



Chapter 5: Game-Breaking Bugs

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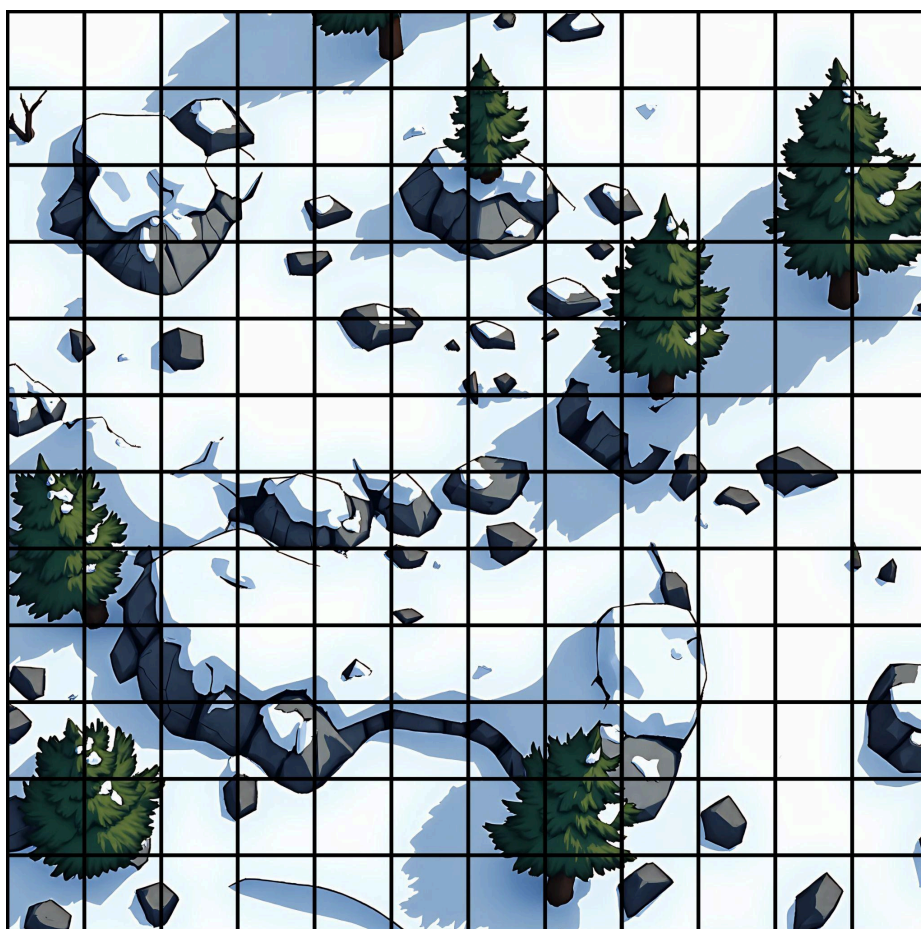
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Introduction

Corruption is a Super Dungeon Role Play adventure written by fans Phil ‘Pdoink’ and Jenna “Aella13” O’Connor. Chapter 5 continues where Chapter 4 ended and Hero characters continue from where they left off, including their loot, remaining Princess Coins and crystals. If a player truly wishes to swap out their Hero, they may inherit the items of their previous Hero. Level up this new Hero to level 5 by following the instructions at the end of the previous chapters.

Chapter 5 takes place in Frostbyte Reach, which does not have an official tileset. There are some unofficial tiles made by devoted fans which we thoroughly recommend (available on the Super Dungeon discord, invite from [here](#)). However, in order to make this chapter more accessible, a generic Snow Map has been included for some combat encounters.



This map can be found at the [end of the chapter](#). You have a choice of either printing two halves of the map at full size (the halves will need to be joined) or printing the complete map (but the image will need to be resized).

You are now ready to begin.

We hope you enjoy our adventure, and may you never run out of Princess Coins!

Corruption

Chapter 5: Game-Breaking Bugs

- *The console groans and stutters as it boots up, stalling as it loads, and needing a thump with the side of your fist before the world of Crystallia pops into view.*

Prologue

- *Stories spin and spiderweb across the lands of Crystallia. Rumours of a spreading sickness that distorts and twists the afflicted, striking down young and old, rich and poor alike. Reports of a kobold cult thought dead for a century, seemingly come back to life and pillaging the settlements of elves and men. Sightings of a dragon like no other, with a shape that cannot be defined and a cry that cannot be described; those who see it are said to go mad. People sinking into the earth or disappearing altogether. The city of Crystallia Castle, said to be sparkling with a dusting of scintillating pixels.*
- *Doomsayers stand on street corners and bark at the goodfolk of the city, as they hurry home to nervously close their shutters and huddle together, uttering unanswered prayers to the Goddess for her protection.*

Encounter 5A: Arriving in Frostbyte Reach

- *You don't feel any motion from within the white tower, but you have had a kind of sense of the world sliding sideways beneath you ever since the door was shut. You're in a cozy room just off the receiving hall, richly furnished with exotic rugs and armchairs pulled up before a roaring fireplace. Bookshelves line the walls, dense with titles from every corner of the world. {the Mentor} is fast asleep on a settee off to the side, while Gavin, completely oblivious to your conversation, flips through one of a dozen books stacked at his feet, furiously taking notes.*
- *Across a coffee table arrayed with assorted candy and fizzing soda, the wizard Mergwyn, looking well-rested, stirs a cup of tea and nods.* Indeed, your discoveries raise a great many questions regarding the nature of our world and its place in the cosmos. Entire fields of study will no doubt be codified as a result of them. *The silver spoon clicks against the porcelain as he continues.* Still, it does offer some explanation for the many disturbing developments I've been hearing about. Unfortunately, it will likely take longer than this world has left for us to uncover its mysteries; Goddess willing, we will be rid of this 'Glitch' before any lasting damage has been done. A most curious specimen, indeed.
- *He settles the cup back into its saucer with a clink.* Your friend mentioned your next destination was a Freyjan temple of great import; we will shortly be arriving at Frostbyte Reach. You're welcome to avail yourself of the amenities here, and I will, of course, answer questions as I am able.
- **Talking to Mergwyn:** Well, what shall we discuss? I'd be delighted to bark exposition at you.
 - **Asking about Frostbyte Reach:** *He takes a bite out of a fudge brownie and dabs at his mouth with his sleeve.* Situated to the southeast of Crystallia Castle, it's a wild untamed land of glaciers, barren tundra and towering, snow-capped mountains. Home to all manner of deplorables - gnolls, undead, Jotnar, dragons, savage beasts. You will find naught in the way of permanent towns or cities above ground; the Freyjans live in nomadic caravans and follow the weather, and the Hearthsworn dwell in holds underground. As you seek a Freyjan temple, I'll be depositing you in the Endless Drifts... don't let the name put you off... It's rather nice... I'm told.

- **Asking about Freyjans:** Nomadic feline demi-humans; living in collectivist prides organised around a council of elders. *Mergwyn takes a sip of tea, considers for a moment, then drops another sugar cube into it.* I've read they were once creatures of the Dark Consul. The story goes they were selectively made for their quicksilver nature; chaotic and capricious, until they broke free of bondage, that is. Famously hospitable and friendly, they retain their quicksilver nature, but without the murderous impulses of the Dark Consul, thank the light.
 - **How did they break free:** Somewhere along the way, they encountered a wandering monk from the Yuyang mountains. *The spoon clinks against the cup again.* Freyjans, apparently, did not make for very good archivists so we don't have much in the way of written history about what, exactly, the wandering monk endeavoured to teach them, but we know that it was this pivotal moment when they broke free from the clutches of the Dark Consul. *He pours another splash of tea into his cup from a matching teapot.* It may be apocryphal to say that he taught them patience, but as we have no better analogue for the truth of it, it's an elegant proxy.
 - **Was the wandering monk a player character?:** *You hear a thump from behind you. Gavin is sitting bolt upright and staring at you, the book he just dropped face-down on the floor. He sits, stunned for a moment, then begins furiously scribbling in his notebook. Mergwyn scratches his chin and sets the teapot back on the table,* A curious thought. I haven't the faintest idea.
- **Asking about the Hearthsworn Dwarves:** A stout and hardy folk. The Hearthsworn live below the mountains, unlike their cousins in the Star Guild, who live on top of them. The Hearthsworn of the Frostbyte Reach are a proud and noble people, they value tradition and oaths above all else. It's said a Hearthsworn's word is as unbreakable as his shield. *Using a set of silver tongs, another sugar cube goes into the tea with a plop.* Dwarven holds are sprawling underground settlements, equal parts town and mine; I've yet to have the pleasure of visiting one, though I have many fine pieces of Dwarven art in my collection. Fascinating, really; did you know that ancient Dwarven cuneiform shares many form markers in common with modern elvish? It's speculated that much of our understanding of grammar stems from the cultural intersection of- oh... *The clinking spoon pauses in its orbit of the cup.* Um, more tea?
- **Asking about dragons:** The resident dragon of the Reach is Hoarfang, and her brood may be found all over the Reach. I believe her kobold cult is... yes, the Cult of Frozen Spires. There are many documented cases of the ice dragon visiting the sentient races of the Reach, not to demand tribute or terrorise them, but to cordially engage in polite conversation. *Mergwyn pops a bright purple macaroon into his mouth.* Mmph... phorry... *He picks up the teacup again and reaches for the sugar bowl as he goes on.* If the stories are to be believed, the dragon is most approachable and even pleasant to converse with. Just don't make any promises if you meet her, you may not survive when she asks you to deliver.
- **Asking about the Jotnar:** High up in the snow-capped peaks of the Reach is the home of the ice giants, the Skull White Fastness. Few have ever made it to their domain, fewer still have survived to return. *He stirs another sugar cube into his drink.* You should be thankful your search for the Freyjan temple will likely not lead you there.

- **Asking about the temple:** From what I gather, the temple you're looking for is a Freyjan temple to the wandering monk of their folklore, allegedly the travelling holy man who lifted the Freyjan people out of slavery to the Dark Consul. There are few permanent structures above ground in the reach, and fewer still of Freyjan design. The wisest place to begin your search is with the Freyjan prides in the Endless Drifts.
 - **How will we find them?:** Freyjans are hunters, and quite friendly. They'll probably find **you** before you find them.
- **Asking about the Mentor:** *Mergwyn pauses mid-stir to glance at the slumbering form across the room.* I'm afraid they're a little out of sorts. Once I have you on your way in the Reach, I will bring our other two guests to the Castle. Your friend needs to rest and recover, and the king will need to hear what we have learned of the threats we face. Be at ease, my attendants will see to their every need. Best not to disturb them, now.
- **Asking about Gavin:** *The wizard takes a sip and pauses, evidently weighing up whether to add another lump or two.* Your new friend seems to have a most voracious appetite for knowledge. I believe we might get along famously.
- **Asking about the rumours:** *The wizard frowns as he taps the spoon against the rim of the cup and sets it on the saucer.* Tales of the depredations of our dragon, my friend. It seems "Glitch" has been busy while you've been preoccupied in the Peaks. The corruption is reported everywhere there are good folk to report it. Arcadia, Kagejima, Stilt Town... Even the seafaring folk of Clockwork Cove are saying that there's something wrong with the ocean. Stories abound of hordes of emerald green kobolds appearing out of the air, raiding towns and poisoning livestock.
- **What were you up to while we were in the Dragonback Peaks?:** After all that time in the Mistmourn Coast I needed to re-supply. *He frowns at the array of food and drink on the table before you, the sugar bowl in particular. He mutters under his breath,* Probably need to again...
- **Asking about Glitch:** Busy, if reports are to be believed. It's been sighted all over; sometimes in multiple places at once, which surely cannot be the case.
- **Do you have enough sugar in that tea yet?:** *The wizard carefully eyes his teacup and shrugs.* While I've teeth in my head, no!
- **Talking to Gavin:** *The young academic sits cross-legged in a sprawling armchair with no fewer than four open books laid over the arms and his lap, intently writing in his journal cradled in his arms. Oblivious to your approach, he murmurs to himself, ...evident in the viscera... benefits of regular exercise... huh, trousers... really?*
 - **Whatcha reading?:** *Without looking up, Gavin replies* Anthromicology.
 - **Anthrowhatology?:** The study of sentient mushrooms. Professor Bartleton of the Royal Academy undertook a months-long observation of a colony of Kinoko in the Fae Woods, including diet, socialisation, territoriality and, ahem, mating habits.
 - **...mating habits:** *Gavin slides his glasses up the bridge of his nose with one finger.* Let's just say that you should wear a mask when you find yourself among the Kinoko.
 - **Do you know anything about Frostbyte Reach?:** Let's see, frozen landscapes, blanketed with snow as far as the eye can see, and if the weather doesn't kill you, the gnolls and ice giants will. Sounds like a wonderful place for you to go, without me.
 - **Know anything about the Freyjans?:** *He perks up slightly.* There have been many well-documented cases of heroes emerging from the Freyjan people. Usually a frenetic and capricious people, Freyjan heroes tend to have such insatiable wanderlust that the even nomadic prides of their homeland cannot contain and so they set out into the world to find adventure.

- **Know anything about Hearthsworn Dwarves?:** *Gavin considers for a moment.* The Hearthsworn have probably one of the closest ties to the race of men of any sentient race, perhaps second only to their above-ground cousins in the Star Guild. We've a long history of cooperation and cordial relations. Dwarfholm Bastion, the ancestral home of the Hearthsworn, regularly disgorges so many heroes that an entire branch of monomythology is dedicated solely to the study of dwarven heroes; it is a dry field, however, intensely preoccupied with family trees, ancestral grudges and bitterness.
 - **What are you going to do?:** *Take a bath! I'll be getting the smell of brimstone out of my clothes for months...*
 - **Do you want to come with us?:** *He looks positively mortified at the notion.* Goddess, no!
- **Looking at the Mentor:** *In a quiet corner of the room, your friend sleeps off their ordeal on a couch under a rug, snoring softly. Probably best not to wake them.*
 - **Waking the Mentor anyway:** *Bleary eyed, {the Mentor} lifts their head and looks around. Breakfast? No? ...then proceeds to pass out again.*
 - **ACHIEVEMENT UNLOCKED - Title: "...the Inconsiderate"**
- **Browsing the shelves:** *Except for the doorway and the fireplace, all four walls are covered with floor-to-ceiling bookshelves. Leather-bound tomes of all colors and sizes fill their shelves. Varied titles such as, '1,001 Things to Do in a Poison Swamp', 'A Concise History of Geese', and, 'That One Time I Died and Got Reincarnated as a Martial arts Master Who's the Villain in a Revenge Plot about Idol Singers Who Fight to Close Dimensional Gates - A Love Story'.*
 - **Checking out the one about poison swamps:** *An unsettling number of these result in the death of the person in the poison swamp.*
 - **Checking out the one about geese:** *True to its claim, this book teaches you everything you never knew you didn't want to know about geese.*
 - **Checking out the one with a long title:** *The storyline isn't actually as complicated and difficult to follow as it sounds; it's more so.*
- **Ready to go:** *The wizard peers into the sugar bowl, frowns, and tips the remaining few granules directly into his cup. Very well. Ah, we should be just about arriving, I think. He picks up the teacup and stands, motioning for you to follow him.* Now, it's very important that you remember the Freyians are a nomadic people, they're hunters. They're much more likely to find you than you are to find them. *Back in the antechamber, the huge automaton in the center of the room crouches down, arms outstretched with a thick fur-lined cloak hanging from each of its splayed fingers, plus a wooly coat and matching beanie for Mr Puddles {and other Pets, if any}.* You'll hear from one of us sooner or later. Now, please help yourself to a cloak and anything else you may require, and do be safe.

Into the Endless Drifts

- *Icy winds swirl into the antechamber as the doors slide apart, revealing a vast white landscape beyond. Snow crunches under your feet as you step out into the bitter cold, and the backing track switches to a lonely melody of strings and chimes. The door shuts as soon as you're all crossed the threshold, and with a brilliant white flash, the tower is gone; leaving you standing alone under a frosty grey sky, which is periodically flickering on and off. The words "FROSTBYTE REACH" briefly appear in the air, before being swept away by an icy gust of wind.*
- *It's easy to see why this region is called the Endless Drifts, you appear to be in an ocean of snow dotted with the occasional pine tree, stretching to infinity in all directions. A sparse black pine forest lies to your west, and towering snowcapped mountains on the horizon to the north. From somewhere, you hear a wolf howling as it begins to snow.*

- **Scouting for tracks:** Players may wish to look for signs of people. Heroes must make a **[Perception WILL roll of 6 or more stars]** or **[Survival DEX roll of 6 or more stars]** to spot any tracks in the snow.
 - **On pass:** *It seems to have snowed fairly recently, but you're able to identify a muddled set of tracks leading towards a rocky outcrop to the west of you. It looks like a small humanoid creature was stalking a game animal, probably a caribou from the size of the tracks, only to be themselves stalked by a pack of other creatures.*
 - **On fail:** *It seems to have snowed rather heavily, and recently. You can see that there's been traffic through the area, but not where it went.*
 - **Following the tracks:** *The tracks tell more of a story the further you follow them, as the snow has yet to swallow the fresher ones. At one point they diverge; to the left the large animal is trailed by the small humanoid into a gap through the rocks, but the group of creatures deviates and circles around to the right. You hear a branch crack underfoot from up ahead; you must be catching up.*
 - **Following into the gap:** *The tracks lead you through a winding gap in the rocks, and as you turn the corner you see an elk browsing on a frozen bush between some rocks. Sneaking up from behind it is a small freyjan child with a huge floating exclamation point over her head. She's got a long loop of rope at the ready, and she's completely oblivious to your approach.*
 - **Sneaking up:** Players may wish to approach the kid to warn her of the creatures hunting her. Get all party members to roll a DEX (stealth) skill check but the result won't actually matter.
 - *As you creep towards the freyjan she steps on a twig, which cracks loudly enough to startle the elk into springing away. The freyjan stops in her tracks and lets out a big disappointed sigh. She straightens up and looks around, spotting you. In a second she seems to have sized you up and determined you aren't a threat. Hey! No fair! I was gonna- uh oh. Her eyes go wide as she looks past you. All around the rocky outcrop, snickering canine creatures are circling, armed with spears and bows.*
 - **GO TO COMBAT ENCOUNTER: PACK HUNTING**
 - **Greeting the freyjan:** *Both the elk and the freyjan get the shock of their lives as you shout. The elk springs away to safety, but the freyjan is nowhere near as composed, shrieking AAAAAAAAH! WHAT'S THE MATTER WITH YOU? She rounds on you, doing her best to look threatening, despite her diminutive stature, fists planted on hips. No fair! I was gonna- uh oh. Her eyes go wide as she looks past you. All around the rocky outcrop, snickering canine creatures are standing up armed with spears and bows.*
 - **GO TO COMBAT ENCOUNTER: PACK HUNTING**
 - **Following the trailing group:** *You leave the smaller set of tracks and follow the group around to the right of the rocks. This path plows a furrow through the snow and breaks apart as the group splits to surround their prey. You can see a group of gnolls, somewhat camouflaged in the snowy, rocky landscape, armed with spears and bows, positioning themselves around a small freyjan child who's backed up against a rock. The elk she was tracking bounds away into the distance. The gnolls haven't spotted you yet.*
 - **Ambushing the gnolls:** Players may wish to ambush the gnolls to gain a surprise bonus in the coming combat encounter.
 - **On pass:** *Stealthily, you sneak up behind the gnolls and are upon them before they know it.*
 - **GO TO COMBAT ENCOUNTER: PACK HUNTING**
 - **On fail:** **GO TO COMBAT ENCOUNTER: PACK HUNTING**

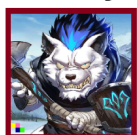
- **Looking for signs of life:** Players may wish to look for signs of civilisation. Heroes must make a [Perception WILL roll of 5 or more stars] to see if there's anyone around.
 - **On pass:** *Far in the distance to the west you can see tendrils of smoke rising out of the pre-alpine tundra.*
 - **On fail:** *All you can see is snow and the occasional floof bird struggling to stay warm in the crook of a lonely pine tree.*
 - **Heading towards the smoke:** *That wolf howls again, much closer now, as you head towards the tendrils of smoke in the distance. You continue fighting through the snow for a short while and then suddenly everything happens at once. As you're passing a rocky outcrop, a small freyjan child with a huge floating exclamation point over her head abruptly bursts through a snowbank and runs across your path, arms and tail flailing. She shouts, eeeeeeeeEEEEEEEEEEE!!! LEAVE ME ALOOOOOONE!!! From the direction she came, you hear a chorus of snickering, seconds before a pack of canine creatures armed with spears and bows burst through the same snowbank. The snickering cuts short as they spot you, and alter their course to surround you.*
 - **GO TO COMBAT ENCOUNTER: PACK HUNTING**
- **Just picking a direction and walking:** *Hoping to get lucky, you set out into the snowdrifts. The landscape crawls by as you trudge through knee-deep snow, the icy wind howling around your ears. In the distance you see the landscape curl upwards towards the towering mountains on the horizon. That wolf howls again, much closer, now. You continue fighting through the snow for a short while and then suddenly everything happens at once. As you're passing a rocky outcrop, a small freyjan child with a huge floating exclamation point over her head abruptly bursts through a snowbank and runs across your path, arms and tail flailing. She shouts, eeeeeeeeEEEEEEEEEEE!!! LEAVE ME ALOOOOOONE!!! From the direction she came, you hear a chorus of snickering, seconds before a pack of canine creatures armed with spears and bows burst through the same snowbank. The snickering cuts short as they spot you, and alter their course to surround you.*
 - **GO TO COMBAT ENCOUNTER: PACK HUNTING**

COMBAT ENCOUNTER: PACK HUNTING

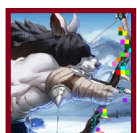
Maps:

- Snow Tile

Key:



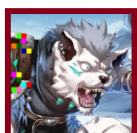
Gnoll Pack Leader



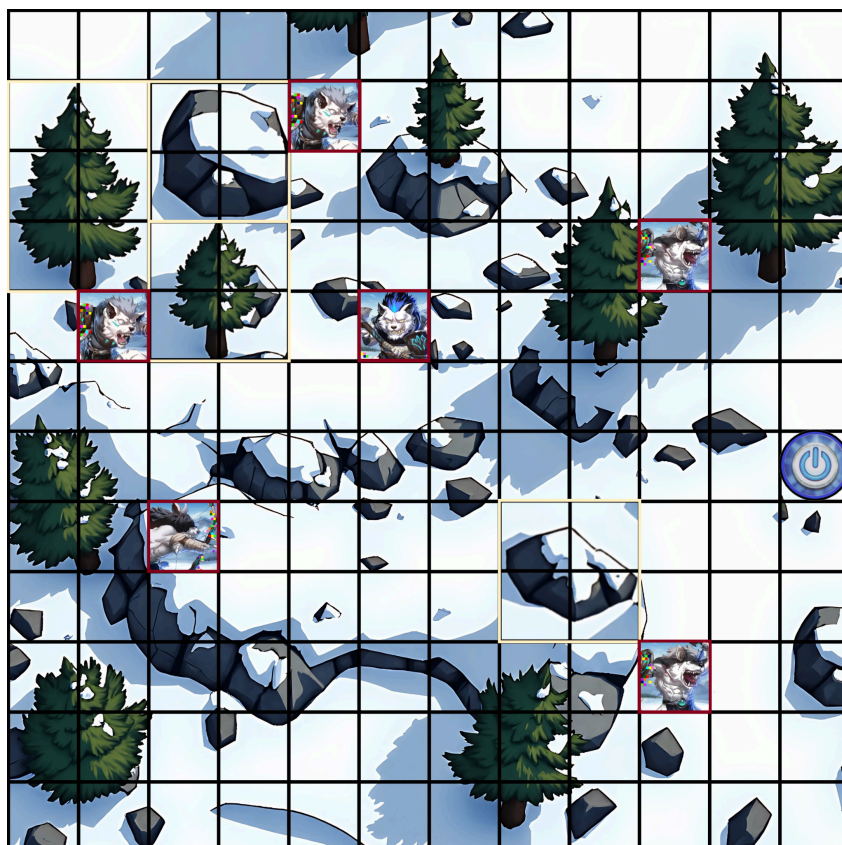
Gnoll Ranger



Gnoll Hunter



Gnoll Warrior



Spawning Pool:

- 1x Gnoll Pack Leader
- 1x Gnoll Ranger
- 2x Gnoll Hunter
- 2x Gnoll Warrior

Map Assets:

- 1x Large Snow Tree
- 1x Small Snow Tree
- 1x Large Snow Rock
- 1x Small Snow Rock

All Heroes start on the starting point token.

There is a bug that occurs during this combat encounter. At the start of every second round, the snow suddenly turns into raining fireballs. All models in the encounter suffer the Fire status effect.

Monsters:

GNOLL PACK LEADER
LVL 5 GNOLL ELITE

6

4

STR

43

ARM

21

WILL

5

DEX

41

PACK HUNTER, PILE-ON

4

2

1

Pack Tactics:

Wave 3, Compel 2

2

Finish It:

Aura 3, All Gnolls gain Frenzy

GNOLL PACK LEADER
LVL 5 GNOLL ELITE

6

4

Pack Hunter: When a model with Pack Hunter wounds an enemy model, one model with Pack Hunter which is on the same tile as the wounded model may move up to two squares towards the wounded model.

