost to frostbite. Travelers who hear their ghastly song cutting through the shrieking winds should seek cover, for the Sons of Winter are ever eager to test their mettle against those that intrude on their holy land.

Night brings other terrors. Cold ones escaping from the Dragon Fangs press north to feed. Wyverns nest in the cliffs and sometimes wing over the plateau to snatch easy prey. Finally, genies dance in the winds, occasionally forming into ice genies.

NOTABLE SITES

The Blasted Lands have little to offer travelers, but a few sites of interest do exist.

Marrow: The one known settlement in the Blasted Lands is Marrow, a ramshackle collection of stone huts nestled between two raised slabs of rock near the center of the region. Locals, many of whom are crazed Sons of Winter, live here, surviving on grubs and roots. A few have resorted to cannibalism and are driven out when they change into ghouls. The air here is thick with the stench of excrement and grease; the shortage of wood means that the wretched few who live here must burn their dung or the bodies of the dead to keep warm.

Troll March: About 100 miles south of the edge of the Patchwork Lands stands a line of fifty stone statues that depict hunched, walking trolls. The winds have scoured away the details of their features and extremities. These trolls fled the wrath of the Faerie Queen and made it this far before the sun caught them.

Wyvern Roosts: Caves on the cliffs that face the Frozen Sea house scores of wyvern nests. The vicious beasts frequently fly over the waters and ice floes, diving to snatch infrequent meals. When food becomes scarce, they range farther north and south to hunt. Sometimes the wyverns bring prey back to their nests to feed their young, and so explorers might discover interesting things in these lairs, inedible gear left behind from the wyverns' devoured victims.

FROZEN SEA

Ice covers the southern reaches of the Frozen Sea year-round, and the rest of its surface is clotted with bergs. More of a bay than a sea, the Frozen Sea is bounded by the Blasted Lands and Blötland in the east and the Endless Steppe and the Kingdom of Skulls to the north, beyond which it spills into the dark waters of the Nyxian Ocean.

The ice in the south is so thick even the jotun can walk across it. Not many do, however, for there's no cover and plenty of nasty things that would not pass up the chance to enjoy a meal. Wyverns are the greatest threat, and they fly from the Blasted Lands as far north as the Ice Watch Isles to hunt seabirds and the occasional monk who strays too far from the Monastery of the Third Way.

FREEZING WATER

The waters of the Frozen Sea are cold enough to kill. At the end of each round, a creature in the freezing waters must make a Strength challenge roll. On a failure, the creature takes damage equal to its healing rate from the cold and becomes fatigued. If the creature is already fatigued, it instead takes 1d6 extra damage. The fatigued affliction remains until the creature completes a rest in a warm environment.

Ice Watch Isles

Four rocky islands jut up from the swirling waters of the Frozen Sea, each as tall as a mountain, sheathed in ice and blanketed by snow. The sharp rocks hidden by the dark waters make reaching the islands dangerous; the hulks of many ships that have tried litter the seafloor, while detritus can be found smashed up on the rocks. To make matters worse, the only place to moor a boat is a short wooden jetty that extends out from the base of the largest, tallest island.

Aside from the monastery and the monks living there, the islands are home to seabirds and penguins. Monks sometimes climb the smaller islands or take small boats out on the choppy waters to fish. Nothing else lives here.

The Monastery of the Third Way

A staircase of one thousand steps winds up and around the largest island until it ends at the door of a monastery nearly one thousand years old. Founded shortly after the Kingdom of Edene succumbed to the Witch-King's

demonic host, it would not have existed without the wealth and dedication of a man named Micah.

A wealthy noble who had enjoyed luxury all his life, Micah saw how the decadence of his nation's rulers had left them weak and impotent against the horrors of Gog. He led refugees south, moving as far away from the horrors consuming his homeland that he could, but he set a grueling pace and most of the people who followed him fell to disease, exhaustion, and hunger. By the time Micah had reached those lands that would become the Kingdom of Skulls, his following had diminished to just twenty, and even then, he knew they had not gone far enough.

A brutal winter claimed another ten and turned the Frozen Sea to ice, allowing Micah and his remaining followers to cross the sea and reach the Isles. When they climbed the highest mountain, Micah declared the journey to be at an end and decreed that he would build a haven for those who sought escape from the world's horrors and a better way to live. Over the next twenty years, he and his followers carved the steps to the peak, and at the top they built the monastery from stone and driftwood harvested from the islands' shores.

The monastery has five austere buildings perched on rocky outcroppings at the island's highest points. Rope bridges connect the buildings, and the monks living here continually work to repair them due to the harshness of the climate. The monks, of which there are never more than twelve, live simply. They spend most of their time in prayer and meditation, or they work to maintain their homes and their pantries.

The monastery's philosophical underpinnings grew from the people who settled here. The monks believe it is possible to escape the wheel of life and transcend mortal existence by achieving physical, mental, and spiritual perfection. Each life lived is an opportunity to improve on the one that came before, provided one can awaken the memories of previous lives. The monks use psychic magic to draw forth those memories. They welcome visitors, but do not use their techniques on outsiders. They use them only on the people who choose to live among them and have learned and embraced their ways.

Iron Bay

On the opposite side of the Blasted Lands is the great Iron Bay, a considerable body of water that separates the frozen wastes from the Patchwork Lands and Balgrendia and offers passage to the Auroral Ocean and lands beyond. The waters in the bay are far warmer than those in the Frozen Sea, largely due to geothermal activity on the seafloor—the same activity that has formed the scores of islands that rise from the waters. As well, the bay teems with life, most of which is normal for these waters, but some is quite strange and even dangerous, such as the kraken that sometimes snares and drags under passing ships.



BLÖTLAND

As barren as the fringes of the frozen wastes might appear, Blötland has an old history. Climbing the lightly forested hills or descending into the shadowed valleys, one can feel magic pulsing in the air, underfoot, and in anything touched. Signs of a forgotten past are everywhere: towering monuments raised by unknown hands; the petrified remains of trolls too slow to escape the sun, now worshiped as gods by the jotun; and the rotting hulks of imperial war machines. Crumbling strongholds shattered by potent magic crouch on the slopes of low mountains, while great swaths of land stand blackened, unchanged since they were razed by the destroyers of old.

Blötland is not a nation of contiguous territory. Rather, it nestles in the valleys formed by the weathered mountains that reach out from the imposing Dragon Fangs. Thick pine forests blanket these misty valleys, giving way to summits covered in ice and snow year-round. All along the coasts, fjords carve deep into the mountains, the high cliffs to either side green with forest and teeming with wildlife on which the people here depend for food, clothing, and raw materials.

Historically, Blötland has been a place no one else wanted, the climate too severe to gain much from claiming it. The jotun, however, take great pride in their land and recognize the beauty and wonder all around them. Naturally acclimated to the cold, they are untroubled by the weather and range over the mountains to raid other valleys when they are not harrying the coasts of the Patchwork Lands to the north.

MURKY ORIGINS

If ever there was a time when the jotun did not claim Blötland, they don't remember it, and much of the region's old architecture suggests that the slopes and valleys were occupied millennia ago. Ancient history, however, is tangled with myth, and it's hard to separate fact from fiction, especially when it comes to the origins of the jotun or the part the gods played in their creation. What truth one can sift from all the invention was that the jotun appeared in the lands around the same time as the giants, suggesting that they were created by or related to the trolls. The old tales of the faerie wars recall the dark magic that the trolls used to create and enslave foot soldiers from the crude elements. It's possible, then, that the trolls were responsible for creating the jotun, though such heresy is best whispered about out of earshot of these towering humanoids.

POLITICS AND SOCIETY

A high king rules Blötland with the consent of ten lesser kings and queens who each claim one of the valleys that make up the nation. The current high king is an enormous and ambitious jotun named Svarlgar. He hates the empire and plots to avenge his people for the wrongs done to them. He is not above forging alliances with other enemies of the Empire, and he has recently hosted strange dignitaries from the Kingdom of Skulls as well as a few minor lords and ladies from the Patchwork Lands. Some suspect he plans to resume the old war and strike the Empire while it's at its weakest.

Each regent commands the loyalty of up to a dozen jarls, minor lords and ladies who descend from important bloodlines. Each jarl has the service of several dozen thanes, retainers, and as many as one hundred thralls, slaves taken from conquering neighboring holds. Free jotun, called karls, usually work as artisans, merchants, or soldiers. Fighting between the jarls is frequent and bloody, but the regents will intervene if the fighting threatens to destabilize the kingdom.

Laws arise from custom. People do what they do because it's the way they've always done it. Males and females enjoy equal status in jotun communities, though members of other ancestries can never hold positions loftier than that of a thane. Disputes are settled by brawling, but if the fight turns lethal, the victor owes a blood debt to the victim's family. The blood debt, a price in gold and goods, is always determined by the governing jarl, who bases the price on the victim's name, accomplishments, and contributions. The death of a thrall might be worth 1 silver shilling or the hide of an animal, while a karl's death might have a price of 1 gold crown or more.

IMPORTANT GEOGRAPHICAL FEATURES

Blötland covers an area of ten valleys formed by the high hills branching off from a range of impassable mountains to the south. Pine forest covers the lower slopes of the hills, offering some shelter from the freezing winds. Speckled amid the wooded slopes one can find the sharp-peaked roofs of jotun lodges, each of which houses a jarl, the jarl's extended family, and the thanes and thralls who fight in the jarl's name. Smaller structures serve as shrines to the Dark Gods, homes for the priests and witches, or lodgings for the rare independent family.

Dragon Fangs: A line of high mountains, so tall they seem to rake the clouds, forms Blötland's southern border. The range takes its name from the great numbers of dragons infesting the mountains and the caves under them. Snow remains on the jagged peaks year-round, completely covering them in the winter. Ascending the mountains under any conditions is no mean feat. Most people who make the attempt turn back in failure or die trying.

A few routes climb to the heights where gothi, devoted priests of the Dark Gods, raised monoliths to honor Grimmir and other deities long ago. If there's a pass through the mountains, it has not been found, but that hasn't stopped the jotun from continuing to search.

The mountains are riddled with tunnels and caverns that twist and turn, descending deeper and deeper into the earth. All manner of strange and monstrous things can be found in the depths, horrors spawned from pools of *Eitr*, the ichor believed to have dripped from the world serpent's fangs and thought to exist only in the frozen wastes. The deep places are also home to the trows, a degenerate race of dwarfs, and it's believed that the borderland to Svartalfheim lies somewhere down here.

The Teeth: A narrow strand extends out from a range of weathered hills on the eastern edge of Blötland. It is here, in the area called the Teeth, that the jotun shipwrights construct the longships that they sail across the Iron Bay and beyond. Jetties made from boulders dragged out into the water and smoothed with gravel offer mooring places for vessels, removing the need to drag them onto the stony beach.

Vale of Sorrows: The largest valley in Blötland lies between two lines of low hills that extend out from the Fangs for about twenty miles. Coniferous forest covers the Vale of Sorrows, and from the valley floor one can spot the sharp-peaked roofs of the jotun homes along the slopes on either side. Pools of clear water fed by snowmelt during the brief summer season teem with fish, and the whole valley is thick with elk, deer, foxes, and other wildlife.

The vale takes its name from being the place where the imperial forces made landfall and from which they carried off the defeated. Much of the debris from the war has been cleared away, but there are cairns all throughout the vale, marking the final resting places of the fallen defenders.

Vale of Surtr: A valley on the eastern edge of the nation takes its name from the pools of mineral-rich and bubbling waters found there. Weird rock formations and a fringe of ice higher up the slopes give the Vale of Surtr a strange and otherworldly appearance. The jotun believe the gods fought and defeated a titan in ancient times, and the vale was formed by the fall of his corpse. The higher temperatures and the mineral deposits in the soil make the valley well suited for farming, and many human slaves live their lives toiling here.

NOTABLE SITES

One is never more than a few steps from the harsh wilderness in Blötland, and much of the small nation is untamed and left much as it has always been.

Giant Fall: The largest settlement in Blötland, Giant Fall stands on the edge of the Blasted Lands, surrounded by a high stone wall on which sentinels stand. Buildings crowd the interior, and the narrow streets threading between them are rubbish choked and stinking. Less than half of the two thousand people living here are

jotun. Most are orcs, refugees from the Empire mixed with a meager human and dwarf population. Giant Fall is a lawless, dangerous place, but it is also the point of entry for outsiders coming to visit Blötland.

Pillars of Antramar: Far from the inhabited lands, in the foothills climbing up to the Dragon Fangs, stand a pair of curious pillars about two yards apart. Made from petrified wood, they depict eight demonic visages stacked one on top of the other. The skalds claim that these pillars open a doorway to another land once every eight centuries or so. No one remembers what happened when the doorway last opened or even if it ever has opened before, but according to the Blötlanders' reckoning of time, the time may be at hand.