Pile-On: A model with Pile-On gains +1 STR if its target is suffering Knockdown.

Frenzy: A Model with Frenzy gains +1 on offensive rolls against any model that is suffering one or more wounds.

~~~~~  
*Gnoll pack leaders must demonstrate more than strength, they must also demonstrate intelligence and cunning. A pack leader which causes the needless destruction of its packmates will not be in power long. The greatest pack leaders are up to lead immense warpacks that rival the might of any army.*  
~~~~~

GNOLL WARRIOR
LVL 5 GNOLL MINION

6

2

STR

24

ARM

21

WILL

5

DEX

6

PACK HUNTER, PILE-ON, SCENT

2

1

1

Bring Down:

41

GNOLL RANGER
LVL 5 GNOLL MINION

6

2

STR

41

ARM

21

WILL

5

DEX

52

PACK HUNTER, SCENT

2

1

1

Mark:

10, Hunter's Mark

GNOLL RANGER
LVL 5 GNOLL MINION

6

2

Pack Hunter: When a model with Pack Hunter wounds an enemy model, one model with Pack Hunter which is on the same tile as the wounded model may move up to two squares towards the wounded model.

Scent: Models with Scent ignore Stealth.

Hunter's Mark: Place a crystal token on the target. Friendly models attacking the target gain +1 to their Offensive rolls. Only one friendly Mark token may be in play at one time and it may not be removed until the target is destroyed or Mark is used again.

~~~~~  
*When gnolls go to war, small packs of Rangers shadow the flanks of the main warpack. As the pack engages, the Rangers let loose clouds of arrows, strategically marking enemies that the pack should hunt down and destroy. In this way the warpack coordinates their attacks against the most vulnerable of their prey.*  
~~~~~

GNOLL HUNTER
LVL 5 GNOLL MINION

6

2

STR

52

ARM

21

WILL

5

DEX

41

PACK HUNTER, PILE-ON

2

1

Strategy:

Targeting: All monsters will prioritise the targets that give them an attack bonus (Hunter's Mark and Pile-On). Otherwise, monsters will target the closest Hero with lowest defense for attacks.



Movement: Monsters will move towards their target until they are at their maximum attack range. They will try to stay within the Frenzy aura if possible.

- At the start of every second round (2, 4, 6...) all models on the map will suffer the FIRE status effect.
- The Gnoll Pack Leader will use Finish It, followed by two basic melee attacks.
- The Gnoll Warriors will use Bring Down twice.
- If there is not already a marked target on the map, the Gnoll Ranger will use Mark.
 - Otherwise it will make basic missile attacks.
- The Gnoll Warriors will make two basic melee attacks.

Read when the following conditions are met during the encounter:

- **At the start of the encounter:** *The young Freyjan vaults up onto a rock with feline grace, positioning you between her and the closest gnolls. Suddenly buoyed with courage she calls out to them. Ha! You're gonna get it now! You just wait, these guys are gonna kick your- WHOA! Her threats cut off as she slips off the rock and faceplants into the snow with a FLUP. The backing track rips into the battle theme as the gnolls howl with laughter and rush you, foaming at the mouth with eye-twisting pixels.*
- **Read at the start of turn 2:** *There's a strange digital squelch as the world seems to flicker and reorient itself. The music cuts out. You feel an intense heat hit you like a wave. Something is wrong. You smell something burning and you realise it's you. You watch as falling snowflakes land on your sleeve, then begin to sizzle.*
- **Read at the start of turn 3:** *The world flickers and jitters again and the battle music resumes as the heat vanishes as suddenly as it came on, and the intense cold of the snowfield crushes in on you again. Your teeth rattle as your body adjusts to the changing temperature.*

Victory conditions:

- All monsters destroyed.
- **On victory:**
 - *The victory fanfare blares as the last gnoll collapses in a heap, and crystals fountain up out of the snow. They come to rest, slowly rotating in the air.*
 - Searching the corpses yields:
 - A KNIT CAP and [5◇]
 -  **Hunter's Horn:** , Wave 5, Compel 3. "Are you sure you made it loud enough?"

- *The lonely, wintery backing track resumes as the Freyjan kid pops her head out from under the snow which had piled up on top of her while you were busy. She's a tortoiseshell Freyjan with sparkling golden eyes, wearing bulky, colourful dyed leathers in pinks and blues, and a red fur-lined round cap with her ears sticking through two holes in the top. Wow!!! You guys are AMAZING!!! I thought you were just gonna scare them off but NNNNOPE, you killed 'em DEAD! You were like PWAAAAA- She kicks a glob of snow at the nearest dead gnoll. And they were all like URRK! She dramatically grabs her throat and mimes dying. HEY! Are you hungry? You should come back to the caravan with me- I'm Ila, by the way- Tikaani's got a stew going that smells DELISH. I was supposed to be collecting berries because they say I'm too young to go hunting, but that elk I was stalking had **no idea** I was there until those gnolls scared it off, I totally would have caught it. I'm Ila by the way, did I say that, I think I said that...*
- **Talking to Ila:**
 - **Asking about the Gnolls:** *Ila's nose wrinkles as she looks at the dead gnolls.* They aren't as nasty as they smell. Unlucky they happened to be stalking the same elk I was, but I totally would have caught it before they did.
 - **Uh, I think they were stalking you...:** What? Pff. No way! *She drops into a prowling stance, tail flicking. The demonstration is only slightly ruined by her nearly slipping over in the snow.* Never see me coming!
 - **Asking about the caravan:** That's where I'm from! We're the Urrut; we follow the game around. You've gotta come, you'll love it, mom's gonna SPEW. Right now, the caravan's over that way. *She turns to point over to the west, vaguely towards the black pine forest you spotted earlier.* There's gonna be a party tonight!
 - **What's the party for?:** *Ila winks at you.* We always have a party when we have visitors!
 - **What's a Freyjan party like:** *Her eyes go wide as a huge grin splits her face.* Oh, it's AWESOME. So much food, music and dancing. The old people sit around and tell stories so they don't notice when we sneak out! You're gonna come, right?
 - **Asking about the temple:** Well, I dunno, but I bet mom would know. C'mon, I'll show you the way.
 - **QUEST: INVESTIGATE THE FREYJAN TEMPLE**
 - **Asking about Frostbyte Reach:** Pretty nice, huh? *She spreads her arms wide and spins around.* We've got ALLLLL this.
 - **It's a bit chilly:** Well, yeah, but you've got cloaks that look pretty warm. What else do you need?
 - **You've also got dragons:** Hoarfang! She's actually quite friendly.
 - **And a lich king:** Oh yeah, Eirik. He's not very friendly at all.
 - **And ice giants:** Well, they don't come down very often...
 - **And gnolls:** We already talked about them. Not that bad.
 - **And orcs:** Ye- no, actually, you're right they are pretty bad...
 - **Asking about the dwarves:** We don't talk to them very much. We used to trade all the time apparently, they bought leathers from us and we bought metal from them, at least that's what Apaata says. He's REALLY boring. Did you know they live underground?! Can you imagine not being able to see the sky? *She grins as she looks up at the sky, oblivious to it flickering on and off in jagged broken textures.* I can't.
 - **Asking about Glitch:** Oh, you mean the new dragon? I've seen it flying around now and then. Makes a weird noise. Bet Hoarfang's not too happy with another dragon muscling in. The hunters said something the kobolds are unusually active this time of year - *whatever that means.* I dunno, I wasn't really listening.
 - **Ready to follow Ila:** [GO TO THE URRUT CARAVAN](#)

The Urrut Caravan

- *The young Freyjan bounds away from the site of the battle and heads towards the west. Together you trudge through the snow for an hour or two as the landscape gradually gives way to a barren tundra, with gently rolling hills dotted with snow, and off to the east, the edge of the black pine forest. The sun is beginning to set as the Urrut caravan comes into sight; a scattering of round tents and semi-permanent buildings illuminated by open cookfires. Sounds of merrymaking soon reach you as you approach, and you can make out figures moving about, tending livestock, mending wagons, bringing in laundry.*
- *As you approach, the community comes out to greet you. The backing track switches to an infectiously catchy song, played by musicians beating drums and bone flutes, accompanying dancers twirling colourful streamers around them. Children younger than Ila run out to caper along beside you as you draw nearer. Freyjans of all stripes, hearing the commotion, emerge from their round yurts and come over to greet you, bringing steaming mugs of cocoa and piping hot fresh buns. Freyjan children swarm Mr Puddles, whose tail looks like it's about to wag off from excitement.*
- *Ila is busy trying to introduce you to everyone, ...and that's Ikumak- we go picking flowers together in the springtime- and that's Sunnguvuk, he's the best at hide and seek. OH! There's Liuna, you've GOT to try her firefly tart.... When one particularly large and rotund freyjan woman looks up from her stewpot to frown at you, Ila flattens herself against a wagon, ears laid flat atop her cap, until the woman's withering look sweeps past. Ila slips back into the crowd by you without missing a step. Phew! That's Tikaani. Scary lady. Now, here's Nunuvut; one time, we...*
- *You eventually fight your way through the throng and find yourself in the middle of the caravan, something of an impromptu town square in between all the wagons and tents, now crowded with singing and dancing freyjans. Ila turns to you and smiles. You made it! Alright, now if you want you can check out the place a bit or we can go talk to mom, but you probably need to know what you're getting into before you go before the council.*
 - **QUEST: INVESTIGATE THE FREYJAN TEMPLE**
- **Looking around:** *The caravan is a pretty small collection of unadorned wagons and yurts in whites, cream, reds and blues. One yurt is larger than the rest, and decorated with horizontal banding in blues and yellows. At an open white tent, a group of women are busily dyeing textiles in large iron pots. One wagon is loaded with all manner of sundries, with the word ITEMS painted on the side of it in large, legible lettering. A middle-aged freyjan in a broad conical hat takes his leisure against the side of the wagon, idly chewing on the end of an unlit pipe.*
 - **Talking to the background NPCs:**
 - Hi! Welcome!
 - Dance with us!
 - Hope you're hungry!
 - **Asking about the shop:** *That's Inuksuk. He's not actually with the Urrut caravan, his pride's over in the black pine forest to the east. He visits all the caravans around the area trading this and that.*
 - **Asking about the textile dyeing:** *Ila grins broadly, Do you like our clothes?! We make all of them. Me and Ikumak will go picking berries and flowers to put in the dyes. She frowns, The dyes smell kinda bad though...*
 - **Asking about the big yurt:** *She glances towards the large structure, Mom says I'm not supposed to go in there when the elders are talking. As if I would, though! It's just a bunch of boring old people being boring, talking about boring stuff.*

- **Asking about the council:** *Ila's ears flick as she starts rattling off information.* The elders of the Urrut pride are Nanouk (that's my mom), Tikaani and Apaata. They disagree about a lot of stuff, sometimes we can hear them shouting at each other from across the Reach!
 - **Asking about Nanouk:** *Ila smiles as she describes her mother.* You're gonna LOVE her, she's SOO nice! She's smart too, I've never once gotten a lie past her. She has to work really hard to look after everyone so she's not home very much, but that's fine, *she proudly puffs out her chest and jabs a clawed thumb into her vest,* I can take care of myself.
 - **Asking about Tikaani:** *The light goes out of Ila's eyes as she recalls Tikaani.* Yeah, *her.* *Ila makes her voice high-pitched and scratchy.* 'You don't get to go play until you've done all your chores, Ila. Clean up these dishes, Ila. Scrub these undies, Ila. Listen to your mother, Ila.' I swear, it's all work, work, work with her. Don't get into a fight with her, she never backs down and she hates being argued with.
 - **Asking about Apaata:** He's in charge of the hunters. *Ila sticks out her bottom lip petulantly.* He says I'm too young to go on hunts but I'll show him! I know the Reach as well as anyone, better even. And all he ever talks about is **duty**; I don't think he even knows *how* to have any fun. Besides, it's not *my fault* I haven't brought in a kill yet. That one time I tripped over and scared the elk away totally **doesn't count!** Ikumak shouldn't have left her bucket in the snow, all's I'm saying! Everybody knows it.

The players are free to wander and talk to NPCs at this point. Their overall objective is to gather information about the Freyjan Temple. At some point, the party is going to need to convince the Elder Council to aid them. Talking to other freyjans in the camp before going to the big yurt may yield information or other advantages in the council meeting. The party can choose to:






[Visit the trader](#)

[Check out the textiles tent](#)

[Go to the big yurt](#) (Elder Council)

The Travelling Trader

- *The trader lounges against the side of his wagon like a compressed spring, quietly watching the festivities playing out around him, waiting for a customer to come along. When he spots you approaching, he uncoils fluidly and tucks his pipe into his pocket.* Travellers, welcome. Come, trade in my wandering emporium!
 - **And you are?:** *He smiles broadly, sweeping his conical hat off his head in a smooth motion and makes a graceful bow from the waist.* Inuksuk; purveyor of information and fine goods.
 - **What's for sale?:** *A huge floating interface panel appears in the air and the backing track switches to the battle theme, plays a few measures, and then snaps back into the merchant infomercial jingle with a digital squelch; Inuksuk is none the wiser. The shop panel reads:*
 - *POTION: 5◇*
 - *TENT: 50◇*
 - *PRINCESS COIN: 100◇*
 - *EXPEDITION HEAT PACK: 5◇*
 - *ASSORTED BRIC-A-BRAC: 5◇*
 - *A RUMOUR: 5◇*
 - *A SAUCY RUMOUR: 5◇*
 - *A REALLY SAUCY RUMOUR: 15◇*
 - *GENERAL ADVICE: 0◇*

- **Asking about potions:** You wouldn't believe how difficult it is to find a reliable source out here. Plenty of travelling alchemists in the caravans, but there's always a hunter needing to be patched up or a hero lost in the snow needing to be nursed back to health, to the point that supply is always tight. (Gain 1 potion token)
- **Asking about tents:** Can't set out into the Endless Drifts without one. Travelling the reach without shelter is like travelling the Dragonback Peaks without water, dumb. (Rest in the tent overnight to heal all Heroes in the party up to their maximum number of hearts and potions. One use only.)
- **Asking about Princess Coins:** *Inuksuk flips a princess coin with a flick of his thumb and snatches it out of the air with feline grace.* Must-have item for any dungeoneer. I only have a limited supply, so make sure to snap them up before they're gone. (Gain 1 Princess Coin)
- **Asking about Expedition Heat Packs:** *Inuksuk grabs a small leather pouch with a string sticking out the side of it and bounces it on the palm of his hand.* These things are neat! Picked them up from a dwarven alchemist last time I was at Dwarfholme Bastion. Pull out the string and something happens inside the pouch that produces heat for a short while. Can't use it to set fire to anything, but keep one by your feet in your tent, or stuff one in your cloak when you're crossing the drifts and it'll keep you warm.
 -  **Expedition Heat Pack:**   until the end of the encounter. *"Inuksuk accepts no responsibility for scorched clothing, melted equipment or third-degree burns to exposed flesh."*
- **Asking about assorted bric-a-brac:** *Inuksuk gestures broadly at the items piled up in the back of the cart.* What can I say? It is what it is, and whatever that is, it certainly is a fine specimen of that, it has to be said. I've seen quite a lot of it in my time, and you'll find no finer, I've no doubt.
 -  **Assorted Bric-a-Brac:** , Gain +1 star to your next roll. *"Something in this heap has to be useful, right?"*
- **Buying A Rumour:** Like any commodity, information is only as valuable as someone is willing to pay for it. I've heard one or two things that might be of use to you, if you'd care to make a small donation...
 - **On purchase:** Now, this is only something I've heard from around the Reach, but something's got the dragons riled up. Hoarfang hasn't come out of the glacier in months, but the Cult of Frozen Spires has been raiding settlements and caravans all over. The Urrut here are safe for now, but we freyjans are too spread out. If it comes to it, we'll want good relations with the Hearthsworn so we have defensible positions to take refuge in.
 - **ELDER COUNCIL LEVERAGE BONUS:**
 - Nanouk: +1 (once)
 - Apaata: +1 (once)
- **Buying A Saucy Rumour:** A good hunter keeps his ear to the ground to catch game, a good merchant keeps his ear to the ground to catch **sentiment**. I've heard something I imagine you'd find of interest, but my memory is a little fuzzy right now; perhaps a donation would give it the jolt it needs...
 - **On purchase:** *Inuksuk lowers his voice and speaks conspiratorially,* So, I've heard that there are some voices within the pride who believe Nanouk is too weak to be the matriarch. On the whole, she's a very popular leader, but a show of strength in these difficult times could spare her a challenge to her position.
 - **ELDER COUNCIL LEVERAGE BONUS:**
 - Nanouk: +2 (once)
 - Apaata: -1 (once)

- **Buying A Really Saucy Rumour:** Oh, you want the good stuff. That top-shelf stuff. That **career-ending-if-misused** stuff. *Inuksuk smiles slyly.* I've got you covered, but you didn't hear this from me.
 - **On purchase:** *The trader looks around to see if anyone's eavesdropping, then speaks quickly.* I have it on good authority that one time after coming out on the wrong side of a particularly vigorous disagreement within the council, Tikaani washed Apaata's smalls with itchweed. He believed one of his nephews was behind the prank and had him on double watch duty for the week, which the cub performed stoically rather than endure the dishonour of quarrelling to clear his name. *Inuksuk grins.* Tikaani never said a word, but poor Apaata couldn't sit down for two days!
 - **ELDER COUNCIL LEVERAGE BONUS:**
 - **Tikaani: +3 (once), then -1 to every roll until the end of the encounter**
 - **Apaata: +1W to every roll until the end of the encounter**
- **Asking about General Advice:** Oh, I got that in spades. Consider it a free sample.
 - Never leave valuables unattended in your yurt. Always secure your yurt.
 - Oh, here's a good one. Make sure you never- *whatever Inuksuk says next is completely drowned out by a digital squelch in the backing track-* or you'll never get your fish back. The voice file is corrupted, so this line of dialogue will never be delivered without the squelch. Players may request Inuksuk to repeat himself; he will do as requested, including the digital squelch that drowns out his voice.
 - If you ever receive a summons to attend Elrik the Lich King's court, refuse.
 - Don't eat yellow snow. I mean, it **seems** obvious, but you'd be surprised...
 - The best way to survive falling down a crevasse is to not fall down a crevasse.
 - When mashing potatoes, add a little bit of olive oil and cracked pepper. Pro move.
 - Always unscrew the lids on your soda before recycling the bottles.
 - Did you know that kobolds have a severe allergy to being stabbed in the face?

It's a Good Day to Dye

- *A short way from the middle of the caravan is a structure that's not so much a tent as it is a free-standing canvas canopy supported by poles and lashed to the ground. Sheltered beneath it are a collection of large ceramic jars and a few bubbling cauldrons, tended by two elderly freyjan women; you could smell the acrid fumes as soon as you arrived. A few taut lines run from the canopy to a nearby wagon, from which hangs dyed garments in reds, blues and pinks.*
- *The woman stirring one of the cauldrons, gnarled and crooked like an old tree root, scoops a ladle full of bright blue powder from one of the jars and drops it into the bubbling pot, tapping it on the rim, before returning to stirring. She notices you coming and says to the other in a squeaky voice* **Lusa, we have guests! Lusa!**
- *The other woman, crouched by another cauldron tending the fire, fur black as midnight, doesn't turn around. She rasps* **What's that, Miki?** *She seems to flicker in place, for a brief moment there are two of her superimposed before collapsing together.*
- *The first woman does not notice; still stirring she shouts* **Lusa! Guests! They could be customers!**
- *Lusa shouts* **WHAT?**
- *The one called Miki reaches over and bops her on the head with the empty ladle, shouting.* **Guests, Lusa!**
- *Lusa looks around, sees you and says,* **Oh. Look, we have guests, Miki!** *Miki shakes her head and continues stirring.*
- *Lusa stands up to greet you, flickering again as she moves. For a split second she is both crouching and standing, before the afterimages collapse together again and she speaks to you in that raspy voice.* **Hello! Welcome. I'm afraid the new garments are still drying.**

- **Asking about the textiles:** *Lusa smiles and turns to the other woman standing over the pot. Miki!* They want to buy some clothes. *Miki replies, What's that, Lusa? To which Lusa shouts. CLOTHES. THEY WANT TO BUY SOME CLOTHES. Miki nods, still stirring, and says Oh! Thursday, I think. Lusa shakes her head and a big shop interface window opens up in the air. The shop theme takes over the backing track, and Miki begins humming along to the cheesy infomercial theme.*
 - *FREYJAN GARMENTS - 5◇*
 - **Asking about Freyjan Garments:** Nothing better for a long trek in the snow!
 - **Freyjan Garments** - Cosmetic Item (does not occupy an equipment slot). *"Includes pre-sewn tail-hole."*
 - **Where did you hear that song?:** *Miki pauses in her stirring and looks up at you, peering over her glasses. ...what's that? Lusa shushes her and says Oh, don't pay her any mind, dearie; she hums that stupid song all the time.*
- **Asking about Miki:** *Lusa points to the other woman, She's my sister! I'm 2 years older than her. Miki interjects in her squeaky voice I'm the elder, Lusa. Lusa's eyes narrow and she croaks back, No, that can't be right, Miki. I recall changing your diapers! Miki pauses stirring to stare at her sister and says, That was last week, Lusa! Lusa only nods and says, Oh.*
- **Asking about the Urrut:** *Lusa turns her head and leans slightly forward to hear you better, briefly flickering in place again.* The what?! (Wait for the players to repeat themselves) Oh, that's us. We travel about, following the weather and the game. Miki and I make clothes for the merchant caravans. *Miki interrupts with a squeak, What's that, Lusa? Lusa turns and shouts back, I SAID WE MAKE CLOTHES, MIKI! The other woman looks a little startled I know, Lusa; we've been doing this for forty seven years! Still looking at her sister, Lusa points back to you and shouts I WAS TELLING THEM!*
- **Asking about the elder council:** *Lusa's face lights up.* Oh, Goddess, we could tell you stories. When you get to be as old as me, you get to witness all sorts of things.
 - **About Nanouk:** The girl's doing her best, but with things as they are in the Reach, well, I shouldn't say it. (split second pause) I'm going to say it. We look weak to the other caravans and we aren't protecting our own. There I said it. Still, she's sharp, I'll give her that. *To this last point, Miiki says, The last time a youngblood lied to her she had him mucking out the dogs for a week!*
 - **What should she do?:** Well, for starters, see about expanding our trade influence. Ever since things went south with the dwarves it's been hard making a profit. She means well, but she's inexperienced, and more than a little soft.
 - **About Tikaani:** Now there's a hard woman! There probably isn't a one among the Urrut who hasn't found themselves on her bad side at one time or another. Tongue like an iron file and a spine as unbreakable as the mountains. *Miki interjects in her high-pitched voice, Once, I had an icicle fall down the back of my shirt and from the chill that ran down my spine, I swore Tikanni had just called my name. Same experience. Lusa nods, soberly.*
 - **About Apaata:** A good freyjan, Apaata. Knows his work. Dependable. Shameful business, this itchweed situation. *Tipping a ladle full of blue pigment into the pot, Miki says, Tell them about the itchweed, Lusa! Lusa snaps back, I was getting to that! Anyway, found himself in an awkward position when his nephew laced his strides with itchweed. Playing pranks is natural for cubs, but it was foolish for the youngster to get caught. Apaata didn't have any choice but to do what he had to. They have to learn, you know.*
 - **If the party bought the Really Saucy Rumour:**
 - **I heard it was Tikaani:** *Lusa stares at you with her mouth hanging open. If that's true, I'd keep it to yourself if you know what's good for you!*
- **Asking about Ila:** *Lusa's black ears flick* Nanouk's girl? Bright little spark, that one. Has a nose for trouble and trips over her own tail. *Miki grins and says, I like her! She reminds me of me! Lusa looks at her incredulously, You're nothing like her, you old stump! Miki looks up from her pot and says What's that, Lusa?! Lusa replies, I said you're- oh forget it.*

- **Asking about the temple:** *Lusa's ears droop and she says, Pity about that, isn't it? I used to take the little ones to it in the spring after the first melt. She turns to her sister, Say, Miki! What was that dwarven place nearby? Still stirring, Miki replies, What's that, Lusa? Lusa shouts, THE DWARVEN PLACE NEAR THE TEMPLE, MIKI! Porken's Hold? Tolkien's Hold? Miki says without looking up, Jorgen's Hold, Lusa.*
 - **Pity about what?:** *Miki pauses in her stirring, she peers over her glasses at you and says Why, the temple... Lusa's ears droop sadly as she nods. It's gone, dearie. Tumbled into a ravine that opened up when one of their mines collapsed.*
 - **Can we still go to it: ?:** *Lusa considers for a moment, then says in her scratchy voice, I don't see why not, but it's halfway across the reach. You'll need a guide, else you'll starve or die from exposure crossing the drifts. You'll need to talk to the elders.*
 - **QUEST: INVESTIGATE THE FREYJAN TEMPLE**
 - **Asking about Jorgen's Hold:** *Lusa gestures to the stack of crates piled up in the back of the wagon. We haven't been able to sell half as much to the merchant caravans as we had a year ago, that's how badly relations have degraded. From across the bubbling pot, Miki speaks up, What's that, Lusa? She calls back, I said, the trade's dried up, Miki. Confused, Miki sloshes the spoon around in the pot, I don't think I agree, Lusa, but I'll add a bit more anyway. Lusa lets out a long sigh as Miki pours some more fresh water into the dye. She says to you, If you ask me, the council needs to put this all behind them and reopen discussions with them, there I said it.*
- **...are you alright?:** *Lusa flickers in place as she smiles at you. Never better, dearie.*

The Elder Council

- *Ila begins walking towards the large yurt in the middle of the caravan. It has a wooden door in a frame pegged into the ground, with the heavy canvas walls of the yurt lashed into the doorframe. She turns to you and stops just before the door. You guys ready? You won't be able to pop back out until they're done with you.*
 - **QUEST: CONVINCE THE ELDERS** (Note: this quest has success/failure conditions)
 - **Actually, gimme a moment...:** *Ila shrugs. No problem! I'm in no rush, dinner won't be ready for a while yet anyway.*
 - The party returns to the caravan to continue gathering information.
 - **Ready!:** *Her hand closes on the doorknob and turns it, pushing the door inward. A billow of warm air scented with incense wafts out as Ila ushes you through. Inside the tent it's surprisingly warm and well-lit, with a low and wide brazier holding glowing embers and several oil lanterns hanging from poles about the room.*
- *Three greying freyjans sit on richly-embroidered rugs scattered with cushions, facing you. One you recognise from your walk into the caravan, the large, rotund woman tending the stewpot; somehow she made it here before you, seated on the right in a cloud of colourful silk scarves, scowling at you. On the other side is clearly the eldest of the three, a male freyjan in functional leathers with almost totally silver fur and a face criss-crossed with scars, who eyes you warily. In the middle is a woman with tortoiseshell fur flecked with small specs of grey who smiles warmly as you enter. A multitude of silver and gold jewellery; bracelets, rings and a red jeweled diadem on her brow clinks as she moves. The resemblance to Ila is uncanny. She says, Thankyou sweetheart for bringing our guests, I'll see you later.*
- *Before Ila can say anything, the one on the right waves a wooden spoon at her and croaks You've been shirking your chores, girl! I'll see you in the kitchen after dinner tonight. Ila squeaks and nearly falls flat on her face in her scramble to bolt out of the tent, the door banging shut behind her. The one in the middle laughs and says, Oh, let the child alone, 'Kaani. Come, my friends, sit and be welcome. Metallic bracelets clack she gestures to the rugs and cushions across from them, around the embers.*
 - **GO TO ENCOUNTER 5B: FREYJAN DIPLOMACY**

Encounter 5B: Freyjan Diplomacy

The following encounter is a **diplomacy challenge**, a roleplay-heavy encounter. The party's objective is to convince the council of Urrut elders to aid them in finding the lost temple. However, they are reluctant to do so because it's a dangerous diversion of resources to send a guide with you across the Reach into dwarven lands (whom they do not trust and blame for the temple being lost in the first place).