Sea Watch: A stout tower juts up from a small island just off the coast of Blötland, where a small force of jotun guards against the return of imperial foes. The tower, called Sea Watch, is built from stone and covered in gleaming runes to protect it against the Empire's weapons. Considering that it has been over five hundred years since the Empire attacked, the jotun's continued occupation of the tower testifies to their stubbornness and their hatred of the imperials.

Storm Guard: An enormous stone fortress, Storm Guard boasts six great turrets connected by curtain walls pierced in front and behind by iron gates. The stronghold is the seat of power for Svarlgar, the High King of Blötland. The mightiest of all jotun citadels, it has fallen only once, long ago when the Empire invaded and nearly eradicated the Blötlanders.

hidden Kingdoms

Two hidden kingdoms are known to be reachable from the frozen wastes, both of which are described below. They are magical, changeable lands, where the rules of nature do not always apply.

SVARTALFHEIM

Several borderlands connect Svartalfheim to the mortal world. The most common route in is through rain caves, holes in the mountains concealed by waterfalls that open onto the shadowy realm only on nights of the new moon. The magic that enables passage fades when a mortal passes through the opening, making such routes unreliable at best. A more dependable entrance lies somewhere under the Dragon Fangs. It is a deep well with a staircase winding down around the walls. Following the stairs for a mile transports a traveler into the hidden kingdom. Since the way stands open at all times, dire wolves guard the surrounding passages, ready to rend trespassers limb from limb.

Svartalfheim exists inside an enormous cavern, several hundred miles wide in all directions. The ceiling bristles with mammoth stalactites, while the floor is a veritable maze of columns and stalagmites. Pools of water glow, filling the gallery with strangely moving shadows, while

fungal gardens grow along their shores. The customary talking animals are all cave dwellers by nature, with great crickets, bats, worms, and other slithering, creeping, and crawling things lurking in the gloom. Faeries of all kinds live here, from achingly beautiful nymphs to tricky imps.

A great fey named Hel rules over Svartalfheim. Believed to be the estranged sister of Diabolus and Thanatos, known as Father Death, she has no ties to mortals and accepts no worshipers. She lives in a fantastical palace carved into the largest stalactite that hangs from the center of the roof and whose ethereal beauty can sometimes be spied through the windows of lavender glass set all around it, twisting up the entire length.

It's thought that the souls of jotun who were cowardly or dishonorable in life are given to Hel instead of finding a place in the Underworld. These souls are then sent to Diabolus to meet the Hell Tithe, but not before Hel herself has had a chance to deliver her own cruel torments.

VALHALLA

The afterlife sought by all jotun, Valhalla is the realm of the Dark Gods, a place accessed only by traveling across Bifrost, the rainbow bridge—sometimes glimpsed above the Dragon Fangs and always guarded by the grim and immovable Tyr of the One Hand. The gothi describe Valhalla as a place of wonders, where all things are possible, and where the einherjar fight on the fields of valor each day to earn their place at Grimnir's table and the honor of battling for the fate of the world in its final days.

BEYOND THE DRAGON FANGS

Although the jotun believe the Dragon Fangs to be the edge of the world, there must be something beyond them. Most likely, more mountains, snow, and ice. Legends tell of fabled cities, steaming jungles, and even portals to other worlds. Any or none of these stories could be true.

SECRETS OF THE WASTES

Introducing the frozen wastes into your campaign or using this area as the setting for your campaign can shake up your *Shadow of the Demon Lord* game by giving you a new place in which to tell stories that involve a warlike and dangerous people living in a land haunted by dark deities and infested with strange and terrifying



creatures. As with the Desolation, the environment in the frozen wastes can be as much of a challenge as the horrors that live here, with characters contending against bitter cold, snowstorms, and a treacherous landscape. The challenging environment, however, makes the rewards for venturing into these lands all the more savory.

Heart of Winter

Chris Sims's adventure, the *Heart of Winter*, whisks characters to the frozen wastes, where they must deal with an ancient evil locked in the ice. The adventure is an ideal way to introduce this region into your campaign.

SPECIAL FEATURES

The following special features can help you bring the region to life or encourage further exploration. You can introduce a special feature at any time, either choosing one or rolling a die to decide.

SPECIAL FEATURES OF THE FROZEN WASTES

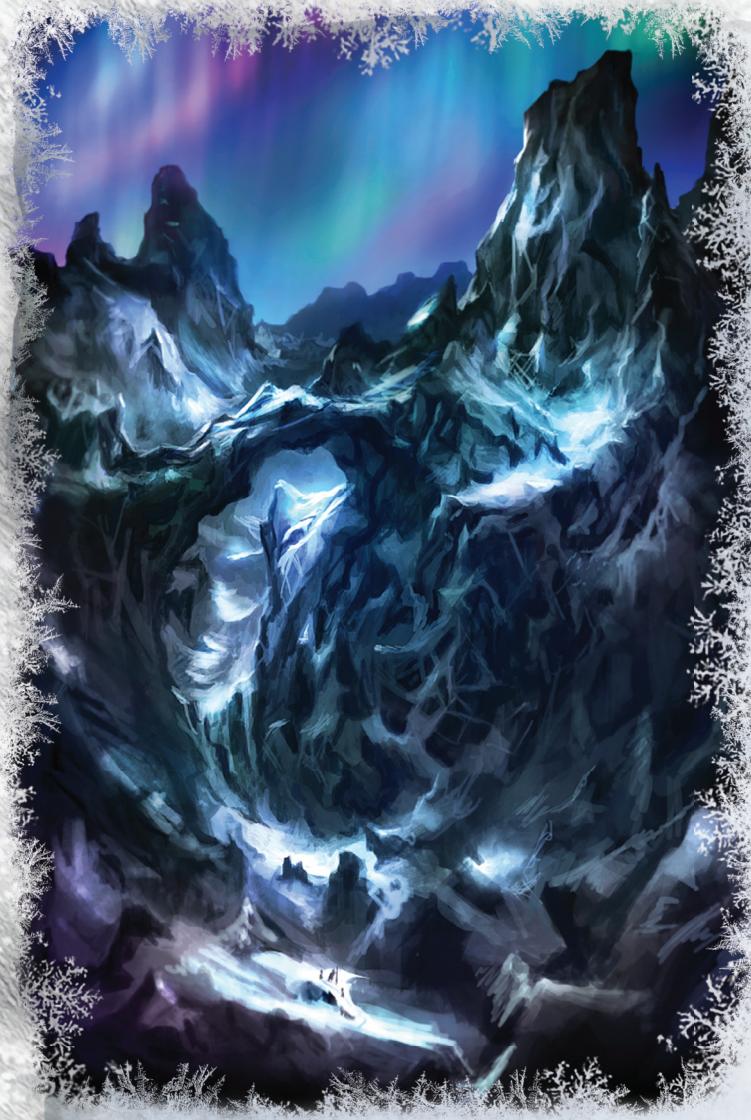
d20	Feature
1	An orc, human, dwarf, or animal frozen solid.
2	A rotting war machine such as a catapult or a ballista.
3	A mile-wide and half-mile-deep crater.
4	The bones of a dragon.
5	A 10-yard-tall stone monolith covered in whorls and runes that hum with magical power.
6	A ruined, toppled stone tower.
7	An abandoned town of 1d6 buildings all buried in snow.
8	A stone altar to Grimnir stained with old blood.
9	The shattered remains of a longship, possibly thrown a great distance.
10	A footprint left by a roaming mountain giant.
11	A trio of stone statues that look like trolls.
12	Twelve boulders arranged in a circle around a big block of basalt.
13	A heap of human bones, broken weapons, and rent armor.
14	A herd of mammoths.
15	A one-mile patch of land covered in cairns.
16	Strange claw marks left in stone or the ground.
17	A deep pit about 3 yards in diameter from which issues sulfurous smoke.
18	The gnawed remains of some large creature.
19	A patch of ground, 1d6 yards in diameter, that melts snow and ice that falls on it.
20	A shimmering rainbow in the sky that lasts for several minutes before fading away.

ADVENTURE IDEAS

To spark your imagination for creating adventures in the frozen wastes, consider the following adventure ideas.

Hue and Clamor (Starting): The characters live in a small town in the Patchwork Lands and are among the few survivors of a jotun raid. Their town is in ruins, and they are the ones best equipped to bring news of the attack to the local lord. Does the attack signal new raids to come, or is it just the work of an overbold jarl?

Quest for Justice (Novice): After an assassination attempt is foiled, the would-be killer gets away. The characters, in pursuing the scoundrel, determine that he fled into the Blasted Lands. The group must track him across a punishing landscape and fight bands of strange cultists and weird monsters if they would catch up to their quarry.



Stirrings of the Ancients (Expert): Hunters have spotted a white worm in one of the valleys of the frozen wastes and brought the news to the nearest community. Because killing one of these terrible beasts is a boast-worthy feat, many set out to do just that. None return. When the characters investigate, they find that the worm is in the company of dozens of cold ones, hinting that some ancient terror has been awakened in the nearby mountains.

Dark Omens (Master): Weird lights play atop the Dragon Fangs, and the jotun king offers a reward to any who discover their source. The characters must find a way up the mountains while dealing with brutal winds, mountain giants disturbed by the phenomena, and more. What the group finds at the mountaintop is up to you; possibilities include the shattered remnants of the rainbow bridge fallen from Valhalla, a rift to the Void that spills demons into the world, or a reen colony ship that has crash landed in the peaks.

Shadow of the Demon Lord

The following Shadow of the Demon Lord effects (*Shadow*, page 195) are especially suited to campaigns tied to the frozen wastes.

Demonic Incursion: Demons could launch an invasion from many places in the wastes. A fissure might open beyond the Dragon Fangs, loosing hordes of demons to spill down the mountains and press north like a wildfire. To seal the breach, the characters would have to fight their way through the growing host, ascend the peaks, and block the hole with the most powerful spells.

Dreams of the Dead God: Rumors swirl concerning the lands beyond the Dragon Fangs. Some believe there is a paradise there, a lost city, or even the tomb of a forgotten god. When the Demon Lord's shadow falls upon the frozen wastes, it causes a powerful being interred in the ice to thrash and heave against the walls containing it. Doing so wreaks a cataclysm on the landscape as mountains crumble and horrors not seen since the dawn of the world awaken.

Winter's Grasp: The hellish cold gripping the Blasted Lands spreads like so much spilled ink across the lands to the north, plunging the world into a new ice age. The cause could be the actions of misguided cultists of Old Man Winter, who might have inadvertently drawn the Shadow upon them after discovering a powerful relic. Alternatively, the Demon Lord's imminent arrival could have nudged Urth in such a way as to precipitate a new ice age.

Relics from the Frozen Wastes

Most relics found in the frozen wastes or that come from these lands are steeped in the myths and legends of the jotun peoples.

Belt of the Titan

A strip of thick leather fitted with steel studs, a *Belt of the Titan* has a clasp wrought to look like a giant's scowling face. Some say the belt, which has passed down from champion to champion in service of the jotun high king for centuries, was made from flesh taken from the back of the father of giants.

Power of the Titan The belt grants you 1 boon on Strength attack rolls and challenge rolls while you wear it.

Dull the Mind The belt causes your thoughts to become clouded and confused. It imposes 2 banes on Intellect attack rolls and challenge rolls while you wear it.

Titan Strike If you're wearing the belt when you get a success on an attack roll using a two-handed melee weapon, you can use a triggered action to deal 2d6 extra damage. The target must then get a success on a Strength challenge roll with 1 bane or fly 2d6 yards in a straight line away from you and then land prone. Each time you use Titan Strike, roll a d6. On an even number, you cannot use it again until you complete a rest.

BRISINGAMEN

Brisingamen is a golden torc that looks like a circle of gleaming suns. It feels warm to the touch, and it is as hard as steel. Freyja, the goddess of love whom many suspect might be one of the Faerie Queen's many guises, bestowed the torc upon a jotun maiden of unsurpassed beauty in hopes of teaching her a lesson of humility. Since the maiden and her paramour were found incinerated a day later, the lesson apparently was not learned.

Freyja's Curse If you put on the torc, you become cursed (as if by a rank 7 spell) until you die. While cursed in this way, you cannot remove the torc.

Fiery Allure The torc grants 2 boons on attack rolls made to befriend, deceive, persuade, or seduce in social situations while you wear it.

Fires of Passion Whenever you make an attack roll in a social situation to deceive or seduce another creature and the total of your roll is 20 or higher, flames rush from a point in your space out to a 5-yard radius, dealing 3d6 damage to everything in the area. A creature can make an Agility challenge roll and takes just half the damage on a success.

Intense Flames Fire attack spells you cast while wearing the torc deal 1d6 extra damage.

END STONE

A clot of darkness forged by the trolls in the last days of their warring against the faeries, the *End Stone* was made as a weapon of last resort, a device that would unravel reality, destroying the faeries and the trolls with it. Once they had made it, the trolls regretted their choice and hid the relic away, knowing they could not destroy it and hoping that none would ever find it.

The *End Stone* is a smooth, ovoid rock about the size of a human head. It is shrouded in darkness, and only those able to pierce it can see the Trollish runes of anathema inscribed on its surface.