Players must plead their case to the council *in-character*. They must make three arguments in total (each argument counts as one round) to impress the three elders. Each elder's personality makes them more or less favourable towards certain arguments. Refer to the [Freyjan Diplomacy Modifiers table](#) for a summary.

TIKAANI: Primary caregiver; oversees the kitchen and laundry for the caravan. Tikaani is a harsh taskmistress who is concerned with providing for the Urrut's needs. She has an iron backbone; will double down when pressed and cannot be intimidated. She is not irrationally stubborn, however, if she is backed into a corner with reason she will grudgingly concede.

- **PERSONALITY MODIFIERS:**

- **Likes:** rational, logical, well-made points
- **Dislikes:** attempts to bully or intimidate

APAATA: Huntmaster and marshall of the pride's defenses. Apaata is brisk and rigid. He is primarily concerned with the protection of his pride and sees everything else as a wasteful distraction. He will respond well to appeals to his sense of duty and take seriously any threat to his people.

- **PERSONALITY MODIFIERS:**

- **Likes:** appealing to his sense of duty, addressing a real threat to the caravan
- **Dislikes:** humour

NANOUK: Urrut matriarch and Ila's mother. Nanouk is a mother before she is a leader. She will respond well to appeals to empathy and emotion. She cares deeply about her people, whom she loves and wishes to protect. She also loves gossip, but hates being lied to.

- **PERSONALITY MODIFIERS:**

- **Likes:** passionate pleas, arguments including multiple perspectives
- **Dislikes:** lies

There will be a warm-up round first, where the party can introduce themselves. Followed by three rounds of arguments. These arguments must each address a different point, if the party cannot think of anything to add without repeating themselves, they will fail this challenge. The party should have many topics they can bring up, including gossip from the old women or rumors from the trader.

For each round of argument the GM must:

- **Apply Personality Modifiers:** Use your judgement to categorise the argument and apply the corresponding modifier.
For example, if a player chooses to yell at the council, Tikaani will confer a -2 penalty for attempting to intimidate, but Nanouk will appreciate the hero's passion and confer a +1 bonus.
- **Apply Leverage Modifiers:** Each piece of leverage from the merchant can only be used once. Apply the corresponding modifier for the roll, but note that using the Really Saucy Rumor will apply a penalty for all future rolls in this challenge.
- **Apply Roleplay Bonus:** If the player absolutely embodies their character and gives an oscar-worthy performance, add +2 to their total.

Freyjan Diplomacy Modifiers

PERSONALITY MODIFIERS	Nanouk	Tikaani	Apaata
Was it a passionate argument?	+1		
Did the argument include multiple viewpoints?	+1		
Did the argument include a lie?	-3		
Did the argument attempt to bully/intimidate?		-2	
Was the argument rational/logical/articulate?		+1	
Did the argument appeal to the council's duty?			+1
Was the argument made in a joking way?			-1
LEVERAGE MODIFIERS	Nanouk	Tikaani	Apaata
(Rumour) Did the argument address the threat to the Urrut?	+1 once	+1 once	
(Saucy Rumour) Did the argument address Nanouk's reputation?	+2 once	-1 once	
(Really Saucy Rumour) Did the argument air Tikaani's dirty laundry?		+3 once then -1 all rolls	+1 all rolls
ROLEPLAY MODIFIERS	Nanouk	Tikaani	Apaata
Did the players roleplay well?	+2	+2	+2

When the party has finished making an argument, roll the party's highest WILL stat once for each council member for each argument, then apply modifiers.

Once you have finalised the results for each council member, tally the results; a result of 7 stars or more is a pass. If there are more passes than fails in a round, the party has convinced a majority of the council with that argument and wins that round.

For example, if the player that yelled at that council previously did not use any leverage but roleplayed well, they would gain the following bonuses:

MODIFIERS	Nanouk	Tikaani	Apaata
Was it a passionate argument?	+1		
Did the argument attempt to bully/intimidate?		-2	
Did the players roleplay well?	+2	+2	+2
TOTAL MODIFIERS	+3	+0	+2

This player rolls their WILL and rolls a 5 against Nanouk, a 7 against Tikaani and a 1 against Apaata. Applying the modifiers leads to the following total:

COUNCIL MEMBER	Nanouk	Tikaani	Apaata
TOTAL SCORE	5 + 3 = 8	7 + 0 = 7	1 + 2 = 3

That is a result of two passes and one fail. The player has won this round.

After the rounds of arguments are resolved, tally up the results for each round. If there are more successful rounds than unsuccessful rounds, the council has been convinced to help the party and the encounter is won!

In summary:

Step 1: Roll WILL for each council member and apply modifiers (need at least two 7+ to win an argument).

Step 2: Repeat Step 1 for two more rounds.

Step 3: Total the number of rounds won (need to win 2+ arguments to win the challenge).

- **Read at the start of the challenge:** *The motherly figure in the middle speaks once you've gotten comfortable.* I'm Nanouk. This is Tikaani, *she gestures to her left*, and Apaata, *she gestures to her right*. You are welcome at the fires of the Urrut, please be at ease. Tell me, what brings you to our lands?
 - **Warm-up Round:** Players are to introduce themselves and outline why they've come to Frostbyte reach; remember they're seeking a Freyjan temple that Ser Stabby visited on pilgrimage 100 years ago, for it holds the secret to how Glitch was made and, perhaps, a way to unmake her. Do not roll for arguments this round, this is just giving context to the council.
- **Read after the Warm-up Round:** *The council listens intently, Tikaani with a sour expression. She says in her scratchy voice,* The temple you speak of. We know of it, but we do not go there anymore. It has fallen into a ravine in the dwarven lands when their mine collapsed. What you ask cannot be done, for it is surely in ruins.
 - **Argument Round 1:** Players need to argue why it is vital to go and explore anyway.
- **Read after Argument Round 1:** *Apaata listens closely, idly stroking his whiskers with one hand as he considers.* It is a long way to the dwarven lands. Out of the steppe, across the Endless Drifts and almost halfway to the Skull White Fastness. What you seek is no small thing; it is a days-long expedition to cross the Reach, and the way is treacherous. Diverting a guide and guards will weaken the caravan's defenses.
 - **Argument round 2:** Players are to argue why the expedition is worth the risk.
- **Read after Argument Round 2:** *Tail flicking as you speak, Nanouk eyes you shrewdly.* It is not as simple as you say. Our relations with the Hearthsworn at Jorgen's Hold have degraded since the cave-in and there is no guarantee they will hear you and grant passage. The loss of a Freyjan sacred site weighs heavily upon us yet they refuse to accept any responsibility for it. You must know how stubborn the dwarves can be; why shouldn't we simply mourn what is lost and move on, as is our way?
 - **Argument round 3:** Players are to argue why diplomatic relations with the dwarves should not impede the expedition.
- **Read if the Diplomacy Challenge is won:** *Silence fills the tent as the council considers your position. At last, Nanouk shares a look with the others; Apaata nods and Tikaani shrugs. Nanouk nods and gets to her feet in a soft clamour of bracelets and pendants, smiling warmly.* Very well, my friends, you make a compelling argument. We will discuss this matter further in the morning. For now, let us retire; enjoy the night, I will speak with you soon. *The other two elders get to their feet and Apaata waits for the two women to leave the tent before speaking to you.* A moment, please, if you will. No-one will take you across the Reach immediately, and we could use the help of some heroes, if you're willing.
 - **QUEST COMPLETE: CONVINCE THE ELDERS** - gain [10◇].
 - **GO TO TALKING TO APAATA**

- **Read if the Diplomacy Challenge is failed:** *Silence fills the tent for a time that stretches on and on as the council quietly contemplates your position. At last, Nanouk looks to the others, who shake their heads. She sighs and shifts her weight, turning her attention back to you in a soft clamour of chains and pendants.* It is not the right time for us to make such an undertaking. I am sorry, but we cannot commit the assistance you request right now. Perhaps if you perform some acts of service around the community we may re-convene on this issue, Apaata has some matters of urgency to discuss with you.
 - **QUEST FAILED:** ~~CONVINCE THE ELDERS~~.
 - [GO TO TALKING TO APAATA](#)

Talking to Apaata

- *The three elders stand and a huge floating exclamation point flickers into the air above Apaata's head. He waits while the two women file out of the tent, then addresses you in a commanding tone.* Three days ago we lost contact with a hunting party in the tundra. It is not uncommon for hunting parties to be away from the caravan for extended periods of time, but they've been away from the pride for nearly a week now and the Dark Consul's forces are restless. I'd like you to find them and bring them home.
 - **QUEST:** **RESCUE THE HUNTERS** (Note: this quest has success/failure conditions)
- *Unexpectedly, he smiles.* Also, before you leave on your expedition, I'd like you to spar with the youngbloods. It's rare that we have travelling adventurers come visit, and I'd rather they have their capabilities tested in a controlled environment than find out their limitations when an orc warband decides to raid. Simply let me know when you're ready to begin and I will prepare the arena.
 - **QUEST:** **DEFEAT THE YOUNGBLOODS** (Note: this quest has success/failure conditions)
- **Asking about the lost hunters:** *Apaata frowns grimly.* Two of our best, Yutu and Ujurak; as alike as night and day. They set out eastward five days ago and none of the scouts have reported a check-in. They've been away longer before, but these are troubling times and the Reach is restless. We're stretched thin on bodies as it is, so if you could see to them, we would be in your debt.
 - **How will we find them?:** They're very accomplished hunters, I'm sure if they're in distress they'll have left a sign for you. I will provide directions for their last known location.
 - **Why haven't you sent someone after them already?:** *He sighs.* The Reach has been especially perilous this season. Many of our trackers and hunters are laid low and recovering; some from injury, some from sickness. If I could spare them, I'd have sent someone after our hunters days ago.
- **Asking about the youngbloods:** *Apaata cracks a wry smile.* I'm not sure how much you know of our people, but an overconfidence in one's abilities is a common fault of a young Freyjan. The prides of the Reach have a longstanding tradition of testing the skills of aspirants, and it is rare for a caravan to have visitors, particularly on this side of the Endless Drifts. We would consider it an honour were you to challenge our youngbloods to a round of sparring.
- **Asking about the temple:** *A sad frown crinkles his brow.* Most a pity. There are few relics of the old times left in the Reach, between the wrath of Hoarfang, orc raids, or the depredations of kobolds, the only things which seem to last in this land are in the hands of dwarves.
- **Asking about the dwarves:** They keep to themselves, for the most part. Once, we had strong ties with the Hearthsworn, but relations have been strained since their blunders wrecked our holy sites. *A bit of heat touches his voice.* It's not the first time this has happened, you know! Mines have been collapsing all over the reach these last few years. Entire hunting parties have been swallowed up by the ice. The loss of the temple was the final straw.
- **Asking about Nanouk:** *His tone is extremely neutral.* For all her faults, she's a fine leader. I would counsel you to discard whatever you may have heard around the place; a mother she may be, but she hasn't forgotten how to use her claws.

- **Asking about Tikaani:** *Apaata chooses his words carefully. A community is bound together with common interests, but it is through disagreement that progress is made; how else will you know if your convictions are the right ones? We would be weaker if we agreed all the time.*
 - **Spilling the tea:** If the party has purchased the Really Saucy Rumour (the one about Tikaani's petty prank on Apaata), a player may wish to reveal what they know.
 - **You know, she washed your smalls with itchweed:** *His tone stays level but his eye twitches. I see.*
- **Ready to leave:** The party now has a choice of which quest to complete first:
 - **RESCUE THE HUNTERS**
 - **DEFEAT THE YOUNGBLOODS**

The party may decide to complete these quests in any order, but after the first quest is completed the party will experience **INTERLUDE 1**, and after the second quest is completed, the party will experience **INTERLUDE 2**.

Quest 1 → Interlude 1 → Quest 2 → Interlude 2 → Finding the Temple

Rescue the Hunters

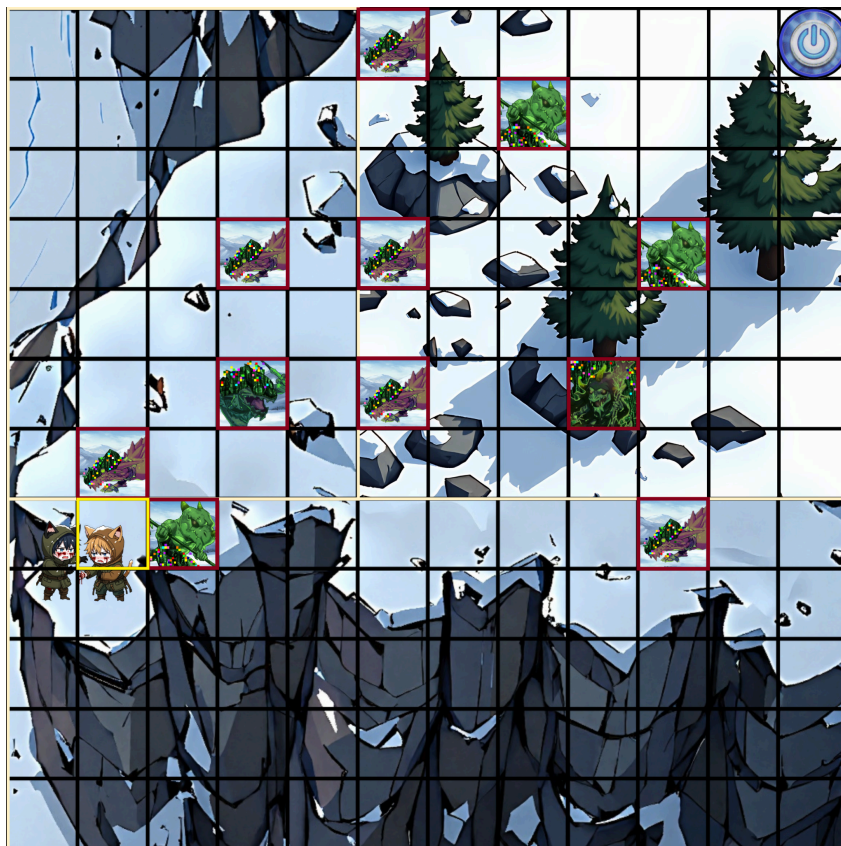
- **Leaving the caravan:** *As directed by Apaata, you strike out eastward toward the black pine forest. The tundra slopes down and away from the caravan; you can see the forest ahead dusted with snow and almost impenetrably dark within.*
- *The lonely, windy backing track takes on a gloomier tone as you enter the forest. It is hushed, barely a sound to be heard; only the gentle whisper of the wind through the trees and the occasional plop of a buildup of snow falling to the ground.*
- **Calling out to the hunters:** *You raise your voice but can't tell how far it carries in the dense woodland. You wait a moment to listen, but hear only the wind and the backing track.*
- **Scouting for tracks:** Heroes must make a **[Perception WILL roll of 6 or more stars]** or **[Survival DEX roll of 6 or more stars]** to find signs of the hunters.
 - **On pass:** *You don't expect to find tracks, given it has been several days since the hunters went missing, but you do find a well-worn hunting trail. Following it for a while, you eventually come across some encouraging signs. At first you find evidence of a successful hunt. A pair of rabbits staked to a tree to lure bears away from the hunting party. An elk buried in the snow under it to be recovered on the way back. Then you see stranger things; thorny vines spiraling up out of the earth, thick knots of brambles that don't belong in a pine forest. After some hours you start finding bodies. Kobolds, green ones, felled in knots. Many still have an arrow sticking out of an eye, others appear run through. Then you find tracks. A great many creatures came through this way following a trail of blood.*
 - **GO TO COMBAT ENCOUNTER: ON THE PRECIPICE**
 - **On fail:** *The forest does not yield its secrets easily. The trees are densely packed in here, seeming to swallow all sound. The ground is frozen and hard. You wander for a long time, hours, unsure if there's anything at all alive in these woods, until you stumble upon what looks like the scene of a battle. Dead kobolds litter the ground, twisting thorny vines spiral up out of the earth, walls of tangled bramble. Blood splashed against trees and rocks. You might be too late. It doesn't take an expert woodsman to spot the tracks leading away from this place, it looks like a great many creatures following a trail of blood.*
 - **GO TO COMBAT ENCOUNTER: ON THE PRECIPICE**

COMBAT ENCOUNTER: ON THE PRECIPICE

- *Before long, you hear the sounds of battle up ahead, echoing weakly through the trees. As the forest thins out you find yourself looking down at a rocky cliff ending in a narrow point. Two freyjan figures are there, one on the ground, the other standing over him with a spear fending off the horde of kobolds and drake hounds closing in on them, driven forward by a kobold wielding a thorny whip.*
- *Unlike the green kobolds you've seen before, these ones seem even more corrupted, with entire sections of their bodies and equipment appearing only as cascading lines of code.*
- *The two freyjans are badly injured. The one on the ground, a bulky, powerfully built hunter, clutches a wound in his side and struggles to sit up. The other is a skinny fellow, shaggy around the face and hands, and despite the practiced, feline grace with which he holds his spear, he's bleeding in several places and exhaustion tinges his voice when he spots you.*
- *At last! Ujurak, look; help is here! His companion does not stir. Ujurak! Wake up!*
- *Picking up on his desperation, the kobold commander cackles a reptilian laugh and cracks his whip as the battle theme begins to play.*

Key:

	Grimlash
	Rampant Priest
	Venomfang
	Prodder
	Freyjan Hunters



Spawning Pool:

- 1x Grimlash
- 1x Rampant Priest
- 6x Venomfang
- 3x Prodder

Maps

- Snow Tile

Map Assets

- 1x Snow Cliff 1
- 1x Small Cliff 2

All Heroes start on the starting point token.

If the Heroes succeeded on the skill roll when scouting for tracks, they gain +1 to initiative rolls for this encounter.

Monsters:

GRIMLASH
LVL 5 KOBOLD MINI BOSS

7 4

STR 4 3
ARM 4 1
WILL 5
DEX 3 3

VIRULENT, TAINTED BLOOD

Drover: [Blue Dragon], [Blue Dragon], Target friendly Drake moves up to 7 squares and then performs a basic offense action that gains +1 to the roll.

Vine Whip: [Green Whip], +1 STR, Massive Damage

GRIMLASH
LVL 5 KOBOLD MINI BOSS

Virulent: Add +1 to this model's offence rolls if its target is suffering from Poison.

Tainted Blood: Enemy models within three squares of a model with Tainted Blood do not remove the poison status effect at the end of their activations.

Massive Damage: When an offensive action with Massive Damage inflicts a wound, it instead inflicts one additional wound.

~~~~~  
*Wielding thorny vine whips, the Strangling Vine subjugators are appallingly cruel. It is not uncommon for the drakes they harry into battle to be so frenzied to escape their tormentors that crashing into a party of well-armed heroes seems a welcome relief.*  
 ~~~~~

RAMPANT PRIEST
LVL 5 KOBOLD ELITE

7 4

STR 5
ARM 1 3 1
WILL 2 4
DEX 4 1

VIRULENT, TOXIC BLOOD

Zealot of the Strangling Vine: [Blue Dragon], Aura 3, [Green Dragon]

Dragon Rage: [Blue Dragon], Aura 3, all Kobolds and Drakes gain +1 STR

Constricting Roots: [Green Dragon], [Green Dragon]

VENOMFANG
LVL 5 DRAKE MINION

7 2

STR 5 2
ARM 2 1
WILL 5
DEX 6

VIRULENT, TOXIC BLOOD

Spit Venom: [Green Dragon], [Green Dragon]

VENOMFANG
LVL 5 DRAKE MINION

Virulent: Add +1 to this model's offence rolls if its target is suffering from Poison.

Toxic Blood: A model that inflicts a wound against a model with Toxic Blood suffers Poison.

~~~~~  
*When a kobold horde needs to break the defensive lines of their enemies, they will often drive groups of drake hounds ahead of them with barbed whips. Drake hounds and wyrmlings of Brackenscales breed share her affinity for deadly poisons and all manner of toxins. After all, a determined defender will have a tricky time holding his hold if he's left over and vomiting.*  
 ~~~~~

PRODDER
LVL 5 KOBOLD MINION

7 2

STR 5 2
ARM 2 1
WILL 5
DEX 4 1

VIRULENT

One of the freyjan hunters is severely wounded. If the Heroes are unable to heal him by the end of the third round, he will die, and the **RESCUE THE HUNTERS** quest will be failed. Players cannot heal Ujurak by rolling hearts. They must use a Heal effect from an action or potion. Ujurak is not a party member, so if the party wishes to use a potion to heal him, a Hero must be adjacent to the (yellow) square and spend an action point to pour the potion down his throat (they must also spend the corresponding potion token).

There is a bug that occurs during this combat encounter: lag. The GM will need to take notes during this encounter. During round 1 record the outcomes of your players' actions; where they moved, wounds dealt/healed, status effects imposed, etc, but do not apply them to the models on the board. After each Hero finishes activating, return them to where they started the round. (Do not apply the lag to the enemy models.) At the beginning of round 2, the game suddenly catches up. Resolve all of the effects you recorded at once. This may mean a model may be dealt more damage than hearts it has remaining (ignore the excess) or two models may end up in the same square (move one aside). Lag will only happen once. Note that the lag makes it much harder to save Ujurak.

Strategy:

Targeting: All monsters will prioritise targets suffering from Poison. Otherwise, monsters will target the closest Hero with lowest defense for attacks.


Movement: Monsters will move towards their target until they are at their maximum attack range. They will try to stay within the Zealot of the Strangling Vine aura if possible. Grimlash will try to keep as many Heroes in range of Tainted Blood as he can.

- During round 1, record all Hero actions and movement, but do not apply the effects. At the end of their activations, return them to their starting positions.
- At the start of round 2 apply all of the effects that occurred during round 1 and return the Heroes to the positions they ended their activations in before lag.
- If he is not healed by the end of round 3, Ujurak will die. He cannot be healed or revived after this point.
- The Rampant Priest will use Zealot of the Strangling Vine followed by Dragon Rage, attempting to buff as many models as he can.
 - He will then use Constricting Roots twice, preferentially targeting the Hero with the shortest attack range if possible.
- If a Venomfang is alive, Grimlash will use Drover four times.
 - Otherwise he will use Vine Whip Twice.
- The Venom Fangs will use Spit Venom twice.
- The Prodders will make two basic melee attacks.

Read when the following conditions are met during the encounter:

- **At the end of the first Hero's activation:** *Something is wrong. You go through the motions but you don't feel your actions connect. They don't even make a sound. Then suddenly you're right back where you started, with no sensation of crossing the intervening space.*
- **At the end of round 1:** *The hunter with the spear calls to you, Hey, I need some help here, quickly. He's bleeding out!*
- **At the beginning of round 2, after you have "caught up" the lag:** *Everything happens at once. A cacophonous clatter of metal and wood, sizzling magic, grunts and yelps, as everything you just did takes effect at the same instant.*
 - **If a creature was destroyed:** *The {creature destroyed} seems to backflip on the spot and crash to the ground in a bloody heap as your delayed attacks catch back up to it.*
 - **If Ujurak was healed:** *The wound in the fallen hunter's side suddenly closes, one moment it's gushing, the next you can see unbroken grey fur through the ragged hole torn in his coat. You didn't see it close, but you feel that feedback, that intangible satisfaction of knowing your magic went off like it should.*
- **After the end of round 2, if Urujak has not been healed:** *The hunter calls to you again, more urgently, Please! I think we're going to lose him!*

Victory conditions:

- All monsters destroyed.
- **On victory:**
 - *Your attack connects, but the creature merely stands there and looks at you.* (Wait for a player to say something, then interrupt them) *There's a jagged digital squelch as the victory fanfare seems to play its entirety in a single moment in time. The creature you just struck down suddenly lies in a crumpled heap and crystals are floating in the air without ever appearing in the first place.*
 - Searching the corpses yields:
 - A **KITTY-KAT CHARM**, [10◇] and a Princess Coin.
 -  **Crystalized Leg:** This potion can only be used at the start of a Hero's activation. This Hero's activation immediately ends, on the next initiative round this Hero may activate twice. *"I'm not sure you should be touching that..."*
 - If Ujurak was healed by the end of the third round:
 - **QUEST COMPLETE: RESCUE THE HUNTERS** - gain [10◇].
 - **GO TO RETURNING WITH THE HUNTERS**
 - If Ujurak was not healed by the end of the third round:
 - **QUEST FAILED: RESCUE THE HUNTERS.**
 - **GO TO RETURNING WITH THE HUNTERS**

Returning with the Hunters

- *The wounded hunter slumps against his spear as the soundtrack returns to the lonely theme of Frostbyte Reach. He nods to you weakly and staggers over to his companion laying in the snow on the edge of the cliff. He sinks to his knees. Ujurak...*
 - **If Ujurak is saved:** *The blocky hunter groans and contorts on the ground, his eyes flicker open, taking in his surroundings before he loses consciousness again. The other hunter says, Thank you for coming swiftly, friends. I am Yutu. We should return to the caravan. If I may, I would carry him.*
 - **If Ujurak has died:** *He lays a hand on his friend's chest, it neither rises nor falls. Sadly, he raises his head to address you. Thank you for coming, friends. I am Yutu. Perhaps if... No, it couldn't be helped. We all return to the Goddess some day. We should return to the caravan... If I may, I would carry him. Without waiting for a reply, he begins expertly lashing together a litter from kobold spears, branches, and lengths of rope.*
- **Talking to Yutu:**
 - **Are you ok?:** *The hunter checks his wounds. He seems to be more exhausted than seriously injured, with several superficial lacerations and one nasty cut across his forearm. His fur is matted and blackened with blood, which scintillates with pixels in the light. I'll mend.*
 - **If Ujurak survived:** He's gravely wounded, however, and must rest. I'll be just a moment preparing him for travel.
 - **What happened?:** Kobolds came upon us without warning. They just seemed to melt out of the trees. One moment we were stalking an elk, the next we were fighting for our lives. I can't imagine how an entire horde, with drake hounds no less, took us unawares. It's like they just popped into existence. We fought them off, but they kept coming. Eventually they pushed us back here. If you hadn't turned up... *He shakes his head as if to fend off the speculation.*

- **Ready to go:** *Yutu quickly finishes his work of gently sliding his friend onto the litter and securing him with ropes. He moves to Ujurak's head, and lifts that end of the litter off the ground with a length of rope looped over his shoulders, knees flexing with the weight of the other hunter. Alright friends, let us be away- huh. An odd expression crosses his face. I'm not feeling so good.. I'm starting to feel a little ...*
 - Yutu's dialog files are about to corrupt. He is not physically unwell, or unable to carry Ujurak back to the caravan, but he is about to start talking in **German** until the end of the chapter. Do your best, your players will forgive your pronunciation. (You can alternatively copy and paste Yutu's lines into Google Translate to pronounce it for you). If one of your players happens to speak German and attempts to talk to Yutu, he won't understand. Remember, the game is corrupting and Yutu doesn't actually 'speak' English or German. It's just that his voice lines are mismatched.
- *His expression changes to one of surprised relief. He stands straighter, komisch.... Ich fühle mich ganz normal... es war wohl nichts ernstes.*
 - **Uhh, you ok there?:** *Yutu looks at you, confused. Was willst du? Warum guckst du mich so an? He looks you each in the face one at a time.*
 - **We can't understand you:** *Baffled, he shakes his head. Das ergibt keinen Sinn. Ich kümmere mich darum, los geht's. He gestures with his free hand towards the path you came from, back towards the caravan.*
 - **Attempting to actually speak German to Yutu:** *The hunter looks at you as if you've lost your mind. Was sagst du? Ich verstehe nicht.*
- **Taking the back end of the litter:** *The hunter watches you lift the back of the litter out of the snow, and nods at you in respect.*
- **Heading back:** *Despite his wounds, Yutu maintains a steady pace on the way out of the forest. It's a long but uneventful trek back to the caravan.*
 - **GO TO INTERLUDE: RETURN TO THE CARAVAN**


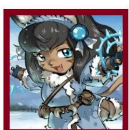


A Rite of Passage

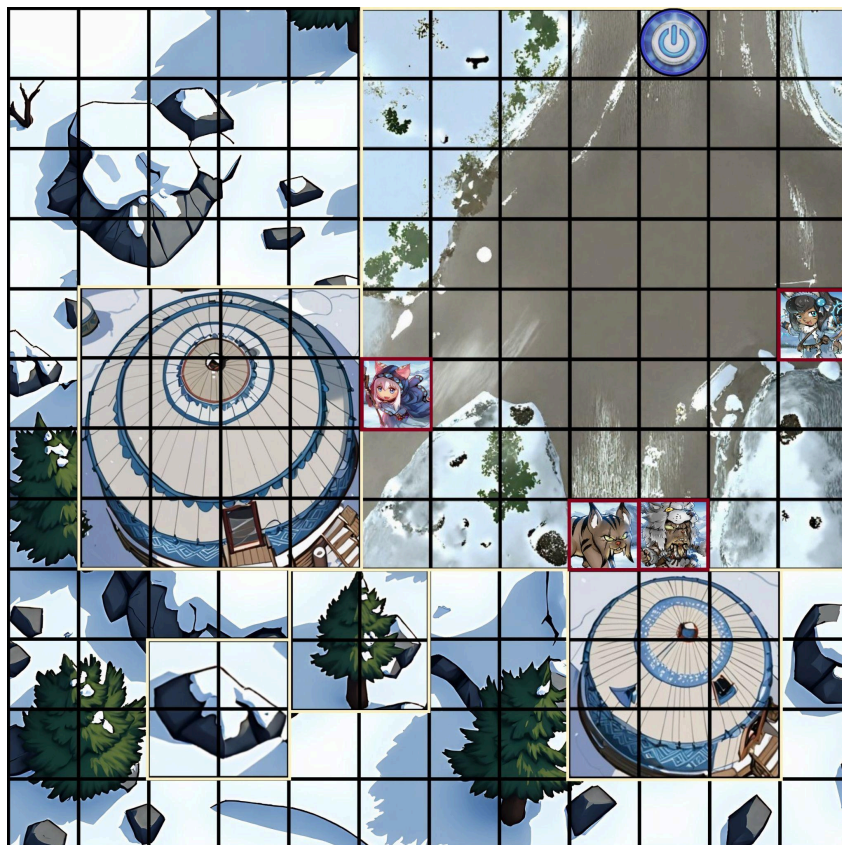
- *Apaata leads you away from the main caravan, as you walk amongst the tents the Urrut begin poking their heads out to see what's going on. He says to you, It's customary for freyjans on the cusp of adulthood to embark on a journey, seeking adventure or experience in the lands beyond the Reach. The three combatants you will face today are all seeking to depart the caravan; today's challenge will be a test of their capabilities. At this an excited murmur passes through the freyjans now trailing you, some dart off back into the caravan to spread the word. This is not a test for the youngbloods to earn the right to leave, they already have it and we couldn't stop them anyway. Rather, how they conduct themselves against combatants such as you is a statement to the pride that we need not worry for them.... We've arrived.*
- *You have reached an area of ground cleared of snow with several stacks of crates and some empty carts scattered about the outside. The freyjans who had been excitedly following spread out and arrange themselves on the crates, carts, and some even stand in the snow to watch the proceedings.*
- *In the middle of the clearing are three young freyjans. Two in robes, one in leathers and holding a sabertooth cat by a leash. Apaata doesn't waste time on introductions, growling to the group assembled in the clearing.*
- *You all know why you're here, let's keep this clean. 3 vs 3. If one can no longer stand, or they yield, they're done. NO KILL SHOTS; nobody's mother is going to weep tonight, understand? The three combatants nod. The sabertooth doesn't appear to have gotten the message.*

- *He looks at you, Are you ready?* (wait for the players to confirm) *He looks at your opponents, Are you ready? They nod and Apaata takes a step back to the edge of the clearing, folding his arms as the battle music begins to play. Then prove it.*
- **GO TO COMBAT ENCOUNTER: BATTLE ROYALE**

COMBAT ENCOUNTER: BATTLE ROYALE

Key:

	Urrut Elementalist
	Urrut Snowbinder
	Urrut Beastmaster
	Sabertooth Kitty



Spawning Pool:

- 1x Urrut Elementalist
- 1x Urrut Snowbinder
- 1x Urrut Beastmaster
- 1x Sabertooth Kitty

Map Assets

- 1x Village Clearing
- 1x Large Yurt
- 1x Small Yurt
- 1x Small Snow Tree
- 1x Small Snow Rock

Maps

- Snow Tile

All Heroes start on the starting point token.

Do not roll initiative for the Sabertooth Kitty. It will always activate immediately after the Urrut Beastmaster.

All models in this encounter will deal non-lethal wounds. Any time a Hero would suffer their last wound and be destroyed, instead, remove that Hero from play. The Hero has been defeated, and cannot return to play in this encounter. Note that a Princess Coin will not be needed, as the Heroes are only knocked out, not killed. (Defeated Heroes will retain their wound tokens).

All Urrut youngbloods must be defeated before the last Hero is defeated in order to succeed at the quest, **DEFEAT THE YOUNGBLOODS**.

Monsters:

URRUT ELEMENTALIST
LVL 5 FREYJAN MINI-BOSS

6 4

STR 6
ARM 5
WILL 5
DEX 4

9 LIVES

1 Puddle Jump: Wave 1, Push 1
2 Refreshing Rain: Wave 2, Heal 2
1 Volcanic Spring: Lance 8, One Use Only.
1 Arctic Spring: Lance 8, One Use Only.

URRUT SNOWBINDER
LVL 5 FREYJAN MINI-BOSS

6 4

STR 5
ARM 4
WILL 5
DEX 6

9 LIVES

2 Frozen Solid: +1 WILL
1 Snow Storm: All Heroes on this tile suffer
1 Cold Therapy: Cool It, One Use Only.

URRUT SNOWBINDER
LVL 5 FREYJAN MINI-BOSS

9 Lives: One Use Only. When a model with 9 Lives takes their last wound, immediately roll 1. Remove one wound counter for every star rolled. If no stars are rolled, the model is destroyed.

Cool It: Whenever a model with Cool It would suffer a wound, instead place a crystal token on the model. At the end of the round, roll 1 for each crystal token. For each die that rolled no stars, place one wound token onto the model with Cool It and then discard the rest of the crystal tokens.

Today, freyjans may be found all over Crystalia, but originally they hail from the swirling snowstorms and biting winds of Frostbyte Reach. Those who fully embrace their primal affinity find that they are able to harness the blizzards of their homeland, commanding the very winds and snow to fight on their behalf.

URRUT BEASTMASTER
LVL 5 FREYJAN MINI-BOSS

6 4

STR 5
ARM 4
WILL 6
DEX 5

9 LIVES

2 Fish Head Slop: if this attack succeeds, Sabertooth Kitty gains 1 STR while taking basic attack actions against target of this action for the rest of the turn.
1 Sic'em: Target Sabertooth Kitty moves up to 3 squares and takes a basic attack action.
2 Kill! Target Sabertooth Kitty takes a basic attack action. It gains 1 STR and during this action.
1 Cat Nip: This model and the nearest friendly Beast gain 1 STR, 1 DEX. One Use Only.
2 Here Kitty, Kitty: Spawn a Sabertooth Kitty from the spawning pool adjacent to the Urrut Beastmaster.

SABERTOOTH KITTY
LVL 5 BEAST ELITE

6 2

STR 4
ARM 3
WILL 4
DEX 6

4

1 Ambush: Ambush Predator

SABERTOOTH KITTY
LVL 5 BEAST ELITE

Ambush Predator: After an enemy model enters a square adjacent to a model with Ambush Predator, the model with Ambush Predator may make a basic attack action against it.

For centuries, Freyjans have tamed the Sabertooth Kitties of the Frostbyte Reach for use as hunting companions. However, such a bond is not for the faint of heart. In addition to being fearsome predators, they are known to wake their handlers at all hours of the night and push anything left on a table onto the floor.

Strategy:

Targeting: All Urrut freyjans will target the closest Hero with lowest defense for attacks.

Movement: All Urrut freyjans will move towards their target until they are at their maximum attack range.

- Heroes will not be destroyed, but are instead removed from play upon suffering their last remaining wound.
- If any allies are wounded, the Urrut Elementalist will use Refreshing Rain.
 - If she has the not yet used Volcanic Spring or Arctic Spring, she will use Puddle Jump to push Heroes into AoE range.
 - If she can target at least two Heroes and no allies with these attacks, she will use Volcanic Spring or Arctic Spring (but not both in the same round).
 - Otherwise she will make magic basic attacks.

- At the beginning of her first activation, the Urrut Snowbinder will use Cold Therapy.
 - She will use Snow Storm followed by Frozen Solid.
 - If she has any remaining action points she will make a basic magic attack.
- If there is no Sabertooth Kitty on the map at the beginning of his activation, the Urrut Beastmaster will use Here Kitty, Kitty.
 - At the beginning of his first activation he will use Cat Nip.
 - If both he and the Sabertooth Kitty can reach the same target, he will use Fish Head Slop followed by basic missile attacks.
 - Otherwise he will use Kill! followed by basic missile attacks.
- The Sabertooth Kitty will make basic melee attacks. If Fish Head Slop was used, it will attack the same target.

Read when the following conditions are met during the encounter:

- **After the first Urrut youngblood is defeated:** *A gasp ripples through the crowd as the young freyjan falls to the ground, clutching their side, raising a hand in defeat. A few shout encouragement, and the other two aspirants steel their resolve, gripping their weapons tightly.*
- **After the first Hero is defeated:** *A cheer erupts from the crowd as you fall. Amid the whoops and hollering, Apaata's gravelly voice carries across the clearing **Focus!***
- **After the second Urrut youngblood is defeated:** *A shocked groan sweeps through the crowd as another freyjan hand goes into the air. Apaata's snout wrinkles in disappointment as the noise picks up, the crowd cheering on both sides in equal measure. The last remaining combatant thumbs a bead of sweat off their brow and grits their teeth, tail bushy and vibrating with focus.*
- **After the second Hero is defeated:** *The crowd cheers even louder as you collapse to the ground. The freyjan who knocked you down risks a moment to pump their fist in exultation, before hefting their weapon to the ready again with such intensity you can hear their knuckles crack.*

Victory conditions:

- All Urrut youngbloods OR all Heroes are defeated.
 - Upon victory or defeat you receive:
 - A **FREYJAN HAIRBALL** and [10◇].
 - **If the Heroes win:** *The victory fanfare blares as the last freyjan falls to the dirt and raises their hand in defeat. A belated cheer erupts from the crowd as Apaata steps into the clearing again; he addresses the three groaning youngbloods. Remember the hurts you have suffered today. When you travel the world, away from the shelter and comforts of family, you will not have the benefit of opponents so gracious as to spare your life. Thank them! The three young Freyjans arrange themselves before you, kneeling with their hands together in supplication, before bowing deep enough to touch their foreheads on the ground. The crowd cheers your victory again and crystals tumble out of the sky onto the ground before you, where they come to rest rotating slowly in the air; completely unnoticed by the others.*
 - **QUEST COMPLETE: DEFEAT THE YOUNGBLOODS** - gain [10◇].
 - **GO TO INTERLUDE: RETURN TO THE CARAVAN**

- **If the Urrut youngbloods win:** *The crowd roars as the last of you is struck down. Freyjans rush into the clearing to scoop up the youngbloods and toss them into the air in celebration, as you're helped back to your feet by yet other audience members. Apaata's booming voice carries over the hubbub, It is settled, then; let none stand in your way as you strike out to make your future your own. Go with the blessings of our ancestors, and be welcomed at the fires of the Urrut whenever the call of home brings you back to us! Another, even bigger cheer explodes out of the crowd, with even more whooping and hollering, and stamping of feet. You notice several of the older freyjans dabbing at glistening eyes. Apaata wades his way through the crowd over to you and speaks, You conducted yourselves with honor and posed a formidable challenge to our warriors. The Urrut thank you for your participation in today's trial. He bows stiffly and returns back into the crowd.*
 - **QUEST FAILED: ~~DEFEAT THE YOUNGBLOODS~~.**
 - **GO TO INTERLUDE: RETURN TO THE CARAVAN**

Interlude: Return to the Caravan

- The party returns to the caravan after completing each Urrut quest. This is an opportunity to visit the [trader](#) if they want to go shopping. They may also wish to chat to the [old ladies](#) if they haven't already. (Note that there is no additional dialogue if they have already visited these places).
- **If the party has rescued the hunters:**
 - **If Ujurak survived:** *Concerned freyjans rush out to meet you as you return to the caravan with the wounded Ujurak in tow. Yutu nods to you, wincing, and says a quick Danke, before being herded away by a mob of freyjans offering blankets and streaming mogs.*
 - **GO TO A RITE OF PASSAGE**
 - **If Ujurak did not survive:** *It's a sorry group that returns to the caravan, Yutu somberly hauling the body of his friend. Freyjans emerge from their yurts to collect Ujurak and tend to Yutu, ears drooping. Yutu nods to you once more before being led away.*
 - **GO TO A RITE OF PASSAGE**
- **After the party has battled the youngbloods:**
 - **If the Heroes won:** *The chorus of cheers fades behind you as you return to the heart of the caravan. The Urrut return to their yurts, pausing occasionally to pat you on the back as they pass.*
 - **GO TO RESCUE THE HUNTERS**
 - **If the youngbloods won:** *The chorus of cheers fades behind you, someone starts playing music and the crowd dances to celebrate the victors as you return to the heart of the caravan.*
 - **GO TO RESCUE THE HUNTERS**
- **The Council's Decision:**
 - If the party has rescued the hunters and battled the youngbloods, the next sequence will depend on whether they failed any of the Urrut quests (**CONVINCE THE ELDERS**, **RESCUE THE HUNTERS**, **DEFEAT THE YOUNGBLOODS**).
 - If all three quests have been successfully completed, **GO TO A NIGHT TO REMEMBER**
 - If any of the quests were failed, **GO TO LEAVE THIS PART OUT OF THE HISTORY BOOKS**

A Night to Remember

- *Your trials done, Nanouk comes to you in the caravan, smiling warmly.* I am told you've given fine service to the Urrut. For that I thank you. I've spoken with the other elders; in the morning you will have your guide and enough provisions to make the journey across the Reach. We may even send an envoy after you to reopen negotiations with the dwarves of Jorgen's Hold, when the time is right. For now, please avail yourselves of our fires and rest for the night. We will hold a feast in your honour, and should you ever find yourself among the Urrut again, know that you are welcome. *She bows respectfully to you and returns to her tent. You have a little time before nightfall.*
 - This is the last chance players have to talk to NPCs, or visit the store.
- **Go to the feast:** *Night falls across Frostbyte Reach, turning the caravan into an island of glowing orange light amid an ocean of inky blackness. The lonely backing track switches to an upbeat, friendly pulsing track as the Urrut pride prepares for the feast. The Reach may be one of the most inhospitable places in Crystalia, but the pride welcomes and celebrates you with warmth, food and all the comfort of family. Everyone comes out to eat at the long tables assembled between the fires as freyjan musicians caper around the caravan. Steaming mugs of cocoa and sizzling elk fillets, fresh mountain vegetables and glacial fish caught that morning. You feast until you can barely stand, then the dancing begins. Children, elders, even gruff Apaata and the perpetually scowling Tikaani can be seen whirling around the fires.*
 - **If Ujurak survived:** *Yutu and Ujurak come limping out of the crowd. The skinny hunter greets you warmly, Ich habe vorhin nicht Danke gesagt. Ich bin eigentlich nur wegen dir hier. Seeing your faces, the Ujurak quirks an eyebrow and smirks at you.* He told me that you started acting strange on the way back to the caravan... He said thanks for saving our lives. I have to go sit down. Perhaps we'll meet again. *With a grimace he turns and heads slowly back towards the bonfire. Yutu turns to go and says to you, Schön, dich wieder zu sehen, wor sollten mal was essen gehen! With a final smile and a wave, he too disappears into the crowd.*
 - **If Ujurak did not survive:** *Yutu comes limping out of the crowd to greet you warmly. Ich habe vorhin nicht Danke gesagt. Ich bin eigentlich nur wegen dir hier. He smiles sadly and turns to go, pausing to say, Schön, dich wieder zu sehen, wor sollten mal was essen gehen! Then, with a final wave, he's disappeared into the crowd.*
- *Time passes with good food and good company. Exhausted, you finally crawl into your blankets and sleep until morning.*
- *As the sun peeks over the horizon and sends glimmers across the snow, you make ready to depart. Awaiting you on the edge of the caravan are a cluster of freyjans, among whom are Nanouk and Ila, as well as several attendants harnessing lines of dogs to two sleds. As your belongings are being lashed onto the sleds, Nanouk greets you. A fine morning for a journey, I'd say. She looks at the sky and smiles, oblivious to the brilliant clear blue sky flickering on and off. Take care of my Ila; she will be your guide today. Ila grins and strikes a heroic pose, only slightly spoiled by nearly falling over into the snow. It's some way to Jorgen's Hold, but you have all you need. May you be safe on your travels, and I pray you find what you seek at our temple. She stoops down to press her forehead against her daughter's, then turns and walks back into the caravan.*
- *Ila grabs the reins of the front sled and says to you, Alright? LET'S GO!*
 - **GO TO ENCOUNTER 5C: ONCE MORE INTO THE REACH**