Burgeoning Darkness The stone turns light and shadows within 5 yards of it to darkness. It also blocks light created by spells of rank 5 or less from reaching into the darkness.

Destructive Implement If you make the stone your implement, Destruction attack spells you cast that deal damage deal 1d6 extra damage.

Doomsday While holding the stone, you can use an action to call forth its power. A wave of energy spreads from the stone out to a range of 1 mile. Everything the wave touches, including you, is instantly and utterly destroyed. The eradication also causes reality in the area to unravel, opening a permanent 2-mile-diameter hole to the Void.



NOTHUNG

Long ago, a jotun hero named Searga discovered a tree so tall that its highest branches smoldered from touching Mother Sun. He spied a sword trapped in the bark, its brilliant blade forged from blue steel. Searga pried the weapon free, which caused the tree to break apart into a cloud of ravens. With this blade, which he called *Notung*, Searga struck down giants and dragons. The blade's essence tantalized his mind, and he eventually came to believe himself invulnerable.

In the end, Searga met his doom when he met a tall stranger, face shadowed by a wide-brimmed hat, who was none other than Grimnir. The hero perceived the disguised god as a threat and plunged his blade into the darkness of Grimnir's cloak. The blade splintered, and Grimnir cast down the champion as punishment for his hubris and madness. The god took up the fragments, forged the weapon anew, quenched the blade in troll blood to give it strength, and placed it into another tree to await discovery by another worthy champion.

Enchanted Sword *Notung* counts as a sword for Size 2 creatures and a bastard sword for Size 1 creatures. The weapon grants you 1 boon on attack rolls you make using it and your attacks with it deal 1d6 extra damage.

Keen Steel When you use this weapon to attack an object made of metal or a creature wearing metal armor, you make the attack roll with 1 boon. Furthermore, attacks with this weapon deal 1d6 extra damage to creatures and objects made from metal.

Maddening Success Whenever you attack with *Notung* and the total of your attack roll is 20 or higher and exceeds the target number by 5 or more, you must make a Will challenge roll. On a failure, you gain 1 Insanity.

RESOUNDING HORN

When imperial warships entered Iron Bay long ago, an ancient, hoary skald many had dismissed as mad climbed to the parapets of Stormguard and sounded his horn, which alerted his people to the danger. The skald and his horn disappeared during the fighting, leading some to believe that he was one of the Dark Gods. The *Resounding Horn* is a six-foot length of curling horn fitted with a brass mouthpiece. Bands of Trollish runes march from one end to the other, each line telling a story of the Dark Gods.

Implement of Song If you make the horn your implement, you discover the Song tradition if you have not done so already, and you double the number of castings for rank 1 Song spells you have learned.

Sound the Horn If the horn is your implement, you can use an action to sound it, causing a deafening blast of noise to extend out from the horn in a 20-yard-long cone. The noise deals 24 damage to all objects in the area. Each creature in the area must make a Strength challenge roll with 1 bane. A creature takes 4d6 damage and becomes deafened for 1 hour on a failure or just takes half this damage on a success. The noise created can be heard up to 10 miles away. Once you use Sound the Horn, roll a d6. On an odd number, you cannot use it again until you complete a rest.



Denizens of the Wastes

From courageous jotun to exiled orcs, from the wyverns soaring above the Blasted Lands to the ferocious kraken lurking under the waves, there are allies and enemies to be found anywhere one travels in the frozen wastes. This chapter describes how some existing creatures fit into the frozen wastes and introduces new ones that originate from these lands.

ANIMALS

Wildlife thrives in Blötland's valleys and in the waters of Iron Bay. Because little land is suited for farming and much of that work is performed by slaves, the jotun supplement their food by hunting whales, red deer, elks, and bears. The land becomes more desolate in the high mountains above Blötland, and game becomes almost nonexistent in the Blasted Lands. Generally, wildlife appropriate to subarctic climates can be found in the wastes, and you can use statistics boxes for the animals in the main rulebook to model them, adding additional traits as needed.

Commonly appearing animals include animal swarms, bears, animals of all sizes, and shrieking eels.

New Traits: You can apply either of the following traits to animals. The brutal trait is suitable for predatory animals that are stronger than normal, such as black bears and wolverines, while the ferocious trait is best applied to durable animals such as wild boars.

Brutal When the creature attacks with a natural weapon, such as its claws or teeth, and the total of its attack roll is 20 or higher and exceeds the target number by at least 5, the attack deals 1d6 extra damage.

Ferocious When the creature would become incapacitated, roll a d6. On a 5 or 6, the creature instead heals 10 damage.

GREAT RAVENS

The jotun hold ravens as sacred animals, believing them to be the eyes and ears of Grimnir, who sends them forth to watch over the world. Although plenty of ordinary ravens live in the frozen wastes, these lands are also home to a breed of giant ravens that have a wingspan of more than 50 feet. These great ravens (as **rocs**; see *Demon Lord's Companion*) have great intelligence (Intellect 11) and can speak in Trollish, the Common Tongue, and other languages.

Whether the great ravens truly serve the Dark Gods remains an open question, though the jotun certainly believe they do, and the ravens are happy to indulge their superstition. Great ravens are untrustworthy and selfish, quick to mock land-bound peoples when those folk suffer setbacks and defeats due to their failings. In

times of war, the great ravens have lent aid to the jotun against outside aggressors.

GULLINBURSTI

The boars that infest the wooded valleys provide the jotun with a steady food supply, and the beasts' numbers seem to grow no matter how many the hunters claim. The largest and most aggressive of these boars are the gullinbursti (as **hell swine**), a particularly vicious breed noted for aggression and savagery in battle. The boars' name comes from a local legend that says the trows fashioned a great boar of that name as a gift for the gods. It is said that the boar, if killed, would return to life each day at dawn, provided that at least one bone and one bristle of hair remains of its body. The jotun believe that the giant boars of today descend from this monstrous pig, and slaying one is a boast-worthy feat.

WINGED HORSE

The high mountain valleys of the frozen wastes are home to a special variety of winged horses. They look like ordinary horses except for the large, feathery wings that extend from their shoulders and their greater than normal size. It's believed these horses are descended from Grimnir's own steed, the mythical eight-legged horse named Sleipnir, which Grimnir exacted as a gift from the faeries in exchange for the lands he gave them under the mountains.

Winged horses have great intelligence but cannot speak. They do not take riders easily and refuse to allow any creature with a Corruption score greater than 0 to touch them.

WINGED HORSE

DIFFICULTY 50

Size 3 animal

Perception 14 (+4)
Defense 12; **Health** 50
Strength 15 (+5), **Agility** 12 (+2), **Intellect** 9 (-1), **Will** 14 (+4)
Speed 14; flier (swoop)
Immune frightened

ATTACK OPTIONS

Hooves (melee) +5 with 1 boon (3d6)

SPECIAL ACTIONS

Gallop The winged horse moves up to three times its Speed.

Evasive Maneuver When the winged horse would be the target of an attack roll from a creature it can see, the horse can use a triggered action to impose 1 bane on the attack roll. If the attack results in a failure, the horse can move up to half its Speed without triggering free attacks.

CHARACTERS

As discussed earlier in this book, the frozen wastes generally belong to the jotun, but other peoples do travel into the cold lands. Its remoteness from the cult of the New God makes the region an appealing refuge for those that hold to other beliefs. The troubles affecting the Empire's heartland have caused refugees to spill into neighboring provinces, and some have fled beyond the Empire's bounds into the Patchwork Kingdoms or farther into the frozen wastes. As well, the jotun have resumed their old slave-taking ways, and they bring captives into the frozen wastes to till their fields, mend their clothing, and protect their lands against the monsters spewed from underground. Therefore, the frozen wastes have a more diverse population than many might expect. Many characters described in chapter 10 of the main rulebook can be found in the wastes, with the probable exception of acolytes of the New God.

DWARF

According to ancient texts chiseled in granite slabs, kept sealed inside a vault of star-metal steel and locked behind thirty-three doors, the keys of which are held by the thanes of the thirty-three clans, the dwarfs were once the favored children of the Dark God Grimnir. The god blessed them with immense size, strength, and intelligence, but with these advantages came arrogance, a defect that ultimately led to their downfall.

The children of Grimnir thought they knew better than their maker, and some believed the gods unworthy of worship. To confront the gods, the children built a great tower that would, when finished, breach the clouds and let them storm the gates of Valhalla. For their hubris, Grimnir cast down their tower and laid a heavy curse onto the dwarfs. The curse stripped them of beauty and stature, leaving them stunted, ugly things. It also made them obsessed with what lay under their feet instead of what lay over their heads. Shamed and defeated, most dwarfs fled north, carving out their kingdoms in the Shield Mountains, forever after done with the gods and their works.

TROW

Some dwarfs remained in the frozen wastes even after Grimnir's curse, too fearful to leave the lands of their birth. Great shame for what they had done and the curse that had transformed them instilled in them a fear of the Dark Gods, a feeling that turning their backs on Grimnir would only anger him further. Rather than join their fellows on the journey north, they remained in the wastes and strove to make amends for their actions through the wonders they produced in their forges. From magical rings of unsurpassed power to swords that never dulled, from the great beasts they gave as offerings to the Rune magic they devised, the dwarfs proved tireless in their efforts to win back their god's favor.



Even though Grimnir has shown no mercy to these wretched people, they remain undeterred in their mission, and they continue their work even today. Calling themselves the trows, they are shy, furtive, and broken, flinching away from conflict, scurrying into the shadows if given a chance. They do not bother with clothing, instead taking their warmth from their long, tangled beards. Soot from their forges blackens their skin, and they have large, bulging eyes and gnarled features.

TROW

DIFFICULTY 5

Size 1/2 dwarf

Perception 12 (+2); **darksight**

Defense 9; **Health** 14

Strength 11 (+1), **Agility** 8 (-2), **Intellect** 11 (+1), **Will** 9 (-1)

Speed 8

Robust Constitution A trow takes half damage from poison and makes challenge rolls with 1 boon to avoid or remove the poisoned affliction.

Subterranean Lore A trow makes Perception rolls to notice or find hidden features in stonework. As well, trows always know their approximate depth underground and can always find north underground.

ATTACK OPTIONS

Pick (melee) +1 (1d6 + 2)

JOTUN

The jotun are the most numerous people in the frozen wastes by far, with the greatest concentrations of them living in the valleys that comprise Blötland. Tall, muscled, and fierce, the jotun never shrink from a challenge and feel driven to prove their mettle to all challengers. Albinism is the norm for their kind, so almost all have pale white skin, white hair, and crimson eyes. On average, jotun stand 9 feet tall and weigh 500 pounds. All speak Trollish, and many speak the Common Tongue as well.

JOTUN

DIFFICULTY 25

Size 2 jotun

Perception 8 (-2)

Defense 14 (hard leather, large shield); **Health** 26

Strength 14 (+4), **Agility** 9 (-1), **Intellect** 8 (-2), **Will** 11 (+1)

Speed 10

Inured to Cold A jotun takes half damage from cold and is never subject to the effects of exposure to cold.

ATTACK OPTIONS

Battleaxe (melee) +4 with 1 boon (2d6 + 2)

Large Shield (melee) +4 with 1 boon (1d6)

SPECIAL ACTIONS

Catch Your Breath The jotun can use an action, or a triggered action on its turn, to heal 5 damage. Once it uses Catch Your Breath, the jotun cannot do so again until it completes a rest.

SONS OF WINTER

Most followers of Old Man Winter believe their god dwells somewhere in the frozen wastes, though exactly where is a matter of great debate. For many, their faith is not as strong as the harshness of the landscape, and thus they live in more comfortable climates. The fanatics, however, take it upon themselves to venture into the Blasted Lands to find their god. The ones who survive are forever changed by the experience and call themselves the Sons of Winter.

The howling wind and vicious blizzards in the wastes strip away more than their humanity. Most Sons of Winter have been maimed by frostbite and are missing their ears, noses, fingertips, and even penises, since they believe the only way to know winter is to go naked into the cold. Sons of Winter smear their bodies with blue paste and never wear clothing.

Sons of Winter typically speak the Common Tongue, though some have picked up a little Trollish.

SON OF WINTER

DIFFICULTY 5

Size 1 human

Perception 9 (-1)

Defense 10; **Health** 12

Strength 12 (+2), **Agility** 10 (+0), **Intellect** 9 (-1), **Will** 11 (+1)

Speed 10

Cold Resistance A Son of Winter takes half damage from cold.

Wrath of Winter When a Son of Winter becomes injured, a blast of cold spreads from a point in its space out to a 1-yard radius. Each creature in the area other than the Son of Winter must get a success on a Strength challenge roll or take 1d6 damage.