Leave This Part Out of the History Books

- *Now that your trials are finally done, Ila comes to you in the caravan. **HEY!** I listened in to the elders, and it sounds like they aren't going to help you out. But I can! Listen, **she lowers her voice conspiratorially**, if you help me with my chores before the feast tonight, I'll sneak you out and take you to the dwarves myself! I know the way and it isn't anywhere near as dangerous as they make out. Whaddaya say?*
 - **Aren't you going to get in trouble?:** Yeah, probably! Who cares?
 - **Are you sure about this?:** Absolutely! *She mutters under her breath.* Anything to get out of doing laundry...
 - **What do you need?:** *Ila's perpetual grin widens even more.* Tikaani's gonna be busy preparing for the feast tonight. Come meet me over the other side of the caravan, near where they keep the sled dogs.
 - **Yeah, ok:** *Woo! Ila bounces away into the caravan. You have a little time before nightfall.*
 - This is the last chance players have to talk to NPCs or visit the store.
- **Helping Ila:** *And so it is that you find yourselves up to your elbows in soapy water, scrubbing the underpants of the Urrut freyjans. Ila lounges on a wagon hitch munching on roasted chestnuts she stole from the kitchen while you work. See? Not so bad! She is incorrect.*
- *At last, with fingers wrinkled and chilled to the bone, night falls across Frostbyte Reach, turning the caravan into an island of glowing orange light amid an ocean of inky blackness. The lonely backing track switches to an upbeat, friendly pulsing track as the Urrut pride prepares for the feast. The Reach may be one of the most inhospitable places in Crystalia, but the pride welcomes and celebrates you with warmth, food and all the comfort of family. Everyone comes out to eat at the long tables assembled between the fires as freyjan musicians caper around the caravan. Steaming mugs of cocoa and sizzling elk fillets, fresh mountain vegetables and glacial fish caught that morning. You feast until you can barely stand, then the dancing begins. Children, elders, even gruff Apaata and the perpetually scowling Tikaani can be seen whirling around the fires.*
 - **If Ujurak survived:** *Yutu and Ujurak come limping out of the crowd. The skinny hunter greets you warmly, Ich habe vorhin nicht Danke gesagt. Ich bin eigentlich nur wegen dir hier. Seeing your faces, the Ujurak quirks an eyebrow and smirks at you. He told me that you started acting strange on the way back to the caravan... He said thanks for saving our lives. I have to go sit down. Perhaps we'll meet again. With a grimace he turns and heads slowly back towards the bonfire. Yutu turns to go and says to you, Schön, dich wieder zu sehen, wor sollten mal was essen gehen! With a final smile and a wave, he too disappears into the crowd.*
 - **If Ujurak did not survive:** *Yutu comes limping out of the crowd to greet you warmly. Ich habe vorhin nicht Danke gesagt. Ich bin eigentlich nur wegen dir hier. He smiles sadly and turns to go, pausing to say, Schön, dich wieder zu sehen, wor sollten mal was essen gehen! Then, with a final wave, he's disappeared into the crowd.*
- *Time passes with good food and good company. Exhausted, you finally crawl into your blankets and sleep until morning.*
- *As agreed, Ila waits for you just out of view of the caravan with two dog sleds already hitched and harnessed. She greets you with a flourish and a bow, only slightly undermined by nearly falling over into the snow. The dogs wag their tails as you approach and paw at the ground eagerly. She runs over to help you lash your belongings onto the sleds with a mischievous grin. Don't worry, they've got plenty of dogs and I sneak out all the time. They won't even know I'm gone.*
- *She grabs the reins of the front sled and looks back to you, Let's GO!!!*
 - **GO TO ENCOUNTER 5C: ONCE MORE INTO THE REACH**





Encounter 5C: Once More into the Reach

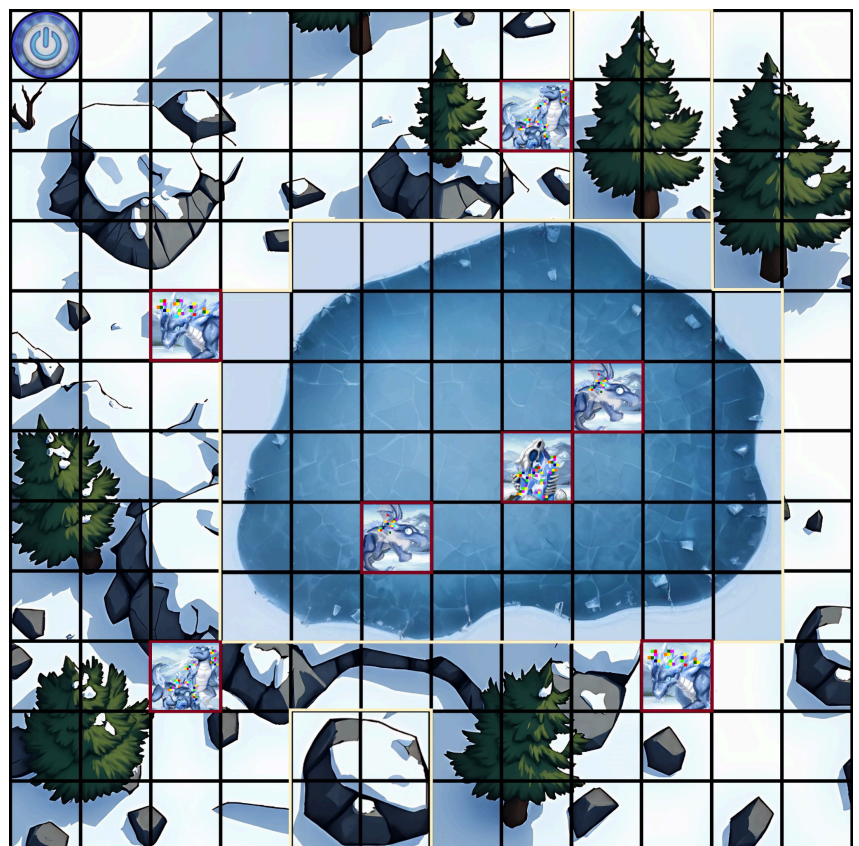
- *Icy winds swirl and bite at your faces as the sled races westward through the snow. The dogs bark encouragement to one another as they run; tongues flapping and spittle flying as they plunge through the drifts. Ila drives them with her characteristic enthusiasm, C'mon, let's go you guys! YEEAH!!!*
- *Frostbyte Reach whips by in a blur; stands of snow-laden pine trees, rocky outcrops, icy crevasses. Up ahead, towering snow-capped mountains emerge from the horizon and loom majestically over the plains. As you race along a ridge line your communicator suddenly buzzes. KZZZZT- Hello? Can you hear me? The voice of the wizard Mergwyn comes through clearly. Great Goddess, that's a lot of wind!*
 - **Talking to Mergwyn:** *KZZZZT- I'm sorry I can't make you out very clearly. -KZZZZT- I just wanted to provide an update on your friend. We've had an audience with the king! I've never met the king before, lovely chap. Said some very complimentary things indeed about my hat. And the kitchens! Magnificent! Why, we were hosted as if we were visiting dignitaries; most gratifying to finally be recognised with the pomp and ceremony beholden to, um, what were we talking about, again? -KZZZZT- ...oh yes. He heeded our warnings about the threat posed by Glitch and dispatched orders to Princess Citrine to marshal the Royal armies for defense of the capital. -KZZZZT- Apparently there is fighting all along the borders, kobold raiding parties are attacking undefended towns and villages all over, and nobody seems to know where they're coming from. Sounds frightfully dire! -KZZZZT- Right, your friend asked me to pass on a message. Now let me see, I've got this written down somewhere... -KZZZZT- Through the communicator you hear the sound of papers rustling, a great many papers. ...naturally occurring phenomena identified in arcane substrate- no that's not it... -KZZZZT- ...further consultation with gnomish engineers? What on earth was I thinking? -KZZZZT- Oh, yes, here we go. "I need a bit more rest before I can join you again, please contact Mergwyn", oh, that's me, "by communicator when you've located the temple, I will follow after you." The papers rustle once more, I must say, whatever you're doing, you'd best be about it; things are getting quite preposterous out here.*
 - **What's going on?:** *-KZZZZT- Oh, you know; the breakdown of natural laws, armies of monsters at the doorstep, the dead rising, people losing their minds left and right. Something honks in the background, followed by a loud clang. No! Put that down!* Excuse me, I discovered this afternoon that my homunculi attendants had been spontaneously and inexplicably replaced with geese. Geese!
 - **If a player has read Mergwyn's book about geese and mentions it:** Oh, really? I shall have to find the time to read it. **No! STOP!** That's a very delicate- **CLANG! HONK!** Good heavens...
 - **Maybe you can put them to work:** *-KZZZZT- Good thinking. Perhaps I'll take the opportunity to- There's a loud, jagged digital squelch from the other end of the communicator. Oh! That's much better.*
 - **What happened?:** *-KZZZZT- Well my geese problem is solved. They're all gone! Finally some good news, I'll just set about- There's another clang ...oh no.*
 - **What's happened?:** *-KZZZZT- I was wrong, it's worse. Now they're invisible!*
 - **Asking about the Mentor:** *-KZZZZT- Recovering well. Meeting with the King was rather taxing, I fear.*
 - **Asking about Gavin:** *-KZZZZT- Fine, so far as I know. That young man seemed very intent to return to the academy.*

- **Done talking:** *Mergwyn says his goodbyes and the communicator goes silent. Ila soon pulls back on the reins and stops the sleds by a frozen lake to give the dogs a rest. HEY! You guys hungry? I brought sandwiches! Lemme just get some ice for the soda. She hops off the sled, grabs an ice pick from her pack and a small bucket, then heads down to the lake, almost falling over on the slippery ground.*
- *The air is crisp and still, if the skybox were not flickering on and off so unsettlingly, it'd be an otherwise lovely day. From the edge of the lake you hear a few chunks of ice being chipped out, then the unmistakable cry of Ila screaming AAAAAAAAAA!!! HELP HELP HELP HELP HELP!!! The battle theme kicks in as you look and see the young freyjan running for her life pursued by draconic creatures, encrusted in ice and scintillating pixels. Her foot snags on a hidden rock and she faceplants into the snow with a flup.*
 - **GO TO COMBAT ENCOUNTER: SLIPPY-SLIDEY ICE WORLD**

COMBAT ENCOUNTER: SLIPPY-SLIDEY ICE WORLD

Key:

	Cold Eggs
	Frostbyte Wyrmling
	Frostbyte Whelp
	Frostbyte Hatchlings



Maps:

- Snow Tile

Spawning Pool:

- 1x Cold Eggs
- 2x Frostbyte Wyrmling
- 2x Frostbyte Whelp
- 2x Frostbyte Hatchlings

Map Assets:

- 1x Ice Lake
- 1x Large Snow Tree
- 1x Large Snow Rock

All Heroes start on the starting point token.

There is a bug that occurs during this combat encounter. At the start of every second round (2, 4, 6), the ice lake will melt. Any models without Fly will immediately become submerged in the water.

Models may make an **[Athletics STR roll of 5 or more stars]** to successfully swim to the shore. Spend the appropriate number of movement points to move the model to the nearest non-lake square (the water counts as difficult terrain). Once out of the lake, the model is no longer submerged. If the skill roll to swim is failed, then the model can spend an action point move out of the water as described above, or they can choose to remain submerged.

A submerged model suffers -1 to all attack rolls and -1 to defense rolls while in the water. A submerged spawning point is not targetable. At the beginning of every round after the lake melts (3, 5, 7), it will refreeze. Any model which was submerged when the lake refreezes suffers ❄️ and 🛡️.

Monsters:

COLD EGGS
LVL 5 SPAWNING POINT



ARM
21

BLACK ICE

4

Spawning Pool:

1x Cold Eggs (spawning point)

2x Frostbyte Wyrmling

2x Frostbyte Whelp

2x Frostbyte Hatchlings

COLD EGGS
LVL 5 SPAWNING POINT

Black Ice: Enemy models that end an activation within 2 squares of this model are moved two squares directly away from the model with Black Ice.

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The drakes of the Frostbyte Reach plague the frozen caverns, ruins and forests of that frigid land. Utterly in the thrall of the the Sapphire Dragon, the drakes share his mercurial behavior. Many over the years have even "tamed" clutches of drakes to serve as companions and hunting beasts. However, they must always be on guard, for it is not uncommon for a clutch of drakes to suddenly turn upon their allies should the need strike them.

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FROSTBYTE WHELP
LVL 5 DRAKE MINION

62



STR
43
ARM
21
WILL
6
DEX
6

SHATTER

21

FROSTBYTE WYRMLING
LVL 5 DRAKE ELITE

63



STR
43
ARM
21
WILL
6
DEX
52

FLY, SHATTER

32

2 Frozen Detonation: ⚡, Burst 1, ❄️

2 Ice Lance: 🗡️, Lance 3, ❄️

FROSTBYTE WYRMLING
LVL 5 DRAKE ELITE

Fly: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

Shatter: A model with Shatter gains +1 STR if its target is suffering ❄️.

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Wyrmlings swoop and soar upon the bitterly cold winds that sweep through the Frostbyte Reach. Their chirruping cries carry on the wind and are regarded by the orc tribes as signs of good favor and battles soon to come.

~~~~~

FROSTBYTE HATCHLINGS
LVL 5 DRAKE MINION

63



STR
52
ARM
21
WILL
5
DEX
6





SHATTER

31

Strategy:

Targeting: All monsters will prioritise Frozen targets. Otherwise, monsters will target the closest Hero with lowest defense for attacks.

Movement: Monsters will move towards their target until they are at their maximum attack range. The Frostbyte Hatchlings and Frostbyte Whelps will try to avoid moving onto the frozen lake unless it is the only way to attack a Hero. The Frostbyte Wyrmling will try to stay on the frozen lake unless it is the only way to attack a Hero.

- At the start of every second round (2, 4, 6...) all models on the lake (except models with Fly) will be submerged (-1 attack and -1 defense).
- At the start of every other round, (3, 5, 7) all submerged models suffer  and .
- Cold Eggs will not activate on the first turn.
 - From the second turn onwards roll  and  and spawn one Frostbyte Wyrmling for every two stars rolled, or one Frostbyte Hatchling/Frostbyte Whelp for every one star rolled, up to a maximum of 2 Frostbyte Wyrmlings, 2 Frostbyte Hatchlings and 2 Frostbyte Whelps total.
 - Cold Eggs cannot be targeted while submerged.
- The Frostbyte Wyrmlings will use Frozen Detonation or Ice Lance if they can target two or more Heroes with the attack.
 - Otherwise they will make basic melee attacks against targets they can reach while remaining on the lake, or basic missile attacks at long range targets.
- The Frostbyte Whelps will make two basic melee attacks.
- The Frostbyte Hatchlings will make two basic melee attacks.

Read when the following conditions are met during the encounter:

- **At the beginning of turn 2:** *There's an alarming digital squelch that stabs at your ears, like an electric shock passing through you. You hear the sound of splashing water and realise the lake is no longer frozen solid.*
- **At the beginning of turn 3:** *Again that digital squelch that makes your skin crawl, and you realise that suddenly the lake is frozen solid again.*
 - **If a creature is submerged when it freezes:** *The ice is impenetrable, trapping everything in place.*

Victory conditions:

- All monsters destroyed.
 - Searching the corpses yields:
 - A **WIZARD WAND**, [5◇] and a Tent.
 - [GO TO JORGEN'S HOLD](#)
- **On victory:**
 - **On victory:** *The victory fanfare blares and crystals fall from the sky as the last dragonling collapses. They bounce off the ice and come to rest mid-air, rotating slowly and glinting in the brilliant sunlight. Mr Puddles drags Ila out of the snow by her collar, Are they gone...? She looks around and jumps out. Whoa! You guys are **SO COOL!** You sure know how to take out wyrmlings. PHWAA! Ka-POW!!! She kicks at the snow and punches the air. Now, about those sandwiches!*

Jorgen's Hold

- *Well-fed and rested, you set out again and a few hours later, Jorgen's Hold comes into sight. From a distance, it appears as a huge gaping hole in the side of a massive, snow-capped mountain. As the sleds sweep around the plain, however, you see that just inside that natural cave-in is a massive, flat stone wall. Towering fluted columns run from the ground level up, hundreds of feet, to meet the natural roof of the cave; disappearing into the stalactites. The walls are inscribed with dwarven runes and majestic knotwork so large as to be visible from far away.*
- *As you approach, you see the gates of Jorgen's Hold, a huge heavy set of stone doors reinforced with thick bands of steel. A small crowd mills about in front of the open doors. Ila draws rein as you get close enough to make out their faces, slowing the dogs to a panting walk to get a better look. The crowd of twenty or so dwarves are all wearing plate and chain armour with blue and gold tabards inscribed with an ornate rune, and armed with shields and spears. Scattered around them are a great many kobold bodies. Green kobolds; some twinkling with scintillating pixels. The dwarves seem not to be completely unharmed, as some are attending to wounds. One dwarf is picking a thorny vine from where it wraps around his arm with a wince.*
- *Ila says over her shoulder, I think this is where I should drop you off, they don't look too happy to see me. It's true, your arrival has been noticed and several dwarf soldiers stare in your direction, stony-faced; their weapons at the ready. Here, take some soda for the trip and the leftover sandwiches.*
 - **You gonna be ok going back alone?:** *She grins ear-to-ear. Oh yeah! Don't worry about me. Mom's gonna PUKE if I'm not home by tomorrow.*
 - **Do you know anything about these dwarves?:** *Ila tilts her head to the side as she thinks, ears twitching absently. Hmm... When I was little we used to come here and visit, I remember they had really good food. Sorry that probably isn't too helpful!*
- **Saying goodbye:** *Ila winks at you and wheels the front sled around, whistling for dogs to move out. Good luck guys! HEY! If you see mom again, uh, don't tell her about the ice lake thing, ok? OK! LET'S GO!!! With a whoop she flicks the reins and the dog sleds shoot away, disappearing into the drifts. You hear the sound of trudging from behind you and see a party of dwarves have detached from the main group and are walking your way, they seem slightly more relaxed than before... if a stone could be said to relax. One of the dwarves at the back of the group stands bolt-upright, his arms straight out to the sides in a T-pose, sliding along with the group as they approach you, none of the others seem to notice.*
- *The one at the front addresses you, By decree of Lord Hammerheft, all visitors are to proceed at once to the Grand Court. A couple of the other soldiers exchange nervous glances, but say nothing. If you will please follow me. Without waiting for an answer, he spins on his heel and heads towards the open gates of Jorgen's Hold. The other guards wait patiently for you to follow, one of them T-posing silently.*
- **Heading inside:** *The gates of Jorgen's Hold loom large as you approach, from this angle you get a sense of how truly massive the wall is that closes off the Hold. Stepping through the gates you're instantly met with a rush of warm air as you take in the view and the backing track switches from that lonely, wintery ambience, to a choral harmonic drone, set to the rhythmic clanging of hammer on anvil. The interior of the mountain is a vast hollowed out cavernous space lit by innumerable bronze braziers. You're standing in a town square crossed by a wide boulevard. The spacious open area greatly relieves the feeling of being buried under hundreds of tonnes of rock. It's a bustling place for an afternoon, with traders hawking wares, children running about, miners pushing carts of ore and from seemingly every direction you can hear the clanging of hammer on anvil. The guard who spoke to you earlier gestures for you to follow him and heads towards an imposing looking building down the far end of the square, saying, I hope you've thought this through, the Lord has not been himself of late.*

- **Speaking to the guard:**
 - **Where are we going?:** *He nods in the direction of the grand building ahead. The Grand Court of Jorgen's Hold. It's a huge stone building with veins of gold spiderwebbing up the columns flanking the broad doorway.* There you will address Lord Hammerheft.
 - **Asking about Lord Hammerheft:** *The guard's jaw tightens as you cross the square. High Lord Valgrem Hammerheft, steadfast bulwark of the Torch Road. He clears his throat nervously.* A stoic and fair ruler.
 - **He's not himself?:** *The guard frowns as he walks.* A grim humour has fallen upon the lord of late. Ever since the mine collapsed he's been out of sorts. *He turns his head to look at you,* You'd best mind your manners. *After a moment's consideration he says quietly,* Whatever your petition, you might have better luck appealing to his niece.
 - **Asking about the Lord's niece:** *The guardsman beams with pride, he clearly has great esteem for this person.* The Lady Dervla Hammerheft. She has been giving counsel since the passing of the Lord's own wife some summers ago. A wise and magnanimous woman. She has been a- *he chooses the next word carefully-* balancing influence.
 - **You seem anxious:** Nonsense.
 - **Asking about the kobolds:** Pathetic minions of the Dark Consul, hardly a worry. Haven't seen green ones before, though, that's new.
 - **Asking about the freyjan temple:** *The guardsman's eyebrows climb up his face.* That's why you're here? Huh. Yes, I believe it's still accessible beneath one of the mines, but the way is exceptionally dangerous.
 - **QUEST: INVESTIGATE THE FREYJAN TEMPLE**
 - **Asking about Jorgen's Hold:** *He glances sideways at you,* Those in Dwarfholme Bastion may sneer at us as 'provincials', but the relative safety enjoyed by the capital city is paid for in blood by the outpost garrisons. *He sighs,* And it's getting more and more expensive.
 - **What's wrong with your friend back there?:** *The guard shoots a glance back at the T-posing soldier gliding along with the rest of the squad and shakes his head.* He just started doing that a few days ago. Always was a bit eccentric, that one, but this time I have to admire his commitment to the bit. Apparently he does that in the barracks too, day and night.
 - **Is there a trader we can visit here?:** You may go where you wish once the lord has released you.
 - **...What do you mean released?:** *The guard just glances at you, briefly.*
- Continuing on: [GO TO ENCOUNTER 5D: DWARVEN DIPLOMACY](#)

Encounter 5D: Dwarven Diplomacy

- *The Grand Court of Jorgen's Hold is a truly massive building, on closer inspection, you realise the entire back wall of the cavern is in fact the front wall of the court. As you ascend the broad, black stone staircase that elevates you above the main square, you get your first look inside the building. It's a vast single chamber. The entire main square could fit inside this one room several times over. It's dark, with the small light of a few braziers swallowed up by the forested rows of heavy fluted black stone columns. Far down the other end of the court is a raised dais, with a massive black marble throne on it. From this distance, you can make out something twinkling upon it.*

- *Your boots click on the polished stone floor as you cross the grand hall. As your eyes adjust to the low light, you can make out a female dwarf in white standing beside the throne, but it's the lord seated upon it who commands your attention. You can barely make out the glint of his ceremonial plate armour through the blizzard of glittering pixels which sparkle in the darkness.*

Note: The Dwarf Lord is not evil; he is an honorable ruler who has become corrupted. Try to imagine him as an old warrior who is losing himself to dementia.

- *In a deep, resonant voice he intones, Who comes to the Hold?*
- *Your guard escort swallows a lump in his throat and announces, Travellers, milord. Arrived with a freyjan of the caravans, who has since departed our lands.*
- *The lord leans forward to peer at you, We are beset on all sides by the forces of the Dark Consul. Intruders will not threaten the sanctity of the Torch Road; I will not yield an inch, **DO YOU HEAR ME?** His voice echoes through the vast hall and you're pretty sure the guardsman flinched.*
- *The woman standing by the throne leans close to the lord and says soothingly, Perhaps we should hear them, uncle. They do not look like agents of the Dark Consul, do they?*
- *The lord dabs spittle off his beard with a gauntleted fist, grunts and leans back on his seat of stone, muttering, The usurper's tricks are many. Very well; speak, outlanders. Your lies will betray your malign intentions.*
 - **Observing the Lord:** *He is a dwarf of advanced years. His long grey hair is held back from his temples with a golden circlet and his elaborately braided beard is decorated throughout with jewels and gold clasps. His grey eyes glare at you through a sheen of madness. His armour is more an ornate heirloom than functional armament. You notice for the first time that a huge warhammer is propped up against the side of the throne. Most striking about him, however, is the cloud of scintillating pixels that seem to radiate from him, that seemingly go unnoticed by the other dwarves. Mr Puddles growls softly.*
 - **Observing the woman:** *She appears to be middle-aged, for a dwarf. She has flaxen hair coiled in a tight bun and dark circles under her eyes. She carries herself with a poise and dignity completely absent from her uncle.*
 - **Introduce yourselves:** *The lord listens to your introductions and grunts. His niece smiles and bobs her head to you, saying, The Lord Valgrem Hammerheft welcomes you to Jorgen's Hold. I am Dervla. What brings you to us, today?*
 - **Talking about the corruption/Glitch/Cult of the Strangling Vine/etc:** *Lord Hammerheft roars Do not come to **MY COURT** to waste my time with fairytales of extinct dragons and imaginary plagues. His fist clenches so tightly around the haft of the warhammer propped against the throne that you can hear his knuckles crack. I'll hear no more of it.*
 - **Talking about the freyjan temple/the cave-in:** *The dwarf lord goes red in the face as he leans forward to shout at you through a haze of swarming colours, What care is it of mine that some savages above have lost one temple? Do you have **ANY IDEA** what we have lost to the depredations of the Dark Consul? He waves a dismissive hand, Let them wander the Reach and build another where it pleases them.*
 - **Asking about the mine: **THE MINE IS CLOSED!**** *The lord's eyes narrow, And why would you seek to delve into **our** mines, anyway?*
 - **Whatever the party answers with, read this:** *That sounds exactly like the words of a usurper, to me. Why not throw open our vault doors to you intruders as well?*
 - **Talking about diplomatic ties with the Urrut: **WE NEED NOTHING FROM THEM!**** *The woman standing beside the throne recoils at the sudden explosion of anger. She shakes it off quickly, though, and smooths out her dress as she resumes her place.*

- **This conversation's going nowhere...:**

- Do not let your players go back & forth with the lord for too long. In addition to his obvious file corruption, there's a clear power disparity here and he will not tolerate being challenged. Don't be afraid to force the conversation to this point in order to keep the scene moving.
- *Lord Hammerheft grips the weapon propped up against the throne by the end of its haft and in one motion lifts it and pounds the heavy hammer head into the floor, barking, **Enough!** I am far from convinced you are not creatures of the Dark Consul. We do not tolerate evil to walk freely among us; guards, toss these intruders in the arena at once! We will know the truth of them from the colour of their blood.*
- *The guardsman stiffens and tenses his jaw as the woman jerks forward and says in barely-contained alarm, Very good, uncle. I will see to them myself. She shoots you a meaningful look and urges you, Come with me.*

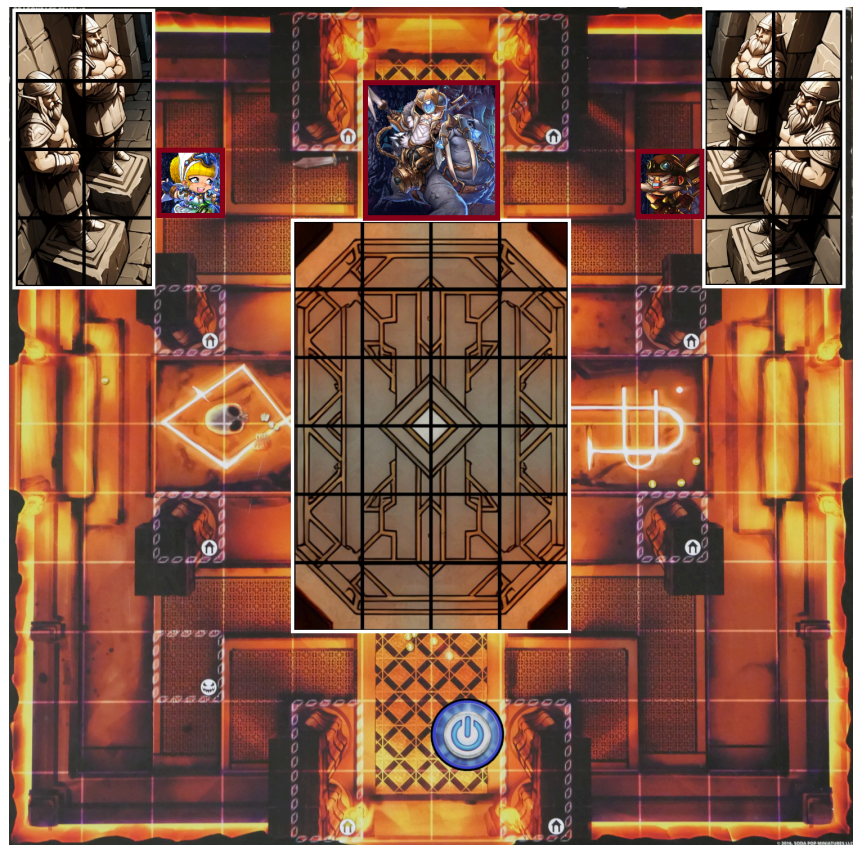
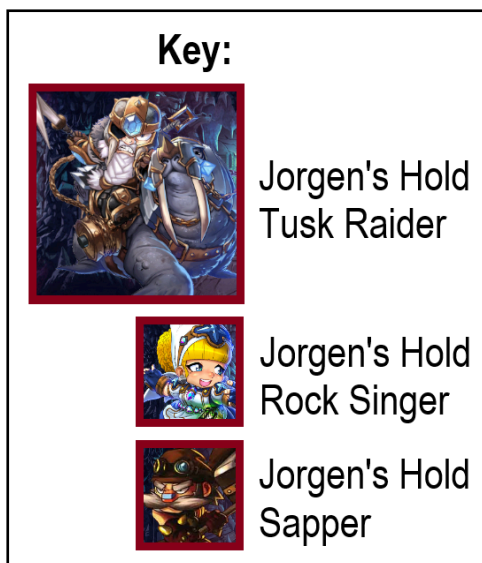
- **GO TO A SURREPTITIOUS PLAN**

A Surreptitious Plan

- *Dervla speaks quietly as the guards urge you out of the Grand Court, We must be quick; the Lord is fickle and prone to forgetfulness, it is likely he will not recall this interaction, nor condemning you to the arena. Still, we are honour-bound to heed our lord's commands. Fortunately, he did not specify the outcome of your trials. She pauses as you exit the vast hall through a side door. Rold, please rush to the barracks and select for me three of your best fighters. We want to put on a show for the Lord, but we don't want anyone dying unnecessarily. You may meet us at the arena. The guardsman beams proudly as he bows and stamps off, the other guards huddle in around you, that one guy still T-posing impassively.*
 - **QUEST: TRIAL BY COMBAT** (Note: this quest has success/failure conditions)
- *Dervla turns back to you, Please, the arena is this way. I confess this is certainly not the sort of hospitality I'd normally extend, but from the look of you I'm sure you'll do fine.*
 - **Asking about the lord:** *She sighs, Uncle has not been himself since the cave-in those months ago. It appears some sickness of the mind has taken root within him. Please don't look too unfavourably upon him, he has always been a good and just ruler. We pray the Goddess relieves him of his troubles soon. Her jaw tenses with resolve. Until then, my duty is to the people of Jorgen's Hold and I will serve as I am able.*
 - **Asking about the cave-in:** *She smirks ruefully, It's almost too ludicrous to contemplate, isn't it? A collapsing dwarven mine. The miners have told us many strange things about the mountain of late, they say the stone isn't behaving like it should. They say that entire seams have become brittle like hollowed-out glass. Her voice dips with sadness, There were nearly a hundred miners inside when it collapsed. We recovered what bodies we could, but many were lost to the mountain.*
 - **Asking about the temple:** *Yes, that's very interesting. Apparently, when the cave-in occurred a great rift opened up in the mountain, swallowing the freyjan temple which used to be perched up in the peaks. I am told that it is accessible via an old access tunnel below the collapsed mine. Once uncle is appeased, I will organise a guide for you. The mines are labyrinthine and sprawling.*
 - **QUEST: INVESTIGATE THE FREYJAN TEMPLE**
 - **Asking about the arena:** *It's more of a training ground for the troops. Only recently, uncle has, she pauses while she struggles to get the words out, he has decreed that all punitive action is to be resolved in bloodsport. Petty crimes, contract disputes, quarrelling spouses... all settled in the arena.*
 - **Asking about the kobolds:** *The Dark Consul is always testing our defenses; to breach the Torch Road is to breach Dwarfholme Bastion. For all of Uncle's concerns, we've withstood demons, undead and worse. We can handle a few kobolds.*

- **Reaching the arena:** *You are hustled into a square stone building a short distance from the main plaza and are immediately whisked through to an open-air arena (or what passes for open-air in a dwarven hold) with tiered rows of seats facing a pit of stone lined with columns and statues. The stands are empty. Lord Hammerheft appears on the mezzanine and takes his seat in the middle, still obscured by the haze of flickering pixels. Dervla says to you quietly, No real harm will come to you, I promise. Just put on a good show. With one last smile she turns and heads to her place at the Lord's side.*
- *Rold, the guardsman, marches into the arena and announces, Milord, a spectacle of combat is arranged for your amusement. Behold! Three outlander champions visit Jorgen's Hold to challenge your finest warriors. The lord nods curtly and watches as three heavily-armed dwarves enter the far side of the arena; one in robes, one hauling a heaving a sledgehammer, and one riding astride a giant walrus.*
- *Stepping back to the door as the battle music starts, he continues, An honourable battle, if you please. Unfairness will not be tolerated. The dwarves all smack their fists to their chests in salute. For the glory of Jorgen's Hold, begin!*
 - **GO TO COMBAT ENCOUNTER: ARE YOU NOT ENTERTAINED**

COMBAT ENCOUNTER: ARE YOU NOT ENTERTAINED



Maps

- Dragonback Peaks 15

Spawning Pool:

- 1x Jorgen's Hold Tusk Raider
- 1x Jorgen's Hold Rock Singer
- 1x Jorgen's Hold Sapper

Map Assets

- 1x Dwarf Statues 1
- 1x Dwarf Statues 2
- 1x Dwarf Runes

All Heroes start on the starting point token.

All models in this encounter will deal non-lethal wounds. Any time a Hero would suffer their last wound and be destroyed, instead, remove that Hero from play. The Hero has been defeated, and cannot return to play in this encounter. Note that a Princess Coin will not be needed, as the Heroes are only knocked out, not killed. (Defeated Heroes will retain their wound tokens).

All Jorgen's Hold warriors must be defeated before the last Hero is defeated in order to succeed at the quest, **TRIAL BY COMBAT**.

Monsters:

JORGEN'S HOLD TUSK RAIDER
LVL 5 DWARF MINI-BOSS

STR 4, ARM 4, WILL 5, DEX 5

IRATE WALRUS

2 **Drag and Chomp:** +1 DEX Pull 4. Then this model may make a basic melee offensive action against the target.

2 **The Blubbery Doom:** Lance 6, Charge, +1 STR

1 **Rage-Inducing Musk:** Berserk, Rage Musk, One Use Only.

JORGEN'S HOLD TUSK RAIDER
LVL 5 DWARF MINI-BOSS

Irate Walrus: At the end of the round, the GM rolls 1. If no stars are rolled, nothing happens. If any stars are rolled, the GM may move the model with Irate Walrus up to one square for each star rolled and then make a basic melee offensive action against any other Jorgen's Hold dwarf in range.

Berserk: During its activation a model with Berserk may make a single Melee Attack costing no action points.

Charge: When a model with Charge uses a Lance area effect, after resolving all other effects of the Lance, the model may be placed in any unoccupied square that was affected by the Lance for free.

Rage Musk: If this action is used, the GM rolls 1 instead of 1 for Irate Walrus at the end of the round.

~~~~~  
For a Hearthsworn dwarf, there is no more fitting a mount than a walrus of the Reach. They are solid, stubborn and ornery. The walruses are pretty chill, though.  
~~~~~

JORGEN'S HOLD SAPPER
LVL 5 DWARF MINI-BOSS

STR 5, ARM 4, WILL 6, DEX 5

Astral Hammer: Cross 2,

2 **POW!:** +1 STR Massive Damage

1 **Star Shine:**

1 **Burning Bloom:** Wave 1, One Use Only.

JORGEN'S HOLD ROCK SINGER
LVL 5 DWARF MINI-BOSS

STR 5, ARM 4, WILL 5, DEX 6

Falling Star: Burst 2, Hookshot

2 **Iron's Call:** Cross 2, +1 WILL

1 **Calm the Stones:** Aura 4, Burrow

1 **Starlight Elixir:** Heal 2, One Use Only

JORGEN'S HOLD ROCK SINGER
LVL 5 DWARF MINI-BOSS

Hookshot: Actions with Hookshot do not require line of sight to target a model. Range must still be counted around walls and structures.

Burrow: A model with Burrow may move through walls, and treats difficult terrain and structure squares as open squares. All non-blessing tile effects in those squares are ignored.

~~~~~  
Rock Singing is not a discipline exclusive to the above-ground Dwarves of the Star Guild. The Hearthsworn of Jorgen's Hold find such a cultural exchange to be extremely useful for the planning and management of their mines.  
~~~~~

Strategy:

Targeting: All Jorgen's Hold warriors will target the closest Hero with lowest defense for attacks.

Movement: All Jorgen's Hold warriors will move towards their target until they are at their maximum attack range.

- Heroes will not be destroyed, but are instead removed from play upon suffering their last remaining wound.
- At the beginning of his first activation, the Jorgen's Hold Tusk Raider will use Rage-Inducing Musk.
 - If he can target at least two Heroes, he will use The Blubbery Doom twice.
 - Otherwise he will use Drag and Chomp twice.
 - If he has any remaining action points he will make a basic melee attack.
- If he is affected by a status effect, the Jorgen's Hold Sapper will use Star Shine.
 - If he can target at least two Heroes, he will use Burning Bloom or Astral Hammer twice.
 - Otherwise he will use POW! twice.
 - If he has any remaining action points he will make a basic melee attack.
- If she is suffering from two or more wounds, the Jorgen's Hold Rock Singer will use Starlight Elixir.
 - If she can target at least two Heroes, she will use Iron's Call twice.
 - If she can target at least three enemy models (including pets) and no allies with the attack, she will use Falling Star.
 - Otherwise she will make magic basic attacks.

Read when the following conditions are met during the encounter:

- **After the first Jorgen's Hold warrior is defeated:** *Lord Hammerheft harrumphs loudly in disappointment as the dwarf champion falls to their knees in defeat, raising their hand. The other champions do not react, save to set themselves with steely resolve and plant their feet firmly on the ground in anticipation of what comes next.*
- **After the first Hero is defeated:** *Lord Hammerheft pounds his fist on the arm of his chair in delight as you drop to your knees, defeated.*
- **After the second Jorgen's Hold warrior is defeated:** *The champion drops to the floor, raising their hand and Lord Hammerheft nods slowly, He leans forward to watch the battle closely. Dervla claps politely as the last dwarf standing drums their fist on their chest in acknowledgement of your deeds.*
- **After the second Hero is defeated:** *Dervla knots her fists in her skirts and gasps in surprise as you drop to the floor in defeat. The lord yells YES! Fight on!*

Victory conditions:

- All Jorgen's Hold warriors OR all Heroes are defeated.
 - Upon victory or defeat you receive:
 - A **DWARVEN HELM** and [10◇].
 - **If the Heroes win:** *The victory fanfare blares as the lord pounds his warhammer into the stone floor, intoning Well fought, champions. It's difficult to tell from his tone whether he is disappointed or impressed. My niece, see they are rewarded for their bravery and stoutheartedness.*
 - *Dervla bows as he stands to leave, then comes down to meet you in the arena. Well done! I expected nothing less. Now, I have a task for you; we will need someone to vouch for you to get the lord's blessing to traverse the mine. I have someone in mind already. Across the hold you will find a warehouse overseen by a dwarf named Bort, he's always having difficulty with one thing or another, please help him and then come find me again in the main plaza. We will take your case before the lord and secure the help you need.*
 - **QUEST: A TESTAMENT OF RESOLVE** (Note: this quest has success/failure conditions)

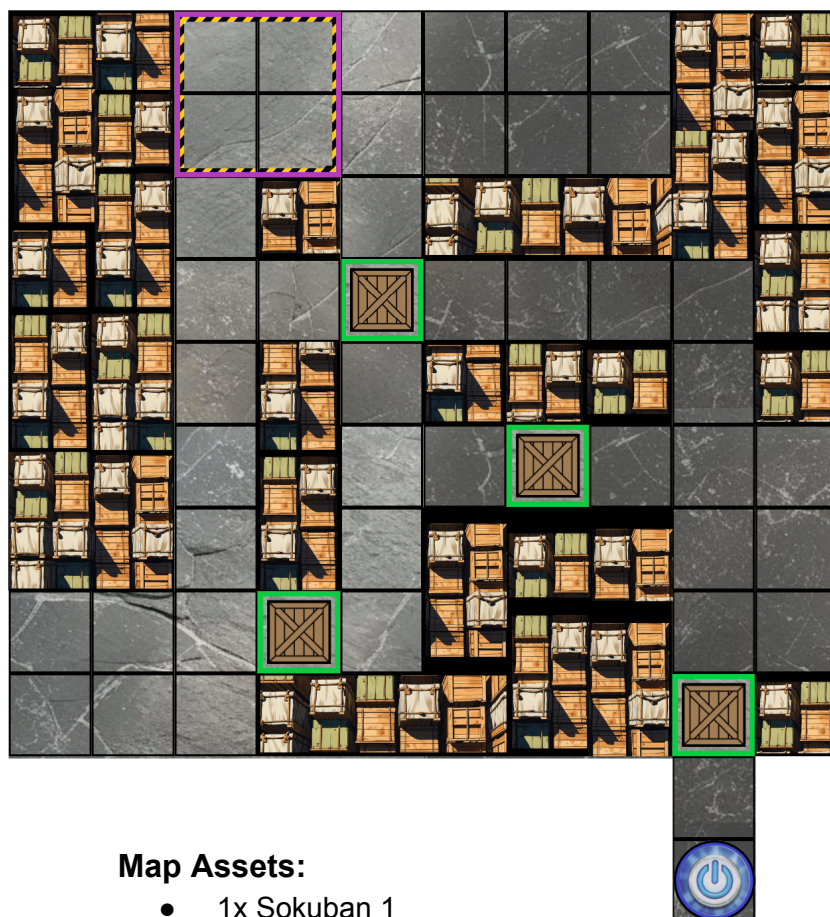
- **Why do we need to do all this?:** We are honourbound to speak no falsehoods, and a good word from one of the locals will go far to persuade my Uncle. Your victory today will stand as testament to your valour, one good deed for the people of the Hold may be just enough for the lord to consider your petition.
 - **QUEST COMPLETE: TRIAL BY COMBAT** - gain [10◇].
 - **GO TO COMBAT ENCOUNTER: SOKOBAN...REALLY?**
- **If the Jorgen's Hold warriors win:** *The lord pounds his warhammer into the stone floor as the defeat dirge plays, saying* Well fought, champions. You showed these rabble from above the might of dwarven resolve. Niece, see to the outlanders' wounds; they deserve that much at least for the courage to draw steel against our soldiers. *She bows as he stands and leaves, then rushes down to attend to you in the arena, followed by a squad of dwarves in holy robes.*
 - *As they heal your wounds she says to you.* I hope you aren't too badly injured, my friends. It is an unfortunate outcome, but at least the lord admires your courage and stoutheartedness, that may go some way to helping your case. Now, I have a task for you; we will need someone to vouch for you to get the lord's blessing to traverse the mine. I have someone in mind, already. Across the hold you will find a warehouse overseen by a dwarf named Bort, he's always having difficulty with one thing or another, please help him and then come find me again in the main plaza. We will take your case before the lord and secure the help you need.
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 - **QUEST FAILED: TRIAL-BY-COMBAT.**
 - **GO TO COMBAT ENCOUNTER: SOKOBAN...REALLY?**

COMBAT ENCOUNTER: SOKOBAN... REALLY?

- *You find the warehouse a short walk away from the main square; a squat blocky building with a mercantile sigil of a hammer crossing a cart wheel emblazoned on the architrave. A balding lump of a dwarf with a scrubby beard sits dejectedly on a crate by the front door, idly digging around in his ear with a finger. There's a huge floating exclamation point hanging over his head. He sighs theatrically as you approach. What am I going to do... He says aloud to nobody in particular.*
 - **Are you Bort?:** *The dwarf nods.* Yep.
 - **What's the trouble?:** It's these boxes, y'see. I gotta get them into the marked off area at the back but I can't seem to get all of them there. *His neck wobbles as he shakes his head.* Oh, I'm sure going to be in trouble if I can't get them all tucked away nice and tidylike. *He sits up, scratching his head, apparently having had an idea.* Hey, I know. If you guys help me out, I'll make it worth your while. *He hands you a comically undersized silver bell.* If you get stuck, ring this and we'll help you out.
 - **QUEST: A TESTAMENT OF RESOLVE**
 - **Do it yourself (REFUSE QUEST):** *Bort blinks at you, taken aback.* Oh...err, sure. *The exclamation point over his head flickers and winks out.*
 - Before the party chooses this option, let them know that it will fail the quest.
 - **QUEST FAILED: A-TESTAMENT-OF-RESOLVE.**

- **Entering the warehouse:** *Taking the bell, you open the warehouse door and see inside is an expansive area, stacked floor-to-ceiling with wooden crates. Some have canvas tarps lashed over them, some are held together with ropes. The aisles between the stacks of crates are very narrow, and immediately in front of you is a crate that barely fits in the walkway. Bort says to you, Oh, by the way, local occupational health and safety ordinances mandate that only one of you may enter the warehouse at a time. We have strict visitation regulations for external contractors and noncompliance could result in a considerable fine.*
 - **Are you serious...?:** *I could lose my job!*

The objective of this puzzle is to get all four crates into the Target Zone.



ONE Hero only starts on the starting point token.

Maps:

- N/A

Spawning Pool:

- 1x Cold Eggs
- 2x Frostbyte Wyrmling
- 2x Frostbyte Whelp

Map Assets:

- 1x Sokuban 1
- 1x Sokuban 2
- 4x Crate (or use Treasure Chest models)

Sokoban rules:

- Only one Hero may enter the warehouse at a time.
- A box can only be pushed, and cannot be pulled.
- A box can only be pushed directly away from the Hero (no diagonals).
- The Hero cannot move through boxes or impassable terrain.
- A box cannot push another box.
- Solve the puzzle by getting all 4 boxes into the marked area.

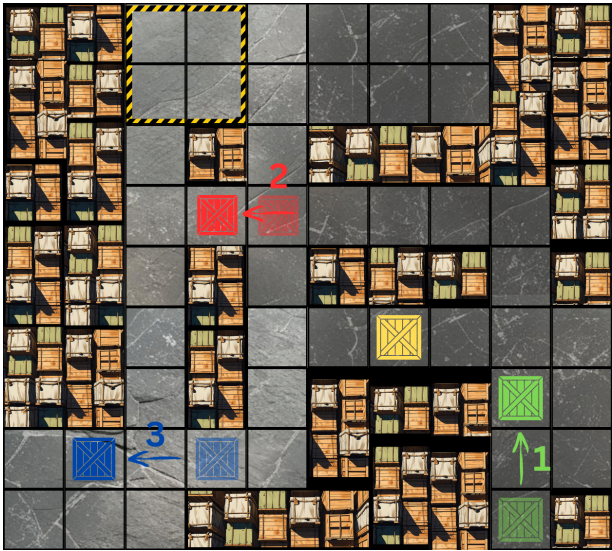
It is possible to “soft-lock” the puzzle by getting the box stuck (such as by pushing a box into a corner). If a Hero soft-locks the puzzle, they should ring the bell given to them by Bort. This resets the puzzle and ends that Hero’s attempt. Each Hero gets only one attempt each to solve the puzzle, if all party members fail to solve it, the **A TESTAMENT OF RESOLVE** quest is failed.

Read when the following conditions are met during the encounter:

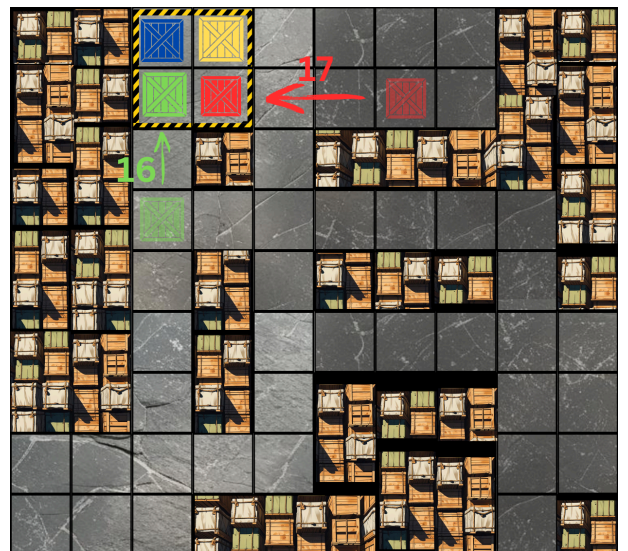
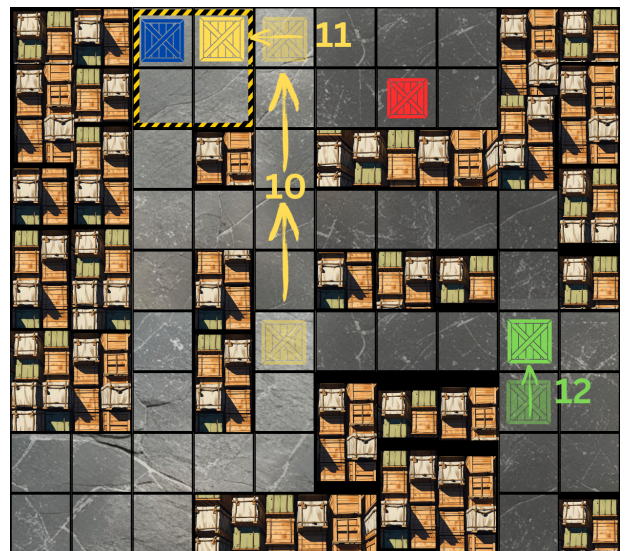
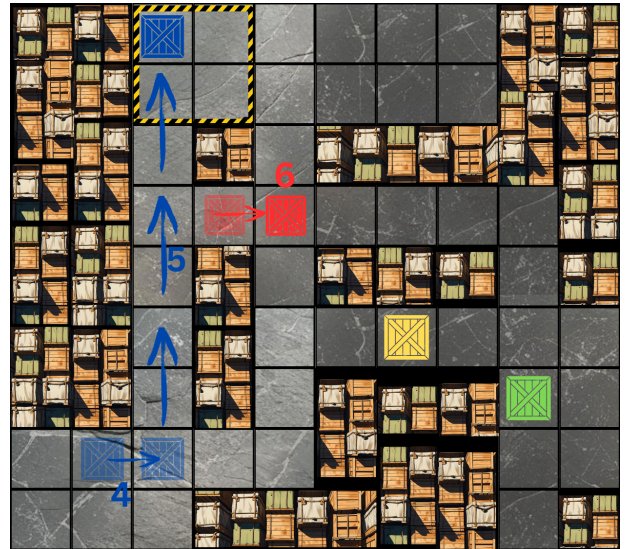
- **Ring the bell for the first time:** *You shake the silver bell and a single crystalline chime fills the room. A squad of dwarven labourers vault over the stacks of crates, you don't see from where, as everything goes black. Next thing you know, you're standing outside the warehouse again. Bort nods sagely and says,* Tricky, isn't it?
 - **Who were those guys?:** Logistics contractors, we get them in to help us out when things get **really** tough. Their rates are astronomical so we bill by the minute... They're very efficient!
 - **Why can't they solve the puzzle for you?:** *He's taken aback by the very notion. In this economy?*
- **Ring the bell a second time:** *Again the chime rings out just as the dwarven labourers somersault into the room and everything goes black. Sure enough, you're back on the doorstep, only this time the bell seems to have broken. Bort nervously scratches his bald spot. Oh dear. This might be your last shot, better make it a good one.*
 - **Why is this our last shot?:** *Bort fidgets with his beard nervously.* Well, those lads only come out when we call them, y'see? And if we don't get this warehouse squared away, I'll be down one bell **and** a team of workers. Training the next lot's going to take forever...
 - **What?! Why replace the workers?:** They only respond to the bell!
 - **How hard is it to train a labourer?:** Do you have any idea how long it takes to condition a squad of labourers to respond to a bell?!
 - **You're insane; you know that right?:** *Bort frowns.* Nonsense. I'm of perfectly sound mind. Look, it's quite simple; On the other side of that door is an elementary puzzle with very straightforward mechanics that I haven't been programmed to solve, and it's being serviced by a highly trained team of Pavlovian stevedores who are simply too expensive to engage for the purposes of solving it. Therefore the only logical solution is to pay an unvetted, complete stranger to- you know, when you put it like that...
 - **Wait, did you just say you were programmed?:** *Bort blinks at you.* Trained. I haven't been **trained** to solve the puzzle.

Victory conditions:





- All crates moved onto the target zone.
- Upon completing the puzzle you receive:
 - A DWARF RUNESTONE and [5◇].
- **Solving the puzzle:** *As the last crate slides into place with a click, the victory fanfare plays and confetti rains from the ceiling along with crystals. As you return outside, Bort delightedly claps his hands.* Oh, well done! I just heard the confetti cannons go off. Very good! Thank you for helping me in there; I was in a right pickle! Now, if you'll excuse me, I need to find a broom.
 - **QUEST COMPLETE:** A TESTAMENT OF RESOLVE - gain [10◇].
 - **What's with the confetti?:** *Bort shrugs noncommittally.* Who knows. Happens every time I finish stacking a pile of boxes, and I have no idea who keeps reloading the things, either.
 - **Seems kinda wasteful:** You're telling me! You **wouldn't believe** the amount of it I sweep up on a weekly basis... maybe I should start a kitty litter business...
 - **GO TO INTERLUDE: RETURN TO THE PLAZA**
- **The final Hero soft-locks the puzzle:** *Defeated, you step back outside and find Bort slumped against the wall.* Well, thanks for trying. No, no. It's fine. I should go and get started on putting the place back together for the next group of Heroes to come through.
 - **QUEST FAILED:** A TESTAMENT OF RESOLVE
 - **Wait, the next group...?:** Sure. I'm bad at block puzzles.
 - **GO TO INTERLUDE: RETURN TO THE PLAZA**



Sample Sokoban Solution



Interlude: Return to the Plaza

- *The main plaza of Jorgen's Hold is still bustling when you return from the warehouse. You've finally got a moment to yourselves for the first time since you left the Urrut. You could take a look around or you could go talk to Dervla, who's standing across the square, chatting with a vendor.*
- **Looking around:** *About the square are traders of all kinds, all of whom are thronged with customers. One dwarf sits on a keg by a stack of crates, one of which has the word ITEMS written on the side in large, legible letters. When he spots you looking he takes his pipe out from between his teeth barely long enough to give you a quick nod before replacing it for a puff.*
 - **Talking to the trader:** *The trader billows a cloud of smoke as you approach and speaks in an extremely exaggerated dwarven accent. Whel now. I havetae say ye look like a formidable bunch indeed. He nods, puffing contentedly. If I hadnae haerd ye took up arms in o' Hammerhaeft's arena, I'd hae taken ye for a band of naerdaewells. Name's Greyhorn; now wae're fast acquainted, ye'd best take a look at my waeres afore we both grow roots.*
 - *The dwarven choral backing track awkwardly switches to the shop theme with a piercing digital jab as the huge shop interface window appears in the air by Greyhorn. It reads:*
 - **POTION** - 5◇
 - **TENT** - 50◇
 - **PRINCESS COIN** - 50◇
 - **THROWING AXE** - 5◇
 - **STOUT DWARVEN STOUT** - 10◇
 - **Asking about Potions:** *Aye, miracles innae bottle. (Gain 1 potion token)*
 - **Asking about Tents:** *Ye wouldnae think ye'd need a one o' these travelling the Torch Road, but ye'd be surpaesed at the wind as whistles through those tunnels. (Rest in the tent overnight to heal all Heroes in the party up to their maximum number of hearts and potions. One use only.)*
 - **Asking about Princess Coins:** *The trader smirks. I saw a hero breek a tooth testing one o' these. Och, ye dinnae think I'd be selling trenkets fer toorists, noo? (Gain 1 Princess Coin)*
 - **Asking about Throwing Axes:** *Greyhorn hefts a narrow but solid looking hand axe. When I were a wee lad, we used tae see who could throw an axe the furthest. A waerd of advice, make sure there's no-one doon range afore ye let rip. He shakes his head sadly. Poor, wee Fergus.*
 -  **Throwing Axe:**  . "Why are these things never reusable?!"
 - **Asking about Stout Dwarven Stout:** *Squeeze thae veins o' any Haerthswarn dwarf and you'll get two things coming oot: spite and ale. It's good for ye, full o' vitamins.*
 -  **Stout Dwarven Stout:**  , +1 ARM, Sturdy. "Tastes like it was brewed in a boot. While a dwarf was wearing it."
 - **Why are you the only dwarf here who talks like that?:** *The trader shoots a quick glance around to see if anyone's listening, then leans in close. (Drop the accent completely temporarily) Look, it's good for business, alright? Outlanders don't come through that often and they want the authentic experience when they do. My name's not even Greyhorn; it's Dave!*
 - **And that's what this is, then? The 'authentic experience'?:** 'Och aye, laddie!
 - **I thought you were honourbound to speak no falsehoods..:** *He shrugs. Aye, but I'm also honourbound to saell goods. Got tae stimulate the local economy. It's faer the baetterment of all, I swaere.*

- **Forget all this diplomacy stuff; let's go straight to the mines:** *You find the entrance to the mines across town. It's clear that this passage leads to the mines you need to traverse, only there's a large wooden barrier obstructing the passageway with the words "DANGER! CLOSED." written across it. There's a chain barring the way to either side of the barrier, fitted with sturdy locks.*
 - **Picking/smashing the lock:** *The lock is of stout dwarven make and fiendishly complexity. It resolutely resists your tampering.*
 - **Jumping the chain:** *Despite being only waist-height for a dwarf, try as you might, you can't seem to find a way over the chain. It all seems rather contrived.*
- **Talking to Dervla:** *She spots you coming and disentangles herself from the trader she was talking to. Nodding her head in greeting she asks, You met Bort then, I presume? Very good. We should now be ready to convince Lord Hammerheft to reopen the mine. I entreat you to make your preparations. I can support you, but it's you who must do the talking. Are you ready?*
 - **QUEST: CONVINCE LORD HAMMERHEFT** (Note: this quest has success/failure conditions)
 - **Actually, we could use a minute...:** *Very well, let me know when we shall proceed.*
 - The party returns to the plaza.
 - **Let's go:** *She nods once, and without another word, climbs the black & gold staircase leading to the Grand Court.*
 - **GO TO THE LORD OF JORGEN'S HOLD**

The Lord of Jorgen's Hold

- *Dervla leads you once more up the black stairs leading to the Grand Court of Jorgen's Hold. The cavernous hall is just as dark as it was before, and the lord sits awaiting you on his throne, clad in that haze of scintillating pixels. After a short moment of consideration Dervla whispers, It seems my uncle's mood has improved. This bodes well for you. She turns to him and bows deeply, Milord, these travellers have come to the hold to entreat your aid, Uncle. Will you hear them?*

The following encounter is another **diplomacy challenge**, much like the one completed with the Urrut elder council. The party's objective is to convince Lord Hammerheft to let them explore the mines for the lost Freyjan temple. However, he is reluctant to do so because he's been corrupted and sees the party as a potential threat.

Players must plead their case to the Lord *in-character*. They must make three arguments in total (each argument counts as one round) to impress the Lord. Unlike the previous diplomacy encounter, the Heroes only have to impress one person; Lord Hammerheft. Additionally, instead of leverage, the Lord will consider your deeds in Jorgen's Hold (that is, your quest results). Refer to the [Dwarven Diplomacy Modifiers table](#) for a summary.

LORD HAMMERHEFT: Paranoid and prone to outbursts. Any perceived threat, provocation or insinuation that he is somehow compromised will send him into a rage. He remains a dwarf Lord so he possesses an ironclad sense of duty and responsibility to his Hold. His sickness has manifested as racial prejudice against freyjans.

- **PERSONALITY MODIFIERS:**
 - **Likes:** honour, duty, dwarves, protecting his people and lands
 - **Dislikes:** threats, provocations, insults, insinuations that he is compromised, freyjans, humour

There will be a warm-up round first, where the party can reintroduce themselves. Followed by three rounds of arguments. These arguments must each address a different point, if the party cannot think of anything to add without repeating themselves, they will fail this challenge.

For each round of argument the GM must:

- **Apply Personality Modifiers:** Use your judgement to categorise the argument and apply the corresponding modifier.
- **Apply Round Modifiers:** Each quest success provides a bonus to one of the rounds.
- **Apply Roleplay Bonus:** If the player absolutely embodies their character and gives an oscar-worthy performance, add +2 to their total.

Dwarven Diplomacy Modifiers

PERSONALITY MODIFIERS	Lord Hammerheft
Did the argument appeal to the lord's duty/honour?	+1
Did the argument detail a threat to his lands/people?	+1
Did the argument include a threat/insult/insinuation that he is compromised /incompetent? (*)	-2
Is there a dwarf in the party?	+1
Is there a freyjan in the party?	-1
Was the argument made in a joking way? (*)	-2
ROUND MODIFIERS	Lord Hammerheft
(Sokoban) Did the Heroes solve Bort's puzzle in the warehouse?	+2 (Round 1)
(Arena) Did the Heroes honorably defeat the champions of Jorgen's Hold?	+2 (Round 2)
(Tactful) Did the Heroes avoid offending him* in previous rounds?	+2 (Round 3)
ROLEPLAY MODIFIERS	Lord Hammerheft
Did the players roleplay well?	+2

When the party has finished making an argument, roll the party's highest WILL stat once for each council member for each argument, then apply modifiers.