ATTACK OPTIONS

Spear (melee) +2 with 1 boon (1d6)

Scourge (melee) +2 with 1 boon (1d6)

Demons

To escape the purifying pyres of the witch hunters, many cultists flee the Empire to continue their blasphemous service to the Demon Lord in one of his strange aspects. Most cultists take shelter in camps along the fringe of Blötland, or more likely, in Giant Fall, where everyone finds welcome. Free to pursue their mad designs in the frozen wastes, the cultists sometimes bring demons into the world in these lands to wreak havoc. Jotun make no distinction between demons and other monsters and are always eager to test their might against them.



FAERIES

The creatures of faerie have a presence in the frozen wastes, though they tend to be reclusive, mindful of the connection the mortals here have to trolls. As such, many choose to spend their immortal lives in the borderlands connected to Svartalfheim. Despite their general inclination to avoid the mortal realm, some faeries do make their homes in the wilds of Blötland. In the deep forests, one might find a hag in a strange cottage protected by dire wolves. Colonies of merrow (*Terrible Beauty*) haunt the waters of the Frozen Sea and the Iron Bay, luring sailors to their doom. Bean-nighe and banshees (*Terrible Beauty*) sometimes wander the ruins left behind by the imperials, and one can usually find brownies (*Demon Lord's Companion*), nisse, and other faeries in the forests and valleys of Blötland.

FOSSERGRIM

The jotun warn travelers to have care when climbing the mountains and not to approach the mountain pools, especially those freshened by waterfalls, for such

places attract wicked spirits that seduce and destroy unwary travelers. These stories are the fault of the fossergrim, a breed of vile faeries that use magic to lure young men and women into their pools for lovemaking and play. Fossergrim rarely let their playthings go; they usually drown them when they grow tired of the game and let the current carry the bodies away.

Fossergrim appear as attractive males with bluish skin, green hair and beards, and pointed ears. They know a great deal about the lands in which they live and might be convinced to impart their knowledge for a gift of bone, stone, or glass.

Fossergrim speak Elvish and High Archaic.

FOSSERGRIM

DIFFICULTY 100

Size 1 faerie

Perception 13 (+3); shadowsight

Defense 20; **Health** 25

Strength 13 (+3), **Agility** 13 (+3), **Intellect** 12 (+2), **Will** 9 (-1)

Speed 8; swimmer

Immune damage from disease and poison; charmed, diseased, poisoned

Spell Defense A fossergrim takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a fossergrim with a spell makes the attack roll with 1 bane, or 2 banes if the fossergrim is in water.

Fast Swimmer While partly or fully submerged in water, the fossergrim gains a +24 bonus to Speed.

Iron Vulnerability A fossergrim is impaired while in contact with iron.

ATTACK OPTIONS

Bone Sword (melee) +3 with 1 boon, or 5 boons if the fossergrim is partly or fully submerged in water (2d6 + 2)

SPECIAL ATTACKS

Double Attack The fossergrim attacks twice with a weapon. It makes each attack roll with 1 bane.

SPECIAL ACTIONS

Swift Spell The fossergrim can use a triggered action on its turn to cast a spell that normally requires an action to cast.

MAGIC

Power 2

Enchantment presence (3), charm (2), mind bondage (1)

Water freeze (3), drown (2), wave (1)

END OF THE ROUND

Water Regeneration If partly or fully submerged in water, the fossergrim heals 1d6 + 2 damage.

Waterfall Bound If the fossergrim is at least 1 mile from its waterfall, it takes 1d6 damage and becomes impaired for 1 round.





Genies

Genies can be found throughout the frozen wastes, as they can elsewhere in the world. Genies can bind to any substance and thus gain physical form. In addition to the forms described in *Shadow*, genies in the frozen wastes and in other frigid regions can arise in the form of ice genies.

Ice Genie

The lumbering ice genie has a humanoid form made of jagged shards. Every time it moves, the ice making up its body shrieks from the friction and crushed pieces fall away. Some number of glowing blue eyes float within its body, the madness of the possessing entity manifested in the erratic flashes of light.

Ice genies form in cold climates, near the shores of lakes or seas, and in the thick of a blizzard. The sound of their haunting groans somehow rises above the shrieking winds that bring them into being.

ICE GENIE

DIFFICULTY 100

Size 2 or larger genie

Perception 10 (+0); truesight

Defense 16; **Health** 40

Strength 17 (+7), **Agility** 10 (+0), **Intellect** 7 (-3), **Will** 12 (+2)

Speed 8; Ice Walker

Immune damage from acid, cold, disease, or poison; gaining Insanity; blinded, dazed, deafened, diseased, fatigued, frightened, immobilized, poisoned, prone, slowed, stunned

Resilient Ice An ice genie takes half damage from weapons. When it takes damage from fire, it gains a +2 bonus to Speed and becomes impaired for 1 round.

Empowered by Water When an ice genie would take damage from a Water spell, it instead adds the amount of damage it would have taken as a bonus to Health that lasts 1 minute. While the genie's Health is 60 or higher, it gains a +1 bonus to Size. While the genie's Health is 120 or higher, its bonus to Size increases by 1.

Ice Walker An ice genie ignores the effects of moving across difficult terrain caused by ice or snow.

Fire Vulnerability An ice genie makes challenge rolls to resist Fire spells with 1 bane and takes double damage from Fire spells.

ATTACK OPTIONS

Fist (melee) +7 (6d6); the genie makes the attack roll with 1 boon if the target is in contact with snow or ice.

END OF THE ROUND

Freezing Presence Waves of lethal cold radiate from the ice genie's body, freezing all liquids within short range. As well, each creature within short range must get a success on a Strength challenge roll or take 3d6 damage.

GIANTS AND OGRES

Since being enslaved by the trolls long ago to fight the faeries, giants and ogres have lived in the frozen wastes. The ones still at large in the mountains and valleys are the descendants of those slaves. Jotun dislike ogres, regarding them as a fallen, debased offshoot, much as troglodytes are seen by humans. Although the jotun boast of the giant blood they believe to flow through their veins, they recognize giants to be dangerous, rapacious creatures that can destroy all the jotun have built and all the jotun need to survive. Thus, they fight the giants, continually testing their mettle against the lumbering brutes.

Even though ogres have low status in Blötland, the jarls do permit some to live within their borders. Most kings are reluctant to keep as many slaves as they did in olden times, so they use ogres to meet their needs with fewer bodies. Jotun do not, however, permit ettins or horned ogres to live. These creatures are considered abominations and are hunted down and destroyed wherever they are found. Such creatures might be found

in the company of beastmen that somehow found their way to this corner of the world or of other, lesser ogres that come under their control.

In addition to the normal giants described in *Shadow*, a larger, dimmer breed—the mountain giant—can be found in the frozen wastes.

MOUNTAIN GIANT

Giants grow to enormous size in the frozen wastes, likely due to magic employed by the trolls to make giants even more dangerous foes against the faeries. The mountain giants, the largest of all, are as old as the world and generally found only in the wastes; the faeries have undone the magic that brought about their creation in other lands long ago. Each mountain giant hibernates for centuries. When it awakens, it shakes off boulders and ice as it makes its descent before gorging itself on whatever it can catch.

Wherever one of these giants comes forth, jotun heroes come together to put it down. The jotun offer the meat to the great ravens and use the giant's bones to construct homes, longships, and weapons.

Mountain giants stand 60 to 90 feet tall and weigh many thousands of pounds. They don't wear clothing, since they don't feel the cold, and their naked skin appears to be made from stone.

MOUNTAIN GIANT

DIFFICULTY 1,000

Size 20 frightening giant

Perception 8 (-2)

Defense 17; **Health** 500

Strength 20 (+10), **Agility** 9 (-1), **Intellect** 8 (-2), **Will** 15 (+5)

Speed 10

Immune damage from cold

Colossal A mountain giant takes half damage from creatures half its Size or smaller. It cannot be charmed, compelled, dazed, immobilized, slowed, or stunned by effects originating from creatures half its Size or smaller.

Stupidity A giant makes Intellect attack rolls and challenge rolls with 1 bane. Creatures make attack rolls against the giant's Intellect with 1 boon.

Crushing Footfalls When a giant moves into a space occupied by a creature on the ground, the creature must get a success on an Agility challenge roll or take 3d6 damage and fall prone. If the creature was already prone, it takes 1d6 extra damage. A creature makes this roll once per round regardless of how many times a giant moves through its space.

Giantfall When an effect knocks the giant prone, the giant's body covers an area on the ground that is as long as it is tall (pick a number between 20 and 30 yards) and as wide as its Size, starting at the end of its space and extending from the source of the effect that knocked it prone. Everything in the area takes damage equal to 2d6 ÷ the giant's Size. A creature can make an Agility challenge roll with a number of banes equal to half the giant's Size. On a success, the creature takes half the damage and moves to the nearest open space outside the area. On a failure, the creature becomes trapped under the giant's body.

A creature trapped in this way is prone, blinded, immobilized, and totally covered. It can use an action to make an Agility challenge roll with a number of banes

equal to half the giant's Size. On a success, the creature moves half its normal Speed in a direction it chooses. If it moves out of the area, it removes the afflictions. Otherwise, the creature remains trapped.

ATTACK OPTIONS

Fist (melee) +10 with 3 boons (8d6 + 5 plus Smash Down)

Boulder (extreme range) +10 with 1 boon (6d6)

Smash Down A target half the giant's Size or smaller must get a success on a Strength challenge roll with 3 banes or fall prone.

SPECIAL ATTACKS

Mass Attack Each creature within a cube 5 yards on each side, centered on a point within 15 yards of the giant, must get a success on an Agility challenge roll with 1 bane or take 8d6 + 5 damage and be subject to Smash Down.

MONSTERS

Great heroes need monsters to kill. The monsters in the frozen wastes rise from the guts of Urth, crawling forth to kill, eat, and wreak havoc. They are abundant here because a strange, primordial substance called *Eitr* spawns them.

EITR

The gothi claim that all life originated from a magical substance called *Eitr*. This ichor is said to be the venom that dripped from the fangs of the world serpent, a titanic snake that encircles the world, and is thought by some to be the world itself or a metaphor for mortal existence. Pools of *Eitr* still lie deep underground. The substance can no longer spawn all sorts of life, however—the shadow from the Void, as it spreads across Urth, has tainted it so that only monsters pull free from the viscid liquid.

ALLURING AROMA

A heady, cloying odor wafts from an *Eitr* pool, a smell that mortals find intoxicating. Any living and breathing creatures within short range of a pool with a radius of 1 yard or larger are impaired for as long as they remain within this distance and for 1 hour thereafter. In addition, a creature impaired in this way must make a Will challenge roll once at the end of each minute. On a failure, the creature must move toward the pool and drink from it when next able to do so. On a success, the creature cannot be impaired by breathing in the *Eitr*'s aroma until it completes a rest.

LETHAL POISON

The Dark Gods are said to be able to consume the ichor, but to mortals it is poisonous, such that the consumption of even a drop causes a creature to take damage equal to its healing rate.



The poison can be smeared on an edged or pointed weapon or a piece of ammunition. Once applied in this way, the poison retains potency for 1 hour or until the weapon or piece of ammunition hits a target. A living target that takes damage from a weapon or a piece of ammunition covered in *Eitr* must make a Strength challenge roll with 3 banes. A creature takes damage equal to half its Health on a failure, or takes damage equal to one-quarter its Health on a success.

SPAWN MONSTER

Eitr creates monsters of all sizes and shapes. Most combine features of other animals and people to create a menagerie of horrors. As well, the pools might create specific monsters such as lash crawlers, boggarts, and muttering maws. Not all monsters in the world are created by *Eitr*, though the ones loosed in the frozen wastes often are.

Most pools spawn monsters only once every few days or weeks, but one might respond to the presence of living, mortal creatures. At the end of each round when one or more living, mortal creatures are within short range of an *Eitr* pool that has a radius of at least 1 yard, roll a d6. On a 1, you do not make this roll again for 1 hour. On a 2–5, nothing happens. On a 6, the pool spawns one or more monsters. Roll on the following table to determine the type and number of monsters spawned.

EITR SPAWN

3d6	Monsters Spawned
3	1 large monster
4–5	1d3 medium monsters
6–8	1d6 small monsters
9–12	2d6 tiny monsters
13–15	1d6 medium monsters
16–17	1d3 large monsters
18	1 huge monster

You can roll on the Monstrous Form table to help describe the monster. Add additional traits as needed, modifying the creature's Difficulty as the rulebook suggests.



MONSTROUS FORM

d6 Form

- 1 Plausible Beast. The monster's form could exist naturally in the world, though it doesn't.
- 2 Hybrid. The monster's form combines the features and traits of two animals, such as an owl and a bear.
- 3 Beast with Human Features. The monster has an animal shape with at least one human quality. It could have a human head, hands or feet instead of paws, or have humanlike skin all over its body.
- 4 Monstrous Humanoid. The monster combines a human or humanlike creature with an animal, though it retains a humanoid shape and is bipedal. The animal features might be legs, arms, head, or all three. The features could come from a wolf, lion, fox, turtle, or anything appropriate for the monster's Size.
- 5 Impossible Beast. The monster should not exist or be alive. It might appear to be inside out, be covered in fingernails, or have no orifices. The monster should have either the frightening or horrifying trait, depending on the severity of its impossible feature.
- 6 Unstable. The monster's form changes continually. Its skin might run like wax until it hardens into a new form. Or the monster can twist itself into different configurations, gaining or losing features each time. The monster should have the horrifying trait.