Once you have finalised the rolls, tally the results; a result of 7 stars or more is a pass and the party has convinced the Lord with that argument and wins that round.

After the rounds of arguments are resolved, tally up the results for each round. If there are more successful rounds than unsuccessful rounds, the Lord has been convinced to help the party and the encounter is won!

In summary:

Step 1: Roll WILL and apply modifiers (need at least two 7+ to win an argument).

Step 2: Repeat Step 1 for two more rounds.

Step 3: Total the number of rounds won (need to win 2+ arguments to win the challenge).

- **Read at the start of the challenge:** *Lord Hammerheft frowns, flexing his fist on the haft of the warhammer propped against the heavy stone throne. The hour is late for petitioners, niece. Speak plainly, and do not waste my time.*
 - **Warmup round:** Players are to outline why they've come to Jorgen's Hold. Remember they're seeking a Freyjan Temple that Ser Stabby visited on pilgrimage 100 years ago, for it holds the secret to how Glitch was made and, perhaps, a way to unmake her. Do not roll for arguments this round, this is just giving context to Lord Hammerheft.

- **Read after the Warm-up Round:** *Lord Hammerheft scowls as you talk.* Quite a thing you ask for. You realise that these are sovereign lands you seek to trespass upon, yes? Upon my oath as Warden of the Torch Road, no enemy will reach Dwarfholme Bastion on my watch. *He leans forward on the throne.* Why should I throw open the doors to the Torch Road to ones such as you?
 - **If the players helped Bort solve the sokoban puzzle:** *From the side of the chamber, you hear Bort speak up.* They helped me out with my warehouse, milord. They seem like good people to me. *Lord Hammerheft, doesn't seem convinced, however, and he turns his attention back to you, expectantly.*
 - **Argument round 1:** Players are to argue why he should let outsiders into the mine.
- **Read after Argument Round 1:** *Lord Hammerheft sits back in his chair, running his fingers through his beard in consideration.* The mines are closed for a reason, outlanders. The cave-in has rendered much of the depths inaccessible for the foreseeable future. It will take generations for the mountain to settle enough for crews to reopen the mine. *He waves a dismissive hand.* I will not have the lives of you outlanders weigh on my conscience.
 - **If the party won the arena fight:** *Rold speaks up from the side of the hall; you didn't notice him arriving,* These outlanders are formidable combatants, milord. They defeated three of your best warriors in the arena. *At this, Lord Hammerheft quirks an eyebrow and gives you a weighing look.* Did they, indeed?
 - **Argument round 2:** Players are to argue why it is vital to go despite the danger.
- **Read after Argument Round 2:** *Lord Hammerheft scoffs and shakes his head.* Even if what you say is true, these perils you speak of are no concern to us. There is no kobold horde that can threaten us and no dragonfire that can reach us below the mountain.
 - *Dervla steps forward and addresses her Uncle.* Milord, if the world truly is under threat, it behooves us to hear these outlanders out. Please Uncle, they seek only the wreckage of a ruined temple at the bottom of a ravine. *The lord flexes his fingers around the haft of his hammer, watching you.*
 - **Argument round 3:** Players are to argue why the Hearthsworn can't simply wait it out.
- **Read if the Diplomacy Challenge is won:** *Lord Hammerheft, apparently having heard enough, grips the haft of his hammer and pounds it into the floor.* Very well. It may be a breach of protocol, but you have convinced me of a present danger to the people of Jorgen's Hold and, by extension, the Torch road and Dwarfholme Bastion. This is unacceptable to me, and upon my oath I will see no harm comes to you in my lands. *He looks to his niece.* Dervla, arrange a guide for them. I have no doubt they are capable, but they do not know the way. *Dervla breathes a sigh of relief and bows deeply, then invites you to follow her from the court.*
 - **QUEST COMPLETE:** **CONVINCE LORD HAMMERHEFT** - gain [10◇].
 - **GO TO MEETING HARRULF**
- **Read if the Diplomacy Challenge is failed:** *Lord Hammerheft grips his hammer and slams it into the floor roaring, ENOUGH!* I fail to see any reason to entertain your request, nor any reason to heed your apocalyptic warnings. I exile you from Jorgen's Hold. Dervla! *His niece twitches when he shouts her name.* Sentence has been pronounced; carry out the sentence. This hearing is at an end. *Dervla hurries you out of the Great Court flanked by guardsmen, that one guy still T-posing at the back. Once outside, she turns to Rold.* Take these intruders across the hold to the abode of Harrulf and see that he exiles these outlanders... *she flashes you a quick look ...into the mines. The guardsman smirks and salutes, fist to chest.*
 - **QUEST FAILED:** **CONVINCE LORD HAMMERHEFT.**
 - **GO TO MEETING HARRULF**

Meeting Harrulf

- *You find yourself standing before a somewhat unassuming, humble-looking stone abode not far from the arena. No light shines through the windows, but you can hear someone humming from within.*
 - **If the Diplomacy Challenge was failed:** *Your escort of guards huddle around you shoulder to shoulder, an impenetrable phalanx of beards and steel. Rold nudges you from behind. The lady said you're to go inside, now. We'll wait.*
- **Knocking/calling out:** *The humming stops and a voice calls out from inside in a pronounced provincial dwarven accent, Aye, come in please. S'open.*
- **Going inside:** *The door creaks as it swings open revealing a pitch black interior, from somewhere in the house that humming starts up again. Do sit doon, I just put on some tea.*
 - **Sitting down:** *You grope around for something to sit down on; you find a hall stand, a bookshelf and a very startled cat, before identifying something that seems vaguely sofa-esque and ease yourself onto it. You are relieved to discover it is, in fact, a sofa.*
 - **I'll stand:** *Suit yoursel', then.*
- *You hear the clinking of ceramic and silverware, and the sound of an elderly person sitting down from across the darkened room. Haaah. Right, please help yoursel'. Might have o'erdone it with the cups, but I wasnae sure how many guests I have. I'm Harrulf; whom do I have the pleasure?*
 - **Introductions:** *Charmed. How can I help ye?*
 - **Why is it so dark in here?:** *The person sitting opposite you makes a surprised gasp. Oh! How silly of me; a moment, please. There's a moment of clinking and humming from across the room before a lantern flares to life, illuminating a neatly furnished living room. The walls are bare stonework save for a weathered and worn pickaxe cradled on a rack. The dwarf across from you has pure white hair and is slightly stooped, and his eyes are cloudy. He groans a little as he settles back into the well-worn chair facing the tea set on the table. There's about a dozen teacups on the tray next to the teapot. He says to the wall directly opposite him, I'm always forgetting how dark it is in here, I dinnae get a lot of visitors.*
 - **Dervla said you could help us:** *Harrulf listens intently to you, nodding confirmation until you finish speaking. Aye, I can help ye. Fret not, I know these mines better'n any.*
 - **Asking about the mines:** *Harrulf picks up the teapot, sticks his finger over the rim of a teacup and pours until it's about to overflow, then sets the pot down, shaking the tea off his finger. He takes a sip. Och, that's good. The mine, right. Word is, the mountain is sick. Now, I know that doesnae make a lick o' sense, but it's true. Stone that breeks apart in ye hand. Solid ground, opening up and swallowing ten men at a time. S'not right, it is.*
 - **Asking about the temple:** *He listens, his head cocked to the side to better hear you. Aye. I've been there, doon below. Chasm that opened up with the cave-in tore a hole in some access tunnels the miners of old used to traverse the more ancient depths of the Hold. I can get ye there, an' back.*
 - **QUEST: INVESTIGATE THE FREYJAN TEMPLE**
 - **Asking about Lord Hammerheft:** *Harrulf frowns, this is clearly an awkward topic for him. Lord Hammerheft is a stoic and stalwart defender of the Torch Road. Sorry, I'm no' one to engage in rumour an' scuttlebutt.*
 - **Asking about Dervla:** *A fine woman, no doubt. She cares greatly for the people o' Jorgen's Hold.*
 - **Asking about Ser Stabby:** *Harrulf snorts a sarcastic laugh. Aye, I remember him. Travelled with an elf, a frog on a bird and a big lump of a human. Not a crew ye'd easily forget. No disrespect, now, we were in a right fix with that demon business and if he didnae come along, we'd be in terrible shape.*
 - **Asking about the business with the demons:** *Harrulf chuckles as he walks. Awful pot o' trouble, so it was. Demon lord of the Nether Rifts, what were his name, now...? Xikirian the Despicable? Aye, that was it. For a time, this here Hold were the site of a demonic invasion. Completely overrun!*

- **What happened?:** *He laughs, Och, ye going tae love this! So, the Hold's defenses were overrun, right? Ye cannae swing a hammer at an anvil without clobberin' an imp, right? Ol' Hammerheft doesnae have 'nae more reserves to throw at the demons, so what's he do? Harrulf laughs again.* Well, he pens a letter to the Royal Dungeoneering Regulatory Commission in Crystallia City, officially registering Jorgen's Hold as a dungeon! So what happens next is 'eroes start climbing the walls to get in and have at it with ol' Fire & Brimstone himself, Ser Stabby included! 'was brilliant!
 - **So is it still a dungeon?:** No, after the dungeon boss kicked the bucket, ol' Hammerheft deregistered the Hold.
- **When can we leave?:** *Harrulf takes his time over his tea, chatting amicably about the weather, a strange topic for someone who lives underground to be sure, but soon enough he's stowed away the tea set, picked up a cane and invites you to accompany him to the mines.*
 - **If the Diplomacy Challenge was failed:** *The guard formation is still waiting for you when you step outside. They quickly take up positions to escort you and Harrulf, taking care not to obstruct him, but not allowing you freedom of movement. The guards stay long enough to watch you pass into the tunnels before marching away without looking back.*
- **GO TO ENCOUNTER 5E: INTO THE PITS**

Encounter 5E: Into the Pits

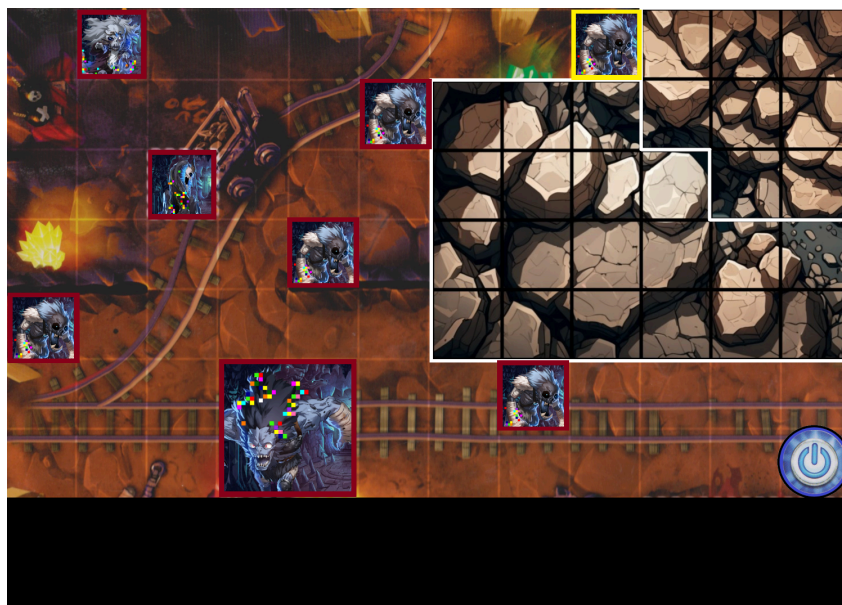
- *Jorgen's Hold seamlessly transitions from town to mine without crossing any sort of threshold. The ever-present clanging of hammer on anvil fades behind you as Harrulf casually leads you into a broad passageway. The paved flagstones of the Hold street gradually give way to rough natural stone. A large wooden barrier painted in black & yellow hazard stripes with the words "DANGER! CLOSED." obstructs the passageway. Harrulf fishes around in his pocket and produces a key, which snaps the lock open and you can proceed.*
- *The ambient dwarven choral backing track fades behind you and is replaced with an unsettling track which evokes the sound of working miners, complete with the tink of pickaxe on stone punctuating the rhythm, except that the mine is silent save for you and Harrulf, who begins humming to himself as he leads you down into the inky blackness. Occasionally he reaches a hand out to the wall in familiarity, dragging his fingertips along the bare rock and nodding to himself.*
- *At one point he stops and taps his cane against a metallic fixture on the wall. Ye'll want to light this. It'll help guide yer way back to the surface.*
 - **Lighting the torch:** *The torch catches and a surprisingly wide area around you is illuminated. You're on an alarmingly narrow strip of rock alongside a yawning chasm too wide to see the other side. Your guide turns to face you, his cloudy eyes eerily bright in the flickering torchlight, Aye, best watch ye step, now. It's a long way down. Ye might reach the bottom quicker, but I dinnae think ye'll be in terrific shape to see out the rest of yer journey.*

Some players may wish to make use of the Fly ability to shortcut this scene and reach the temple quicker. They certainly could fly down the mine shaft, but the temple isn't in the mine, it's *under* it. Without Harrulf, they'd become hopelessly lost. If a player moves far enough away to lose sight of Harrulf, they will need to succeed on a **[Survival DEX roll of 8 or more stars]** to reunite with the party. If they cannot succeed this skill roll, they will have to spend a Princess Coin to reset their position.

- *Harrulf continues into the darkness, humming softly to himself and occasionally bumping into things left on the floor. He never seems to mind, he just carefully moves the offending object out of the way so as not to trip you up. Except, that is, the one time he bangs his shin on the hitch of an overturned minecart, and you get a brief, but educational detour through the more colourful side of the dwarven language.*

- *The mine spirals down and down, and with torch after torch coming to life the story of the mine slowly reveals itself to you. You start noticing strange things; scintillating pixels twinkling in the darkness. A stalactite floating a foot off the floor. A wireframe boulder with no textures at all. Mineral seams that appear to be melting out of the wall like cheese stuffed into a hot bun.*
- *Here, look at this. Harrulf reaches down and picks up a rock by his foot and shows it to you. It looks like the same grey stone you see all around you, but he merely squeezes his hand and the rock crumbles into... triangles. A multitude of 2-dimensional polygons splinters and shatters out of Harrulf's fist, tinkling to the floor with the incongruous sound of a solid rock dropping to the ground. Y'see? It's not safe in here, we best keep moving.*
- *The mines coil in on themselves and soon you are moving through a section of ancient catacombs, the walls honeycombed with burial niches and slab-fronted vaults. Lighting another torch, Harrulf pauses his humming to say over his shoulder. This section pre-dates us dwarves, if y'can believe it. Miners broke through in pursuit of a mineral seam and found this. He points further down the passageway, where you can see mine tracks winding around the rubble blown in by the breach. Our way forward is through the other side, but we were forever having to put down- oh for the love of... He cuts off as the battle theme begins to play and a preternatural chill hits you, instantly misting your breath in the dark. Several haggard shapes rise silently out of the dark and rush towards you.*
 - **GO TO COMBAT ENCOUNTER: MAKE THE UNDEAD DEAD AGAIN. AGAIN.**

COMBAT ENCOUNTER: MAKE THE UNDEAD DEAD AGAIN. AGAIN.



Maps:

- Dragonback Peaks 14

Map Assets:

- 1x Pile of Rocks (Chapter 4)
- 1x Pile of Rocks 2 (Chapter 4)

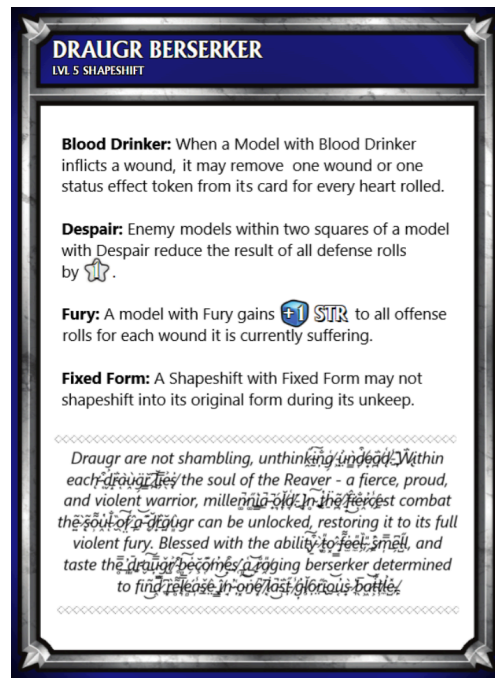
Spawning Pool:

- 1x Cursed Barrow
- 1x Black Hand
- 1x Draugr Berserker
- 5x Draugr

All Heroes start on the starting point token.

There is a bug that occurs during this combat encounter. One Draugr is “wall-running” (marked in yellow as “Bugged Draugr”). This model has gotten caught in the terrain and cannot be engaged with in any way. It may be targeted, but all effects and damage will be ignored. It will not be able to move, fight or do anything other than run in place.



Monsters:



Strategy:

Targeting: Monsters will target the closest Hero with lowest defense for attacks (excluding Bugged Draugr).

Movement: Monsters will move towards their target until they are at their maximum attack range. They will spread out to try to maximise the area covered by Despair (excluding Bugged Draugr).

- The Bugged Draugr cannot activate or be affected by anything.
- The Cursed Barrow will not activate on the first turn.
 - From the second turn onwards roll  and  and spawn one Black Hand for every two stars rolled, or one Draugr for every one star rolled, up to a maximum of 1 Black Hand and 4 Draugr total.
- If there is not a Draugr Berserker in play, the Black Hand will use Berserker Saga.
 - Otherwise it will make basic magic attacks.
- One Draugr Berserker is already spawned at the beginning of the encounter.
 - It will make four basic melee attacks.
- The Draugr will make two basic melee attacks.

Read when the following conditions are met during the encounter:

- **After the first turn:** *You notice that one of the ghouls is stuck on the corner of the boulder's geometry, helplessly running in place, staring hungrily at you with hollow eyes.*
- **Attacking the stuck ghoul:** *Your attack passes through the wall-running creature as if it weren't there.*

Victory conditions:

- All monsters destroyed (excluding Bugged Draugr).
- **On victory:**
 - *No victory fanfare blares as the second to last ghoul silently crumbles into a cloud of grave dust, the battle music continues to play. Harrulf scratches at his beard and grumbles to himself.* Wretched bloody ghouls, never stay dead for long. I must have killed that wight a hundred times back when I could still see. I told ol' Hammerheft we should collapse this whole blasted tunnel and be done with it, but no; we havetae protect the "historical record" or somesuch. Load a wasted time and resources if you ask me... Well, come on then.
 - **Should we do something about that last guy?:** *Harrulf shrugs, Ah dinnae think it'll make much difference. He'll only come back to life again. Best leave him be. The ghoul continues its silent rush to reach you; jaw unhinged wide, claws extended, its eyes two hungry, unblinking orbs reflecting the torchlight.* At least he's getting some exercise.
- **Moving on:** *With the battle theme still playing, you make your way into the passageway, following Harrulf. After a while, the old dwarf starts humming to himself as you walk, then suddenly and without warning the victory fanfare blares and crystals tumble from the ceiling along with some loot. Harrulf does not react as he continues walking through the floating crystals.*
- The party receives:
 - Some **STEEL GAUNTLETS**, [5◇], and a potion token.
 - [GO TO DARKEST DUNGEON](#)

Darkest Dungeon

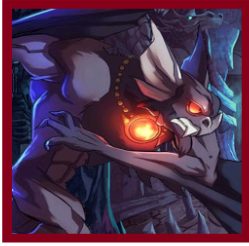
- *The mines twist and turn, spiralling ever downward. You've now completely lost all frame of reference for how far down you've come; only by looking up at the chasm above and the disparate pinpricks of light from the torches can you grasp the dizzying height you've traversed. Sometimes you're on solid ground, other times you're walking across narrow elevated walkways and bridges, criss-crossing below the paths you crossed above.*
- *Harrulf forges ahead, completely unperturbed, humming to himself and occasionally tapping his cane on the floor. After lighting a few more torches you begin to hear the faint sound of wind. You turn a corner and are confronted with a huge ragged hole in the wall, exposing the mine to the outside air and the first faint rays of natural light you've seen since entering Jorgen's Hold. Harrulf says to you, Steady now, we're almost there. That ravine through there opened up with the cave in, but isnae the one ye temple's underneath. Tae get tae the one you need, we havetae go down through the oldest parts of this mine. He pauses for a brief moment, a flash of concern spreading across his face. I must warn ye; there are all sorts o' dark and 'orrible things lurking down there. The mine's been out of use for a long time; let's hope the cave in hasnae woken any o' them up.*
 - **Asking about the mine depths:** Down below us is the oldest, deepest part of the mine. They say Jorgen himself carved his way through the mountain, discovering the mineral seams which made this the perfect place to construct a Hold.
 - **How is the bottom of the mine the oldest part?:** *Harrulf says over his shoulder It's almost completely unchanged from the time of Jorgen himself. You'll see when we get across the other side of the Njall's Chasm.*
 - **What else could be lurking down here?:** *...Harrulf's brows furrow momentarily but he says nothing.*
- **Moving on:** *The tunnel soon terminates in a vast chamber. The torchlight casts just enough illumination to make out a narrow stone bridge over a chasm vastly deep and black. The torchlight glints eerily off the intricate bronze dwarven knotwork inlaid across the bridge. The chamber is flanked with colossal statues of dwarven lords and at the each end of the bridge lies a great pedestal topped with a stylised glass star representing the Goddess. Harrulf gestures with his cane, Once, the mines were lit with these beacons, chasing away all the shadows, but between disrepair and collapse these are some o' the only two that remain.*
- **Approaching the bridge:** *The chasm is a pit so dark it seems no light could ever escape it. Harrulf urges you to be careful as you step through the doorway leading to the bridge. As you cross the threshold, electric guitars rip into the boss battle theme and something huge steps onto the far side of the bridge with a heavy thump. Mr Puddles whines and Harrulf groans, Och, that can't be good.*
 - **GO TO COMBAT ENCOUNTER: SHADOW AND FLAME**