COLD ONE

Cold ones are horrible mockeries of humans that prowl the Blasted Lands at night in a constant search for hot blood with which they slake their unholy thirst. It is thought they take on physical form at the urgings of some slumbering god trapped in the ice under the Blasted Lands. His thrashing movements loose cold ones to roam the Blasted Lands, Blötland, and into the Patchwork Lands.

COLD ONE

DIFFICULTY 10

Size 1 horrifying monster

Perception 11 (+1); **darksight**

Defense 13; **Health** 15

Strength 13 (+3), **Agility** 12 (+2), **Intellect** 7 (-3), **Will** 11 (+1)

Speed 10; **Ice Walker**

Immune damage from cold; gaining **Insanity**; frightened

Ice Walker A cold one ignores the effects of moving across difficult terrain caused by ice or snow.

Vulnerable to Fire A cold one takes double damage from fire and heat.

Born from Snow, Back to Snow When a cold one becomes incapacitated, it collapses into a pile of snow, covering the ground in the space it occupied.

ATTACK OPTIONS

Claw (melee) +3 with 1 boon or 2 boons against a frightened target (2d6 plus **Freeze**)

Freeze A living target must get a success on a Strength challenge roll or become slowed for 1 round. While slowed in this way, the creature makes attack rolls and challenge rolls with 1 bane. A target already slowed instead takes 1d6 extra damage.



Cold ones appear as gaunt humans, their eyes shining with blue light. Their pale bodies are bent at odd angles, and their skin clings tight to their bones. All cold ones have horrid visages dominated by their great, sagging mouths. From their fingers extend long, black claws that click and rattle with each step they take.

They never speak, but they work their mouths slowly as they close in on their prey.

DRAGONS

The greatest achievement a jotun hero can ever hope to attain is the slaying of a dragon. More than anywhere else on Rûl, dragons thrive in the Dragon Fangs. Gothi and skalds tell stories of how the dragons came into being. Some tales suggest they are the offspring of the world serpent, while others say they are the first children of the gods that slithered free from the womb of the Mother of Monsters, one of the innumerable Dark Gods, to terrorize the world.

Dragons lair in large caverns that offer ready access to the sky so they can hunt for prey as soon as hunger wakes them. A dragon can hibernate for centuries, able to sustain itself by gorging for weeks before drifting off to sleep. Dragons do, however, have exceptional senses, so if a hero tries to catch one napping, the dragon almost certainly hears or smells the intruder and then awakens to respond with force. Most dragons across the world have huge stores of treasure; a typical hoard has a value in gold crowns of ten times the dragon's difficulty and includes up to a dozen enchanted objects.

Aside from the normal dragons described in *Shadow*, the frozen wastes are home to ancient dragons that have been alive since before humankind spread across Urth. Most can speak and might be willing to communicate in High Archaic, Elvish, or Trollish. They enjoy taunting their prey with lurid descriptions of the pain they will inflict.

ANCIENT DRAGON

DIFFICULTY 1,000

Size 8 or more frightening monster

Perception 20 (+10); truesight

Defense 24; **Health** 220

Strength 18 (+8), **Agility** 12 (+2), **Intellect** 15 (+5), **Will** 17 (+7)

Speed 16; flier (swoop)

Immune damage from fire; asleep, charmed, dazed, frightened, stunned

Colossal An ancient dragon takes half damage from creatures half its Size or smaller. It cannot be compelled, immobilized, or slowed by effects originating from creatures half its Size or smaller.

Spell Defense A dragon takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking the dragon with a spell makes the attack roll with 1 bane.

Steely Scales An ancient dragon's scales impose 1 bane on attack rolls made against its Defense.

Keen Reflexes An ancient dragon can use two triggered actions per round.

ATTACK OPTIONS

Claws (melee) +8 with 3 boons (2d6 + 3)

Teeth (melee) +8 with 3 boons (3d6 plus 2d6 from fire)

Tail (melee) +8 with 3 boons (2d6 plus Knock Down on attack roll 20+)

Knock Down A target must get a success on an Agility challenge roll with 1 bane or fall prone. If the total of its roll is 0 or lower, the target is also moved 1d6 yards away from the dragon and cannot stand up for 1 round.

SPECIAL ATTACKS

Flurry of Attacks The dragon attacks twice with its claws, once with its teeth, and once with its tail.

Breathe Fire The dragon exhales flames in a 12-yard-long cone originating from a point it can reach. The flames deal 8d6 + 5 damage to everything in the area. A creature in the area can make an Agility challenge roll with 2 banes. A creature takes half damage on a success, or catches fire on a failure. After the dragon uses Breathe Fire, roll a d6. On a 1, the dragon loses this attack for 1 minute. On a 2-5, the dragon loses this attack for 1 round. On a 6, the dragon does not lose this attack.

Darting Claw When a creature moves within the dragon's reach, the dragon can use a triggered action to attack with its claws.

FENRIR

On the slopes of the mountains can be found a breed of monstrous wolf called fenrir. It is named after the great beast sired by the Trickster God, another of the Dark Gods, and birthed by the Mother of Monsters. Fenrir stand 8 feet tall at the shoulder and can reach up to 18 feet in length from snout to tail. They have overlarge heads with massive jaws strong enough to sever limbs. The most frightening aspect of these wolves is their

ability to vomit forth their shadows, drowning nearby light in the darkness that comes from their hearts.

Fenrir understand Trollish, but do not speak.

FENRIR

DIFFICULTY 100

Size 4 frightening monster

Perception 14 (+4); darksight

Defense 16; **Health** 100

Strength 16 (+6), **Agility** 14 (+4), **Intellect** 10 (+0), **Will** 13 (+3)

Speed 12

Immune gaining Insanity; immobilized, slowed

ATTACK OPTIONS

Teeth (melee) +6 with 1 boon (3d6, or 5d6 against a prone target, plus Maim on attack roll 20+)

Maim If the target has at least one hand, it must make an Agility challenge roll. On a failure, the fenrir bites off the target's hand. At the end of each round, the target takes damage equal to half its healing rate. If another creature that can reach it can use an action to stanch the bleeding.

SPECIAL ATTACKS

Chase Down The fenrir moves up to its Speed and makes an attack with its teeth. If the target takes damage from this attack, it must get a success on an Agility challenge roll with 1 bane or fall prone.

SPECIAL ACTIONS

Swallow the Sun and Moon The fenrir vomits a wolf-shaped shadow that fills a cube up to 10 yards on each side, originating from a point it can reach, which remains until the fenrir becomes incapacitated or uses this action again. All light in the area becomes darkness. Once the fenrir uses this action, it cannot do so again until it completes a rest.

KRAKEN

Of the few creatures that are threatening enough to give the jotun pause, the kraken is the one most feared. This monster of the depths slithers up from the ocean floor to intercept passing ships, and with its powerful tentacles, it drags the manned ships into the murky depths where all are swallowed by its beaked maw. Most reports of kraken sightings suggest that the monster's lair is in the Iron Bay near Blötland, but it has been blamed for the disappearance of ships all across the Auroral Ocean.

The kraken is an octopoid the size of a galleon, about 80 feet long from the tips of its tentacles to the crest of its head. The tentacles are tipped with suction cups and thorns, which help it to grab and hold prey. Like an octopus, the kraken has neither a skeleton nor an exoskeleton, so it can squeeze through tight places.

The kraken attacks from beneath a ship by reaching its tentacles up and over the sides, wrapping them around creatures, and then dragging its prey under the water and into its maw. It typically attacks with five or six of its eight tentacles, using the remaining ones to anchor itself in place.

KRAKEN

DIFFICULTY 1,000

Size 15 horrifying monster (aquatic)

Perception 15 (+5); darksight

Defense 13; **Health** 120 (Independent Tentacles)

Strength 20 (+10), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 18 (+8)

Speed 10; swimmer

Immune gaining Insanity; dazed, prone, stunned

Colossal A kraken takes half damage from creatures half its Size or smaller. It cannot be compelled, immobilized, or slowed by effects originating from creatures half its Size or smaller.

Independent Tentacles The kraken has eight tentacles, each of which acts independently from the kraken and takes damage separately. During each round, the kraken tentacles and the kraken itself can each take a turn. See Kraken Tentacle for statistics.

ATTACK OPTIONS

Beak (melee; reach 1) +10 with 3 boons (2d6 + 6 plus Swallow on attack roll 20+)

Swallow If the target is smaller than the kraken, it must make an Agility challenge roll with 1 bane, or 3 banes if it is grabbed. On a failure, the target is swallowed.

A swallowed creature is defenseless, moves with the kraken, and cannot perceive anything outside of the kraken's body. At the end of each round, the swallowed creature takes 2d6 damage from the kraken's digestive juices. If the kraken becomes incapacitated, it vomits forth any creature it has swallowed, causing each swallowed creature to land prone in an open space within 1d3 yards of the kraken.

SPECIAL ACTIONS

Ink Cloud When the kraken's body is underwater and either its damage total reaches 100 or it has lost four tentacles, it can use a triggered action to eject ink to fill a 20-yard-long cone. The ink totally obscures its area. Then, the kraken moves up to twice its Speed without triggering free attacks.

KRAKEN TENTACLE

Size 10

Perception 15 (+5); sightless

Defense 13; **Health** 30

Strength 20 (+10), **Agility** 13 (+3), **Intellect** —, **Will** —

Speed moves with the kraken

Immune afflictions

ATTACK OPTIONS

Tentacle (melee) +10 with 2 boons (1d6 + 6 plus Grab)

Grab The kraken tentacle can attempt to grab the target as part of its attack. If the target is already grabbed, the tentacle maintains the grab and moves the target 1d6 yards toward the kraken's beak.

SPECIAL ATTACKS

Smash Prey If the kraken tentacle is grabbing a creature, it can make an attack with it against a different creature within 10 yards of it. The tentacle makes a Strength attack roll with 1 boon against the target. On a success, the target and the creature the tentacle has grabbed each take 1d6 + 6 damage. Then, roll a d6. On an odd number, the grabbed creature removes the grabbed affliction. On an even number, the tentacle maintains the grab.

Pull Apart The kraken tentacle attacks a creature grabbed by another tentacle, making a Strength attack roll with 3 boons against the target's Strength. On a success, the target takes 3d6 + 6 damage. If the target becomes incapacitated, it dies, its body torn in half.

LINDORM

In addition to dragons, the people of the frozen wastes must contend with great serpents that slither underground and swim through the ocean depths. Some sages believe lindorms descend from the world serpent, and like their sire, they drip *Eitr* from their fangs. Despite their supernatural origins, lindorms are little more than wild animals. They have dim intelligence, and hunger motivates them. When one comes upon something it thinks it can eat, it wastes no time, moving with surprising speed to deliver a vicious bite and then wrapping its prey in its crushing coils.

Lindorms are enormous serpents with brassy scales and gleaming yellow eyes. They can grow up to 50 feet in length and weigh thousands of pounds.

LINDORM

DIFFICULTY 250

Size 12 frightening monster

Perception 14 (+4); darksight

Defense 15; **Health** 120

Strength 18 (+8), **Agility** 11 (+1), **Intellect** 6 (-4), **Will** 10 (+0)

Speed 8

Immune prone

Colossal A lindorm takes half damage from creatures half its Size or smaller. It cannot be compelled, immobilized, or slowed by effects originating from creatures half its Size or smaller.

Steely Scales The lindorm's scales impose 1 bane on attack rolls made against its Defense.

ATTACK OPTIONS

Fangs (melee) +8 with 1 boon, or 2 boons against a grabbed target (4d6 plus *Eitr*)

Eitr The lindorm injects *Eitr*, the poisonous substance from which all life is said to have sprung, into the target, forcing it to make a Strength challenge roll with 3 banes. A creature takes damage equal to half its Health on a failure, or damage equal to one-quarter its Health on a success.

SPECIAL ATTACKS

Crushing Grip The lindorm slithers around a creature it can reach and uses its body to grab it. The lindorm makes a Strength attack roll with 1 boon against the target's Agility. On a success, the target takes 3d6 damage and becomes grabbed for 1 round. If the target is already grabbed in this way, it instead takes 4d6 extra damage and the lindorm maintains the grab. A grabbed creature makes Strength or Agility attack rolls to remove the grabbed affliction with 2 banes.

SPECIAL ACTIONS

Slithering Evasion When a creature gets a failure on an attack roll against the lindorm, the lindorm can use a triggered action to move up to half its Speed. The lindorm moves any creature grabbed by it with it.

Darting Fangs When a creature moves within the lindorm's reach, it can use a triggered action to attack that creature with its fangs.

Sea Serpent

Sea serpents are lindorms that live in the seas, typically the Iron Bay and the Auroral Ocean. They resemble their land-dwelling kin, but they have verdigris-colored scales. A sea serpent uses the lindorm's statistics box with the following adjustments.

SEA SERPENT

Size 8 *frightening monster (aquatic)*

Speed 10; swimmer

Cold Resistance A sea serpent takes half damage from cold.

White Worm

White worms, also called cold worms, live in the Blasted Lands and in the more remote areas of Blötland. Dormant by day, they are true terrors at night, relentless in their pursuit of the kill. White worms grow up to 45 feet long; they have red eyes and bodies covered with blue-white scales and tufts of white fur.

WHITE WORM

DIFFICULTY 250

Size 5 *horrifying monster*

Perception 14 (+4); darksight

Defense 18; **Health** 200

Strength 19 (+9), **Agility** 10 (+0), **Intellect** 6 (-4), **Will** 10 (+0)

Speed 12; ice walker

Immune damage from cold; gaining Insanity; frightened

Ice Walker A white worm ignores the effects of moving across difficult terrain caused by ice or snow.

Chilling Horror When a creature gains Insanity from seeing a white worm, it becomes slowed for as long as it remains frightened.

ATTACK OPTIONS

Teeth (melee) +9 with 3 boons (7d6 plus Deep Freeze)

Deep Freeze A living target must get a success on a Strength challenge roll or become slowed for 1 round. While slowed in this way, the creature makes attack rolls and challenge rolls with 1 bane. A target already slowed instead takes 3d6 extra damage.

SPECIAL ATTACKS

Mass Attack Each creature within a cube 4 yards on each side, centered on a point the white worm can reach, must get a success on an Agility challenge roll with 1 bane or take 7d6 damage and be subject to Deep Freeze.

Polar Vortex The white worm exhales a blast of lethal cold in a 12-yard-long cone originating from a point it can reach. The cold deals 7d6 + 10 damage to everything in the area. A creature that gets a success on a Strength challenge roll takes half this damage. Once the white worm uses Polar Vortex, it must wait 1 round before it can use it again.

END OF THE ROUND

Freezing Presence Waves of lethal cold radiate from the white worm's body, freezing all liquids within short range. As well, each creature within short range must get a success on a Strength challenge roll or take 3d6 damage.



Wyvern

Smaller, dimmer cousins to dragons, wyverns have reptilian bodies covered with brown and gray scales, sometimes patterned but often not. A wyvern has two hind legs with clawed feet and great leathery wings in place of forelimbs. Its large, horned head extends from its body on a long, serpentine neck. Its most distinctive feature is the stinger at the end of its tail, which injects potent venom into its prey.

WYVERN

DIFFICULTY 250

Size 3 *frightening monster*

Perception 11 (+1); shadowsight

Defense 17; **Health** 125

Strength 17 (+7), **Agility** 10 (+0), **Intellect** 7 (-3), **Will** 10 (+0)

Speed 12; flier

Immune asleep, charmed

ATTACK OPTIONS

Teeth (melee) +7 with 1 boon (3d6)

Claws (melee) +7 with 1 boon (2d6)

Stinger (melee) +7 with 1 boon (2d6 plus Wyvern Venom)

Wyvern Venom A target must get a success on a Strength challenge roll with 2 boons or take 6d6 damage and become poisoned for 1 minute. A target already poisoned instead takes 3d6 extra damage.

SPECIAL ATTACKS

Bite and Claw The wyvern attacks with its teeth and its claws.

Instinctive Sting When a creature the wyvern can reach uses an action, the wyvern can use a triggered action to attack with its stinger.

SPIRITS AND UNDEAD

Souls linger in the mortal world for many reasons. Among the fatalistic jotun, most souls accept death and move on to dwell in the Underworld, or in Valhalla if the Valkyrie chose them. Still, one can find phantoms, wraiths, and other such creatures in the wastes, typically those ravaged by imperial magic. Undead, such as zombies and animated corpses, are also found, though in smaller numbers.

DRAUGR

Not all jotun souls are eager to reach the afterlife. The especially wicked might linger inside their physical remains, transforming their rotting bodies into draugr. These undead abominations lurk inside their cairns to protect their grave goods. If they hear movement outside or grow bored, they emerge as streams of vile-smelling smoke and then take on physical form, a blackened and bloated version of their old appearance. The stench



of corruption spreads out from them, and they take advantage of their prey's momentary discomfort to rip it to bloody gobbets with their long, awful claws.

Draugr speak Trollish.

DRAUGR

DIFFICULTY 50

Size 2 horrifying undead

Perception 10 (+0); **darksight**

Defense 9; **Health** 56

Strength 16 (+6), **Agility** 9 (-1), **Intellect** 10 (+0), **Will** 14 (+4)

Speed 10

Immune damage from disease and poison; gaining Insanity; asleep, charmed, dazed, diseased, fatigued, frightened, poisoned, stunned

Resilience A draugr takes half damage from weapons.

Vulnerable to Fire A draugr takes double damage from fire.

ATTACK OPTIONS

Claws (melee) +6 with 1 boon (2d6)

SPECIAL ACTIONS

Giant Size For 1 minute, the draugr becomes Size 4, gains a +10 bonus to Health, and deals 2d6 extra damage with its claws. The draugr can use Giant Size only if it is in an open space large enough to hold a Size 4 creature—about 4 yards in every direction. In addition, once the draugr uses this ability, it cannot do so again until it completes a rest.

Streaming Smoke The draugr uses an action, or a triggered action on its turn, to transform its body into a roiling cloud of smoke, fly up to its Speed, and then resume its normal form. While in this form, the draugr is immune to all damage, can move freely through openings wide enough to permit the passage of air, and can move through spaces occupied by other creatures.

END OF THE ROUND

Vile Stench Each breathing creature within short range of the draugr must make a Strength challenge roll with 1 bane. A creature becomes impaired for 1 round on a failure; on a success, it becomes immune to this draugr's Vile Stench until it completes a rest.

EINHERJAR

As do all mortal creatures, jotun ride the wheel of life—they are born, live, die, and are born again. But sometimes, a jotun who fights with courage and ferocity enough to win the attention of a Valkyrie and dies a glorious death can escape the wheel of life, and there they dine in the halls of Valhalla as a member of the einherjar—the greatest heroes ever to have lived.

Shades, like manes and lemures, einherjar spend their afterlife fighting each other on the misty, bloodstained battlefields of Valhalla. They square off against each other in sides determined by the bloodthirsty gods, hacking each other apart in endless war. When the sun finally sets on the carnage, the survivors march to the feasting halls, where they eat, drink, rut, and boast. The next day, the dead rise and the battle resumes anew.

Einherjar appear as they did in life, though most sport grisly wounds, missing limbs, and other signs of the painful, violent end their devotion earned them. They speak Trollish and any other languages they knew in life.



EINHERJAR

DIFFICULTY 50

Size 2 frightening spirit

Perception 9 (-1); darksight

Defense 17 (mail, large shield); **Health** 44

Strength 14 (+4), **Agility** 11 (+1), **Intellect** 9 (-1), **Will** 12 (+2)

Speed 10

Immune damage from cold, disease, fire, and poison; gaining Insanity; asleep, diseased, fatigued, frightened, immobilized, poisoned, slowed

Eternal When an einherjar becomes incapacitated, it falls prone and appears dead. It returns to life 24 hours later with no damage.

ATTACK OPTIONS

Battleaxe (melee) +4 with 2 boons (2d6 + 2 plus 1d6 extra damage on attack roll 20+)

Large Shield (melee) +4 with 2 boons (1d6 plus 1d3 plus 1d6 extra damage on attack roll 20+)

Combat Expertise When the einherjar uses an action to attack with a weapon, it either deals 1d6 extra damage with that attack or makes another attack against a different target at any point before the end of its turn.

Revealed in Death A Valkyrie and anything she rides is invisible to all creatures other than Valkyries, spirits, and incapacitated creatures. If the Valkyrie uses an action to attack, she loses this trait for 1 round.

ATTACK OPTIONS

Spear (melee or short range) +4 with 2 boons (3d6)

Sword (melee) +4 with 2 boons (3d6 + 2)

SPECIAL ATTACKS

Two Attacks The Valkyrie uses an action to attack two different targets with her spear and her sword. The spear attack deals 2d6 damage, and the sword attack deals 2d6 + 2 damage.

SPECIAL ACTIONS

Choose the Slain The Valkyrie chooses one living incapacitated creature she can reach and touches it. The creature dies as she pulls free its soul by stealing the creature's breath with her mouth. When the Valkyrie reaches Valhalla, any souls she has harvested in this way become einherjar, and the creatures to whom the souls belonged cannot be restored to life.

Valkyrie

The gods send the Valkyries into the mortal world to harvest the souls of the best warriors to fight for their pleasure in the afterlife. Valkyries ride on the backs of winged steeds, soaring over the battlefield, their keen eyes picking out doomed warriors who acquit themselves well. Sometimes, they seek them out to fight them. At other times, they swoop down to deliver the kiss of death and draw forth the soul from the dying body for transport across the rainbow bridge.

Old stories assert that the Valkyries are beautiful warrior-maidens, daughters of the gods who tend to them when not venturing forth on their deathly errands. In truth, they are fearsome spirits, vaguely female under their helmets and mail coats. They have gray skin, wispy gray hair, and horrid visages in which two dead eyes stare and slackened mouths hang open, eager to take in the souls of the dead.

Valkyries speak Trollish.

VALKYRIE

DIFFICULTY 250

Size 1 horrifying spirit

Perception 16 (+6); true sight

Defense 15 (mail); **Health** 100

Strength 14 (+4), **Agility** 13 (+3), **Intellect** 14 (+4), **Will** 12 (+2)

Speed 12

Immune damage from disease and poison; gaining Insanity; charmed, diseased, poisoned

Spell Defense A Valkyrie takes half damage from spells and makes any challenge roll to resist a spell with 1 boon. A creature attacking a Valkyrie with a spell makes the attack roll with 1 bane.

Lights of Glory The Valkyrie fills the air within short range of herself with soft, shimmering lights. Each living creature in the area cannot be frightened, makes attack rolls with 1 boon, and deals 1d6 extra damage with weapon attacks.

TROLLS

Embittered by their defeat at the hands of the faeries and fearful of the curse laid against them, the trolls withdrew from the Lands of Summer and sought refuge in the south, where Mother Sun hides behind thick clouds, and the gloomy landscape allows them to move more freely. The millennia have not been kind to the trolls, reducing them to a crude, simple, vicious people, ruled by their appetites and driven by their hatred. In the frozen wastes, trolls hide in mountain caves and in the tunnels that riddle the areas under the peaks.

New Creatures by Difficulty

Name	Descriptor	Difficulty
Son of Winter	Human	5
Trow	Dwarf	5
Cold One	Monster	10
Jotun	Jotun	25
Draugr	Spirit	50
Einherjar	Spirit	50
Winged horse	Animal	50
Fenrir	Monster	100
Fossergrim	Faerie	100
Ice genie	Genie	100
Lindorm	Monster	250
Valkyrie	Spirit	250
White worm	Monster	250
Wyvern	Monster	250
Ancient dragon	Monster	1,000
Kraken	Monster	1,000
Mountain giant	Giant	1,000

KILL Them ALL

An Adventure for Master Characters

After a dragon swoops down from a snowy sky, raining fire and death on the village of Hoel, the player characters venture forth to slay the beast. The dragon, however, was just a distraction created by a vengeful troll who has designs of his own. On the hunt for a dangerous relic forged by the trolls, he finds it buried beneath Hoel and intends to use it to eradicate the faeries of Svartalfheim. The adventure is completed when the characters stop the troll or when the troll succeeds in his mission.

BACKGROUND

Oogkrak the Troll has spent his life nursing his hatred for the faeries and reliving the bitterness of his people's defeat. For centuries, he scoured the lands by night for any weapon he could use against the faeries of Svartalfheim to destroy them utterly. His search paid off when he learned of a potent relic, the *End Stone* (see page 22), which rests in a secret vault beneath Hoel, a minor village on the edge of Blötland.

Now Oogkrak needs only to go into the village, move the petrified remains of a troll that plugs the entrance to the vault, and retrieve the stone—no mean feat, given the great numbers of jotun living in the town. Oogkrak realizes that he needs a distraction to clear his way to the relic. A troll of no half measures, he wandered up into the mountains, woke up a dragon, and fled, leading the dragon in the direction of Hoel. The adventure begins not long before the dragon attacks.

hoel

Hoel is a collection of six longhouses contained within a high, wooden palisade overlooking the rocky shore that stretches down from the valley's slopes to the dark waters of the Frozen Sea. The longhouses are made from the trunks of trees mortared together with mud and roofed with sod. Each one is about 30 yards long, 10 yards wide, and 3 yards high.

A misshapen lump of stone stands at the community's center. Its vaguely humanoid shape and the lack of tool marks on the statue indicate its origins—it is the body of a troll that sacrificed itself to seal the vault beneath its feet. The locals believe the stone statue depicts an image of Grimmir and honor it as such.

Thirty jotun live in the community, and about twenty are combat-ready. The jarl, a doddering old jotun named Yyurlgan, lost all his heirs in a brief war against a rival settlement a few miles away. When he finally dies, people expect Brynhild to take over—she's fearless, unmatched with a sword or axe, and genuinely frightening. In addition to the jotun, six human and two goblin slaves tend the meager fields, do the sewing, and keep the community somewhat tidy.

GETTING STARTED

If at least one player character is a jotun, you can make Hoel the character's hometown, or the home of an old friend, relative, mentor, or anyone else important to that character. If no characters are jotun, the group might have washed up here after tangling with wyverns, traveled here in search of treasure, or for any other reason that makes sense to you.

There's not a whole lot to do in Hoel, but the characters have enough time to talk to the locals, get their bearings, and explore while having a bit of fun before things get hot. Some suggestions follow.

Chat up the Locals: The characters might tease a few clues out of the locals if they can see through their boasting. For example, one jotun might say, "I spotted a troll the other day while squatting. When I stood up, he saw the full measure of me and ran off." Another might say, "These hills were once thick with dragons, but our ancestors drove them all off." Most people are quick to pay themselves compliments and to back up their boasts with fisticuffs if need be.

Get Drunk: Locals keep casks of ale in one of the longhouses, and each night the jotun gather to drink their fill. Player characters can participate in the revelry by engaging in drinking contests with the locals. The first character to do so and win (by not passing out) earns Fortune.

A character can consume a number of drinks equal to his or her $\text{Size} \times \text{Strength}$ modifier without suffering any ill effects. For each drink after the minimum, the character must make a Strength challenge roll with a number of banes equal to the number of drinks the character has consumed in excess of his or her limit. On a failure, the character becomes impaired until he or she completes a rest. If the character is already impaired, he or she becomes slowed while impaired in this way. If already slowed, the character falls prone and becomes unconscious until no longer impaired.

Use the jotun statistics box to determine how many drinks a jotun can typically drink. Player characters compete against one or several jotun at once. Optionally, the entire group might participate in a single contest. You can track the jotun separately or in groups.

Boast: Jotun boast. It's their thing, and they expect others to boast right back at them. Player characters might join in the fun, and if so, you can draw from the Jotun Boasts table for ideas of what kinds of boasts the jotun might make. You can grant Fortune to the player who makes a boast that makes everyone laugh or that you find especially impressive.

JOTUN BOASTS

d20	Boast
1	I once ate a herd of oxen in one sitting.
2	I voided my bladder with such force that I quenched the flames of Hell.
3	I found a mountain in my path and told it to move. There is no mountain there. Now.
4	I am the ice, the rock, the trees, and the wind. I am the north and you? You. Will. DIE!
5	You heard about the halflings? They're my children. All of them.
6	I once hit the moon with an arrow loosed from my bow.
7	I outdrank a dwarf.
8	I once wrestled the north wind off its sleeping ass so I could have a cool breeze during the summer.
9	My left nut is bigger than your head, and it would take more hands than are in this room to heft my manhood.
10	I ruined the Faerie Queen for all other lovers. She's single still, right?
11	My shadow is bigger and darker than the Demon Lord's.
12	I drink the lake and piss the river. I eat the mountains and shit the avalanche. I drink the clouds and fart the wind. You are nothing.
13	I slew uncountable beasts to build my throne of bones.
14	I told the dragon to sit down and it did.
15	I was born when I was ready. I walked out of my mother's womb.
16	I climbed to the peak of Mount Fear and laughed.
17	I spit in the Dark Lady's eye and lived to tell the tale.
18	A Valkyrie came for me once. I told her, "Not yet."
19	I once walked from here to the Desolation just to see what all the fuss was about.
20	A skald once tried to recount all my victories, but died of thirst before he could finish.

Brawl: Jotun love to fight, and boasts often lead to brawls. The player characters are tough enough that they should be able to hold their own against any of the locals. The first character to win a brawl that he or she initiates earns Fortune.

Free Some Slaves: The community depends on its slaves to tend the fields and harvest crops. The characters might, understandably, find the practice of keeping slaves reprehensible and try to do something about it. The slaves are terrified of the jotun and consider their chances of surviving an escape attempt to be low. Thus, they refuse efforts to help them and might even warn the jotun if the player characters make the attempt.

Go Hunting: Jotun hunters often venture into the hills to hunt moose, elk, deer, and bears. As well, hunters might be tasked with bringing down dangerous monsters. If the characters join such an expedition, they can either hunt for food or track down a band of $1d6 + 2$ boggarts that have been causing trouble for weeks.

LOCAL COLOR

Use the following table to quickly generate the personality of jotun NPCs the characters might encounter. Give them names from the samples included earlier in this book (see Common Names, page 7). You can use the Jotun Boasts table in conjunction with the people described below to help you portray the NPCs.

d20	Jotun
1-2	A surly drunk with a piss-poor attitude
3-4	A loud-mouthed braggart who has yet to fight in a battle
5-6	A quiet, reserved veteran who radiates menace
7-8	A grizzled whaler
9-10	A typical, boastful, competent member of the community
11-12	A young and eager warrior, ready for his or her first fight
13-14	A cynical veteran who has lost all hope
15-16	A cruel and nasty slaver who delights in others' pain
17-18	A maimed veteran filled with pride or bitterness
19-20	A bully whose bluster masks cowardice

DRAGON ATTACK

After the characters familiarize themselves with the community and its inhabitants, the dragon attacks. An ancient dragon soars overhead at night, swooping down to catch $1d3$ longhouses in its fiery breath, before lifting into the air once more. The characters must find some way to drive the dragon off or kill it.

When the dragon attacks, determine the locations of the player characters based on what each had been doing before the attack. Assume that each longhouse has $2d6 - 2$ jotun inside.

BURNING Longhouses

It takes $3d6$ minutes for a burning longhouse to be reduced to charred rubble. Smoke and cinders fill the interior of the buildings, heavily obscuring their areas. As well, living and breathing creatures inside them are subject to suffocation (Shadow, page 202). Smoke pours out of the burning buildings, partially obscuring the area 1 yard around each one.

At the end of each round, several things happen. First, everything inside a burning building takes $1d6$ damage from heat and flying cinders.

Next, roll a d6. On a 6, the fire gutters out. On any other result, the fire continues to burn.

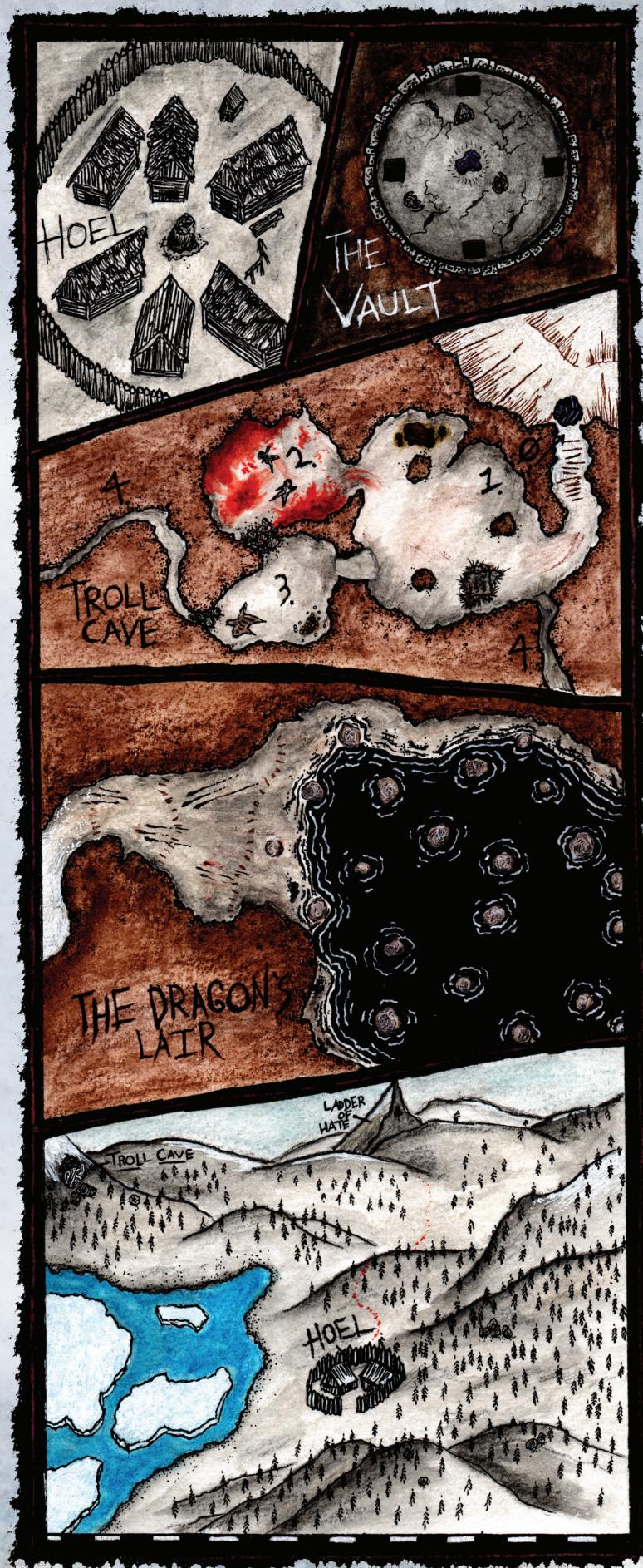
On a 1, the roof collapses, burning everyone inside with flaming debris. The collapse kills any creature with a Health score of 20 or lower. A creature with a Health score higher than 20 can make a Strength challenge roll with 1 bane. On a failure, the creature takes $6d6 + 20$ damage, falls prone, and becomes immobilized, or just takes half the damage on a success. A creature immobilized in this way is totally covered under the rubble and takes $2d6$ damage at the end of each round from the crushing weight of the collapsed building. An immobilized creature can use an action to make a Strength challenge roll with 2 banes. On a success, the creature removes the immobilized affliction and can crawl free.

Finally, the smoke billowing from a burning building spreads $1d3$ yards across the ground and rises into a plume several dozen yards into the air. If a fire has just gone out, the smoke around that building dissipates in 1 round.

The characters can use a variety of methods to extinguish the flames. Water spells might douse a fire, for instance, or the characters could organize a bucket chain. A significant amount of water thrown or poured on a burning longhouse would add a $+1d3$ bonus to the d6 roll at the end of each round to determine the fate of the building.

JOTUN ALLIES

One **jotun** per player character can help fight the dragon. The rest of the residents fight fires, try to rescue loved ones, or are themselves trapped inside the burning buildings. Give control of the jotun allies to the player characters, while you decide what the other jotun do and the outcome of their actions based on common sense.



The DRAGON

The dragon is furious at having been disturbed and takes out its anger on the jotun. The dragon stays high, sticking to areas partially obscured by the smoke from the burning buildings. It doesn't descend again until it can use its Breathe Fire attack, at which point it swoops down to blast the community again. If attacked by flying creatures, it uses its weapons to attack them in return. The dragon remains in the vicinity until all six buildings are on fire or until it becomes injured. In either case, the dragon flies off, trailing blood on the ground below, toward its cave in the mountains.

The TROLL

If the characters leave the village during the attack, possibly to escort villagers to safety, they might happen by the place where Oogkrak is hiding while he watches the conflagration. Roll a d6 for each fleeing character. On a 6, the character can make a Perception challenge roll with 1 bane. On a success, the character sees Oogkrak lurking behind a pile of stones. He appears as a normal troll, speckled with rock from a few brief encounters with the sun. If even one character moves to engage the troll, Oogkrak attacks until injured, at which point he flees or surrenders.

If Oogkrak surrenders, he tells the characters (untruthfully) that he was attracted by the commotion and that he intended no harm. He just wants to return to his cave before the sun rises. If prevented from doing so, he fights until he can escape or until he dies.

The characters might decide to watch the troll instead of confronting him. After a few minutes, he climbs a hundred yards or so up a nearby hill, pulls a boulder aside, enters a passage, and puts the boulder back. See Troll Cave for details.

What Next?

The two most likely sequences of events following the attack are detailed below.

JOTUN COUNTERATTACK

Now that it has been awakened, the ancient dragon is relentless. If it is driven from Hoel before destroying the village, it returns when it has healed fully, likely in a day or two. If the village is destroyed, the dragon goes on to cause trouble for other settlements.

To prevent further destruction and end the threat, any surviving jotun intend to get vengeance against the dragon and urge the group to join them on a journey to discover the creature's lair. If the characters don't go along, the dragon destroys the jotun, eats their corpses, and then goes back to sleep, sated. If the characters do join the expedition, proceed with the Dragon's Lair section.

TROLL Thief

Oogkrak, if he still lives, returns to Hoel the night after the dragon's attack. What happens depends on where the characters are.

If some or all of the characters are in the village, they should spot him entering the community. He fights them until it looks like he can't win, at which point he surrenders. The troll won't admit to rousing the dragon and claims he was looking for treasure when he entered Hoel. If he can see the statue at the center of the community, a character with a Perception of 12 or higher notices that Oogkrak looks at the statue frequently. The troll refuses to talk about what he's truly after, since he can't let the relic fall into the characters' hands. The only way he reveals anything is if the characters make a genuine offer to help him, in which case the troll might confide that he's after the *End Stone*. How this plays out is up to you.

If the characters have tromped off to kill the dragon, the troll kills any jotun he finds, pushes over the statue at the town's center, and then descends to retrieve the *End Stone*. If the characters are still near the town, they might catch the troll in the hidden vault, or they might discover the vault themselves when they return to the community.

In either case, the troll will not use the relic until he reaches the hidden kingdom, as described in Vault of the End Stone.

TROLL CAVE

Oogkrak lives in a deep cave whose entrance stands 100 yards up the western slope of a hill. An enormous (Size 4) boulder blocks the entrance, fitting snugly into the hole to prevent light from reaching inside. The troll moves and replaces the boulder when he comes from or goes into the cave, so a keen eye might spot pulverized rock on the ground nearby where the stone has been rolled back and forth. A character with a Strength of 10 or higher can move the boulder with a success on a Strength challenge roll made with 2 banes, and a character with a Strength of 15 or higher can move it automatically.

0. Entrance: Moving the rock reveals the entrance, a stinking hole that descends 10 yards into the darkness. There are plenty of handholds to facilitate climbing. The stench of rotting meat and excrement is overpowering.

1. Main Room: The troll spends most of his time brooding in this roughly circular cave about 15 yards in diameter. The ceiling is supported by three columns where Oogkrak has scrawled the names of his kin that died at the faeries' hands. An impressive pile of excrement stands off to one side, and a mat of hair, bones, and skins serves as bedding.



Three tunnels branch off from this cave to the other locations. Each is 2 or 3 yards in diameter.

2. Larder: Animal and jotun carcasses in varying states of decomposition crowd this smaller cave, which is about 5 yards on each side. Spending an hour sifting through the mess turns up one enchanted object, $2d6$ ss, and a suit of mail for a Size 2 creature.

3. Treasure Vault: Oogkrak keeps any valuables he's found in his nocturnal ranging in this small cave. Much of it is worthless, including stones with curious shapes or hues, interesting bones, and broken pieces of petrified trolls. A pile of coins made up of 666 bits, 456 cp, 125 ss, and 35 gc sits to one side. Unrolled on the floor is a piece of cured elf hide covered in Trollish script. It's quite old and much of the writing is illegible, but a character who can read Trollish can piece together enough to know what the *End Stone* does and that it rests under the form of a mighty troll hero, Boogtoogtookta the Profane, who was petrified by the hateful sun to prevent the faeries from stealing it and anyone else from finding and using it.

4. Narrow Passage: This 1-yard-wide passage burrows under the mountain. Since it is too narrow for Oogkrak to explore, he never worried about it. The tunnel can lead to a dead end or someplace interesting as you decide.

DRAGON'S LAIR

On foot, it takes one day to reach the entrance to the dragon's lair. The route is too treacherous for mounts to be of use, but flying characters can reach the entrance in half the time. The characters can make this journey with no trouble, but you might challenge them further by having a **horned ogre** and $1d3 + 1$ **ogres** attack en route.

Finding the entrance is easy. If the dragon left Hoel because it was injured, it left a clear blood trail as it flew off in retreat. The group just has to follow the trail. Even if the dragon is not injured, the entrance to its lair inside the Ladder of Hate—the local name for a particularly high mountain—is quite obvious: a massive rent in the side of the mountain, 10 yards in height and 10 yards wide. Steam leaks out from it, sometimes wispy, other times escaping in plumes.

Entering, the group finds the air hot and humid, the walls covered in condensation, ceiling and floor bristling with stalactites and stalagmites. The passage descends gently, periodically displaying deep gouges from the dragon's claws, until it ends at an enormous gallery 300 yards long, 100 yards wide, and 50 yards tall. Twenty-one columns, each 5 to 10 yards thick, rise from the floor to the ceiling.

A pool of oily liquid—sweat from the dragon—covers the entire floor of the cave. Bones stick up out of the pool in places. The pool is 1 foot deep and highly flammable. Anything in the pool that takes damage from fire, or any attack that fills an area that includes the pool with fire, causes the oil to ignite, which sends a wave of fire in all directions across the pool until the whole pool is on fire. When the pool catches fire and at the end of each round thereafter for 1d6 days, the flames deal 2d6 damage to everything in the pool and within 2 yards of it. A creature can make a Strength challenge roll and takes half the damage on a success.

If the dragon heard the group approach, it clings to the ceiling and waits until the player characters have entered the chamber before it attacks. Once combat begins, the dragon fights to the death and pursues the intruders until it has killed them all.

Treasure: Scattered at the bottom of the pool are enough coins, gems, and art objects to beggar a king. Gathering them all is likely impossible, but several forays into the cave can produce wealth worth tens of thousands of gold crowns. If the pool ignites, the coins melt. Heat cracks the stone at the bottom, causing the liquid metal and flaming oil to drain through fissures in the floor into chambers below, which takes 1d6 minutes and causes the flames to gutter out 1 minute later. Once the fire burns itself out, the characters, with work, could recover 1d6 × 1,000 gc worth of coins.

In addition, 1d6 + 3 enchanted objects are scattered around the cave. Finding each takes 1d6 minutes. You can also place a relic in this place.

Vault of the End Stone

The characters might discover the vault hidden below the stone statue at the center of Hoel, perhaps even before the dragon attacks. The discovery could happen through the characters' ingenuity, by their finding mention of it in the Troll Cave, or when they return to town after fighting the dragon.

The petrified troll blocks the entrance. Pushing it over requires a success on a Strength challenge roll with 2 banes. Moving the statue reveals a 4-yard-wide cavity in the earth that drops 6 yards into a dark, circular chamber 10 yards in diameter. All around the chamber's perimeter stand the petrified remains of troll warlocks, posed as if they died while casting a spell.

If the characters find the vault before the troll can rob it or if they catch him in the act, they see the *End Stone* floating a foot above the floor in the center of the chamber. Characters who dare to interact with it can

do so, and once it is touched the magic that levitates it expires. If Oogkrak still lives, he might try to take the relic from them some night in the future. If he doesn't, the characters will have to decide what to do with it.

If Oogkrak managed to get into the Vault while the group was away, he grabbed the *End Stone*, crawled out, and made his way west toward one of the entrances to Svartalfheim. Any survivors in the community or in the outlying area might tell the characters that they spied a blot of darkness speeding in that direction.

It takes Oogkrak ten days to reach the borderland. The relic's darkness protects him from sunlight along the way. Once he reaches it, he intends to enter Svartalfheim and use the relic. Detonating the relic inside the hidden kingdom produces the intended effect—a 1-mile-radius circle of devastation, but it also tears a hole open to the Void. Although Oogkrak won't be there to see it, since he will have been consumed by the relic's magic, demons come boiling out of the rift and spread across the world, as the Demon Lord reaches out to capture the world and devour it as he has so many others.

Conclusion

The adventure can end in a couple of different ways. Ideally, the characters discover the troll, defeat him, hunt down the dragon and defeat it, and prevent the troll from carrying out his twisted, world-ending mission.

If the characters recover the relic, they should learn its perils quickly by examining it—it reveals its powers to anyone who handles it. They might seek some place to contain its power, possibly returning it to the Vault. Foolish characters might tap its vast power and risk ending the world in which this game takes place.

The characters could catch Oogkrak in the act of stealing the stone—they might succeed in this if he's still in the village—or chase him down on the way to his destination (it takes him ten days to reach the nearest borderland). He's loath to use the stone until he reaches the faeries, but he uses it as a final measure if he has no hope of winning against the characters. A fight against the troll armed with the relic could be desperate and harrowing, and yet even in "victory" still end with the annihilation of the group or worse.



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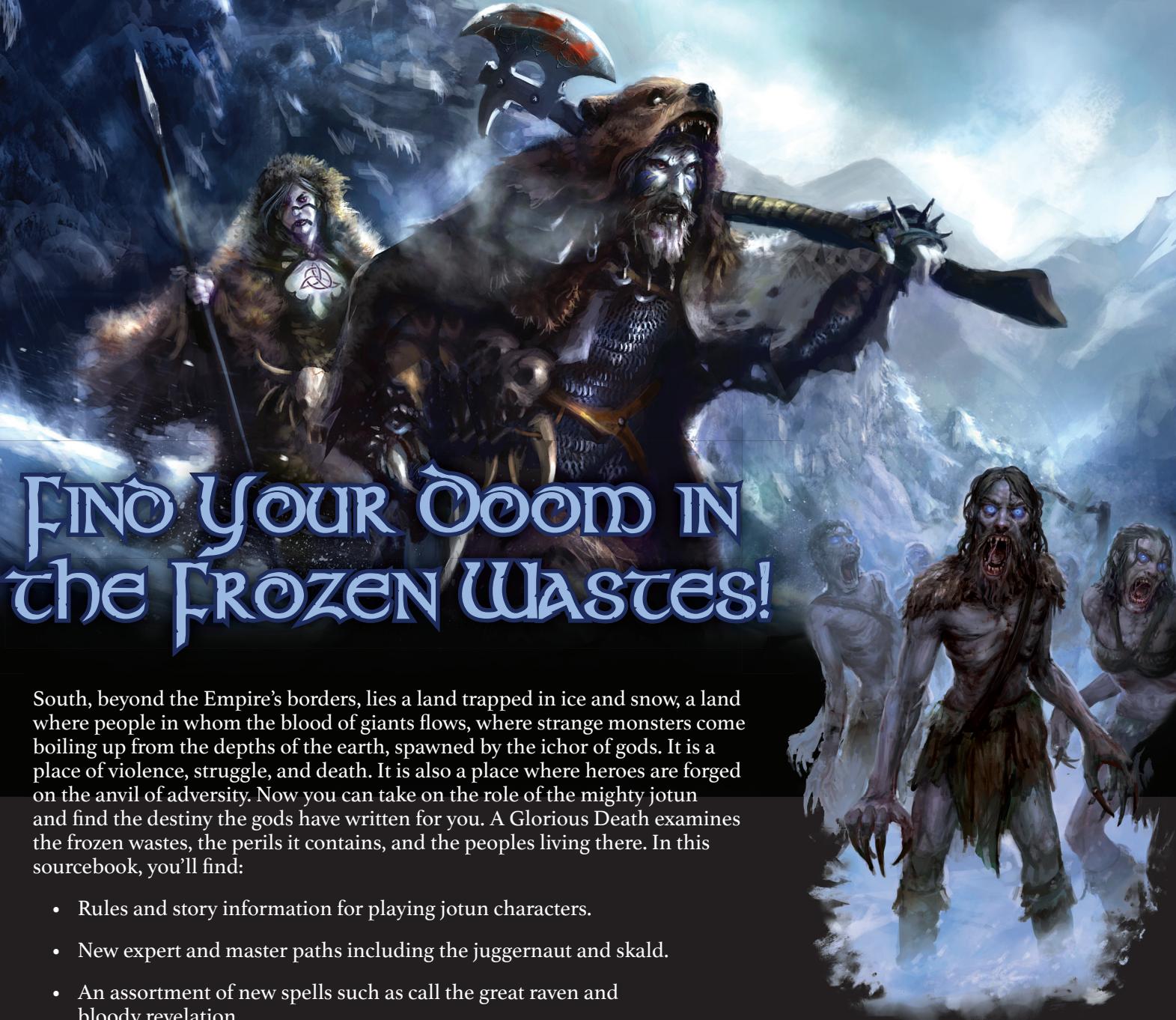
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Uncertain Faith



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Robert J. Schwalb



FIND YOUR DOOM IN the FROZEN WASTES!

South, beyond the Empire's borders, lies a land trapped in ice and snow, a land where people in whom the blood of giants flows, where strange monsters come boiling up from the depths of the earth, spawned by the ichor of gods. It is a place of violence, struggle, and death. It is also a place where heroes are forged on the anvil of adversity. Now you can take on the role of the mighty jotun and find the destiny the gods have written for you. A Glorious Death examines the frozen wastes, the perils it contains, and the peoples living there. In this sourcebook, you'll find:

- Rules and story information for playing jotun characters.
- New expert and master paths including the juggernaut and skald.
- An assortment of new spells such as call the great raven and bloody revelation.
- A detailed look at the lands of the frozen wastes, covering the Blasted Lands, the Ice Watch Isles, and mysterious Blötland.
- New relics and dreadful new creatures like the kraken and the lindorm.
- “Kill Them All,” an adventure for master characters.

A Glorious Death pulls back the curtain to reveal a war-torn landscape in which people live and die for the amusement of the Dark Gods. This supplement gives you everything you need to bring these lands to life!

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