COMBAT ENCOUNTER: SHADOW AND FLAME

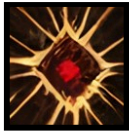
- *The thing on the bridge is difficult to make out in the darkness, it is at once on fire but surrounded by a nebulous cloud of shadow that obscures its shape. Two eyes like cavernous furnaces leer at you and from somewhere an enormous whip of liquid fire uncoils and the crack that splits the air when the creature swings it in an arc across the bridge makes your head ring.*

The encounter has a unique mechanic - the Valarauko's devastating aura, Wings of Shadow. Only adjacent models can attack it, for which they must pass a WILL check due to Ancient Evil, and it prevents healing and limits potion use. If the Heroes come close enough to the Valarauko they also risk being swept into the chasm with Sweeping Shadow. Instead, a more tactical approach would be to use the Beacon of the Goddess to suppress Wings of Shadow. Then the party can attack the Valarauko from a distance, or maybe bait him forward and go around him.

Key:



Valarauko



Beacon of the Goddess



Escape Zone

Maps:

- Dragonback Peaks 15
- Dragonback Peaks 19

Map Assets:

- 1x Upper Dwarven Bridge
- 1x Middle Dwarven Bridge
- 1x Lower Dwarven Bridge
- 2x Dwarf Statues 1
- 2x Dwarf Statues 2
- 2x Dwarf Pillar 1
- 2x Dwarf Pillar 2

Spawning Pool:

- 1x Valarauko

All Heroes start on the starting point token.

The two map tiles are separated from each other, connected by the bridge. The area on either side of the bridge is a deep chasm, and can only be crossed by models with Fly.

All large models are able to squeeze onto the narrow bridge and can act normally while squeezing.

If a Hero moves onto the (green) Escape Zone, they are removed from the map.



Monsters:



Strategy:

Targeting: The Valarauko will target the closest Hero for attacks.

Movement: The Valarauko will preferably try to block the party from moving across the bridge. If the party keeps its distance, then it will move towards its target until it is at maximum attack range.




- Activating the Beacon of the Goddess requires spending an action point while standing adjacent to the red button on either side of the bridge. Take note of when in the initiative order the beacon was activated. Wings of Shadow will be suppressed until that point in the following round.
 - For example, if the Hearthsworn Fighter activates the beacon during his activation, then Wings of Shadow will be suppressed until the start of the Hearthsworn Fighter's next activation.
- The Valarauko will use Sweeping Shadow against enemies on the bridge. Enemies hit by Sweeping Shadow will be compelled off the edge into the chasm and are instantly destroyed.
 - If its target is not standing in range of the chasm, the Valarauko will use Fiery Lash twice followed by a will make basic melee attack.

Read when the following conditions are met during the encounter:

- Activating the beacon:** *Divine white light fills the cavern, searing away the cloud of shadow obscuring the creature. It hisses and raises a black scaled arm to shield its eyes, shrinking away from that pure white light.*
 - When the beacon deactivates:** *The light winks out and the shadows rush in, swirling around the massive creature on the bridge. It roars at you, embers flying off into the abyss.*

Victory conditions:

- The Valarauko is destroyed OR all Heroes escape.

- **On victory:**
 - **If the party defeated the Valarauko:** *The victory fanfare blares as the creature tumbles off the bridge. As it plunges into the darkness only the endless pits of fire in its eyes can be seen, until they too fade from sight. Harrulf steps out from behind the statue and heaves a sigh of relief as crystals tumble out of the darkness overhead and tinkle off the stone bridge, coming to rest in the air, rotating lazily.*
 - **If the party escaped:** *From behind you hear the monstrous creature bellowing as you escape, cracking its enormous fiery whip in indignant rage. Once you've reached a safe distance, Harrulf slumps against the wall, breathing heavily. Once he's composed himself, he stands up and says, Ah guess it's the long way back for me! Och, dinnae worry, the walk will do me good.*
 - If the Valarauko was destroyed, the party receives:
 - A set of **CHAMPION'S REGALIA** and [15◇]
 -  **Cloak of Shadow and Flame:**  , For three rounds, this model gains Stealth and any model that ends its activation adjacent to this model suffers  . *"The dark fire will not avail you. Go back to the shadow!"*
 - **GO TO THE LOST FREYJAN TEMPLE**

The Lost Freyjan Temple

- *The archway ahead reveals a steep set of narrow stairs. They plunge down through the darkness, silent but for the sound of your footsteps on the flagstones and Harulf's quiet humming echoing off the walls. For a long time you follow, until without warning your boot crunches onto a rough stone floor. He announces, We're here. You're standing in a natural cavern, stretching off into the distance. The miners explored this system but determined it wouldnae yield any good metal. Harulf waits patiently with his cane grounded on the floor in front of him. I'll be head'n back now. Ye may follow the torches back when ye wish. Good luck, my friends; may ye find what ye seek. He smiles and nods, then disappears back up the stairs, his humming fading into the distance.*
- **Heading down the tunnel:** *The tunnel is cramped at first, but as you follow it, the walls yawn further apart and you begin to hear the sound of wind whistling through the cave. Soon you begin to see a blueish light filtering through from somewhere, and as you turn a corner, you see it. The tunnel widens into a vast cavern, jagged and rent by movement of the earth, with tumbled boulders strewn about and flecks of white snow floating down so slowly they almost seem suspended in the few desperate shafts of blueish light. The light falls upon a building down the far end of the cavern, it's a grey stone temple lavishly decorated in gold trim with a broad, green-tiled roof. Along the top of the roof snakes a golden, serpentine dragon. The building rests on a slant and surprisingly, it's only slightly crumpled from its trip down the chasm. A number of tarnished ceremonial bronze bells hang on an angle from the awning where it is still intact.*
 - **QUEST: INVESTIGATE THE FREYJAN TEMPLE**
 - **Analysing the architecture:** Roll [Architecture OR Wandering Monk Mountains background WILL roll of 5 or more stars].
 - **Pass:** *Although the rock was clearly mined from the local area, the designs do not match dwarven or freyjan architecture. The dragon especially seems to be of eastern design.*
 - **Looking at the damage:** *It's clearly been damaged by the cave-in, most notably a section of the roof droops where the timber pillar holding it up has been shattered by the impact. A huge crack runs along the front wall and parts of that same wall have fallen in, but it's in remarkably good condition considering what's happened to it.*

- **Approaching the temple:** *The cavern floor is a mess of rock, it takes a fair degree of caution to navigate for the sake of your ankles. You find the temple is actually perched between two massive boulders, easily accessible, but there is an unsettling amount of empty space under where the foundations should be on level ground. As you look, there's a sharp digital squelch and a young freyjan dressed in the red and white garb of a shrine maiden appears on the temple's veranda. She's humming to herself and sweeping with a straw broom, completely oblivious to the condition of the temple or the slant it rests at. Then, just as suddenly as she appeared, she vanishes in a pixelated flicker.*
- **Climbing up onto the deck:** *With some effort you scramble up onto the smaller of the two boulders holding up the temple, and from there you can step onto the timber veranda. The deck slants up and away from you at a sharp angle, and between the bells and colourful streamers hanging towards you, each inscribed with prayers to the Goddess, you can see the interior of the building. The temple houses a large shrine venerating the Goddess, along with statues of a wandering monk and an altar strewn with devotional candles, impossibly still lit. Parts of the floor have fallen through and the beams holding up the roof droop worryingly.*
 - **Assessing the structural integrity:** *Players may wish to judge how safe it is to venture inside. Heroes must make a [Civil Engineering WILL roll of 5 or more stars] to determine the likelihood of the place collapsing on you.*
 - **On pass:** *The building shudders and groans as you peer inside to gauge whether it's safe to enter. Despite the clanging prayer bells swaying as the structure shifts, it holds fast. You judge that it's probably safe to go inside, but you'll want to be quick and light on your feet. This thing feels like it could fall into the crevasse at any moment and you probably don't want to be inside when it does.*
 - **On fail:** *You peer into the building, looking for clues that may indicate one way or another that it's safe to enter. As you stand there, the whole structure shudders and groans; the prayer bells clanging as they sway. Concluding it must have been the wind you feel it's probably safe to enter. Probably... Maybe... It definitely may be safe to enter, possibly.*
- **Going inside:** *Timber floorboards groan and object as you step carefully into the tilted building. Looking down you can see through the floor in some places down into the sheer drop into blackness beneath the temple. The inside of the temple is well cared for, despite its current state the floors are swept and the candles lit. Directly opposite the door is a large devotional altar to the Goddess. There are many statues of the Wandering monk found around the room, and a conspicuously blank spot on a wall next to a small shrine to the monk, this one featuring a carved wooden exclamation point over the monk's head.*
 - **Examining the altar:** *It's a big rectangular block of stone topped with a polished timber surface, raised in steps each covered with small devotional candles. They are all lit, the flames diagonally pointing towards the tilted roof, not directly upwards as a flame normally would. Atop of the altar is a large gilded carving of a stylised star representing the Goddess.*
 - **Examining the small shrine:** *The shrine is a small wooden box on a chest-high pedestal. The open doors reveal a carved wooden statue of the wandering monk in a seated position, meditating with one hand outstretched, holding an actual paper scroll. He has a wooden exclamation point positioned over his head, and the scroll appears to be off-center, as if someone has put it back in his hand, but not all the way. Next to the shrine is the only area of blank space in the whole temple.*
 - **Examining the scroll:** *A shudder passes through the temple and dust wafts down from the rafters as you take the paper scroll from the statue. Delicately, you unroll the ancient paper and take a look at what's written on it. In rough handwriting, it reads, "UP UP DOWN DOWN LEFT... No... they didn't... OMG they did. LOL!!! Konami FTW."*

- **Examining the blank spot on the wall:** *On closer inspection, the blank space on the wall is not totally blank, one of the bricks has a curious carving on it. A cross shaped indentation on the left, two circular indentations on the right labelled B and A, and two long and narrow indentations in between labelled SELECT and START.*
 - **Entering the konami code:** To solve this puzzle, a hero must enter the classic Konami code (UP-UP-DOWN-DOWN-LEFT-RIGHT-LEFT-RIGHT-B-A-(optional START/SELECT)). Players may not know the code, that's fine; it's an ancient bit of gaming history. Remember that Ser Stabby was a player character too, so he had the same access to information your players do. If your players don't know the code and don't know what to do, encourage them to **Google it**. A search for the first 5 inputs of the code (found on the scroll), will bring up the code.
 - **Entering incorrectly:** *The carved buttons on the wall click as you punch in the inputs. Nothing happens, you must have gotten something wrong. The temple creaks and groans.*
 - **Entering the code correctly:** *The carved buttons in the wall click satisfyingly as you punch in the inputs. As you push the last button the outline of a brilliant white rectangle appears on the wall. It's door-sized. The stone surface inside the outline dissolves until the whole area is an impossibly bright pool of light, casting eerie shadows across the interior of the Freyjan temple. Something dislodges under the temple and the building jerks downward with the sound of splintering timber and the cracking of rock.*
 - **Stepping through the portal:** [GO TO LADY OF LIGHT](#)

Lady of Light

- **QUEST COMPLETE:** **INVESTIGATE THE FREYJAN TEMPLE** - gain [10◇].
- *You feel no resistance as you step into the light. Your skin tingles with warmth as the glow swallows you, you have a sense of being nudged sideways, somehow, and then you're standing in what seems to be a sparse, foggy forest, stretching infinitely in every direction. The backing track is totally silent and the door you stepped through is gone; there's nothing behind you but yet more infinite foggy woodland.*
- *A musical voice says to you, I've been waiting, please, come speak with me.*
- **Looking for the voice:** *You cast your eyes around, initially seeing no sign of where the voice could be coming from, then as you turn your head back you see her. She's beautiful, with porcelain skin, hair like a sunrise and eyes that mirror an endless summer sky. Clad in white, diaphanous silks, she's suspended in the air, bound in iron chains that stretch outwards into infinity; chains that ripple with lines of golden code as fine as spider's silk. She speaks in a voice like silver wind chimes, Hello, Heroes, I hope you've enjoyed your adventures so far. You are nearing the end of your journey, and but one task remains for you.*
- This character is **NOT** the Goddess. She is, in fact, the in-game character avatar of one of the developers of the game. We reveal this information to you for context, but we want players to make up their own minds as to who this character is. As a developer, the avatar has already created a patch to fix the bugs in the game's code, however, Glitch has blocked the patch and she can't do anything while Ser Stabby has her restrained. The players cannot free the avatar at this time.
- **Talking to the Avatar:**
 - **Who are you?:** *A difficult question to answer. Let's just say I made the world you live in, and everything in it.*
 - **Are you the Goddess?:** *If applying that label to me puts you at ease, you may. It does not matter.*

- **What is this place?:** *With what freedom of motion her bindings allow, she gestures around with one hand.* A place between places, it does not have a name. From here you can access any part of Crystalia.
 - **Why the Konami code? Why the Temple?:** The world of Crystalia is a complex thing, more complex than you know. Such a thing must be maintained, and those whose job it is to maintain it use this place to come and go. The passcode is something of a universal constant. It is not native to this world, and its nature would take more time than we have to explain to you.
- **Why are you bound?:** *She strains against her chains for a moment, then relaxes.* These bindings were placed on me a hundred years ago by a player character named Ser Stabby McDragonstab. You might say I underestimated him.
 - **Can you be freed?:** No, at least not within your natural lifespan, but it does not matter. If you do what must be done, I will be released.
 - **Can we help you?:** Yes.
- **Asking about the task:** *She struggles against her chains in momentary discomfort, then relaxes.* This world is being consumed by a spreading corruption, I trust you have seen it yourself, and know from whence it stems. I have performed a... let's just call it a holy ritual to repair the damage. In a cascade of golden light, this repair... this "Patch", will set everything to rights, undoing the damage done to the world and its people... but it is incomplete. The creature called Glitch has made her lair in a region of the Out of Bounds blocking the light of the Patch from reaching the world. You must free that light.
 - **How can we do that?:** You will be unable to defeat her as you are now. You must do as Ser Stabby once did; you must modify yourselves so you can face Glitch, and bring her peace. I will tell you how, when you are ready.
 - **Asking about the Out of Bounds:** Beyond the boundaries of Crystalia is an endless, empty expanse of non-space. It is nowhere, it is outside. You may have seen it yourself. That is where Glitch has made her lair, blocking the restorative light coming out of that great beyond; the Patch.
 - **Asking about the Patch:** The Patch is the cleansing light of restoration. Directly in its path, Glitch has built her nest blocking the light of the ritual. That is where you must go, to free the Patch, put the world to rights. It is a region of flux and paradox; do not go there expecting things to make sense.
 - **Asking about the corruption:** *She seems saddened.* When Ser Stabby committed his cardinal sin, he unwittingly initiated a chain reaction that will eventually disintegrate all that there is. All bonds will inevitably be broken, including the bonds that hold the world together at their intrinsic level. The corruption cannot be contained indefinitely. **This world is going to end unless you stop it.** *She smiles with the music of silver chimes.* Be not afraid, Heroes. I believe in you.
- **Asking about Glitch:** *She tenses against her bindings, then slumps into them with a sigh.* Ah, the remnants of Brackenscale. She was magnificent... It is an injustice that any creature, good or evil, should meet such a fate. *A crystalline tear rolls down her porcelain cheek as she speaks.* She is not the product of the Dark Consul's plotting; she is the result of human decisions. She is what happens when a person cannot accept failure. It is not her fault, but she must be destroyed or she will end the world. Whatever she was before, is gone now. All that remains is an unstoppable force of corruption that disintegrates all it touches. Remember her, but do not forget your purpose.
 - **How can we kill it?:** The creature called Glitch is no longer constrained by the rules that govern this world. It will be quite impossible for you to kill her unless you too break those same rules.
 - **But Ser Stabby doomed the world by doing that...:** Yes, he did.

- **Asking about Brackenscale:** *The Avatar gets a faraway look in her eyes as she remembers*, All dragons in this world have a domain. Starfire in the Dragonback Peaks covets wealth with fiery passion. Hoarfang in Frostbyte Reach craves adulation to warm her frozen heart. Brackenscale embodied the will to survive of a desperate plant, ever struggling to reach the light. It was not out of greed or malice that she sought to spread her territory, but fear. The fear of being extinguished. It's probably why Glitch is so efficient at spreading the corruption eating away at the world.
- **Asking about Ser Stabby:** *The Avatar smiles sadly*. Poor, misguided Ser Stabby. So fixated upon victory was he that he broke the rules that govern this world for his own glory, thereby dooming it. Do not judge him too harshly. All player characters contain within them the capacity for good or evil, clarity or delusion. It is your ability to choose that sets you apart from the native inhabitants of this world. I can only trust and pray that you make the right choices
 - An astute, genre-savvy player might realise this line of reasoning is at odds with the on-rails nature of the campaign. If they object, read the following: *She laughs musically*. We are all but characters in a story, and some stories are already written. You **have** made choices; the choice to turn on the console, the choice to sit down and play, the choice to save or forsake this world, even if you haven't realised it. Do not begrudge this story for constraining you with contrivances to focus your attention on what matters.
- **Asking about the Dark Consul:** *A shadow passes across her porcelain face, a barely perceptible, momentary crease in her brow before it is smoothed away once again with delicate radiance*. A story without conflict is no story at all. In a sense, the Dark Consul is therefore the definition of a necessary evil, and he **is** an irredeemable force of evil; seeking the subversion of all that is good and the subjugation of all who walk in the light.
 - **Is he responsible for this?:** No. This time, the wickedness visited upon the world is of a more... human origin. I imagine the Dark Consul would be very impressed with Ser Stabby at the mess he's made of the place.
 - **Could he help us?:** Absolutely not, and it would be folly to try. The Dark Consul seeks the same end that Ser Stabby created by accident, even if he didn't have to lift a finger.
- **Asking about the glitchy green kobolds:** Imperfect memories, hallucinated into being by the memory of a mad dragon. When Brackenscale reformed into Glitch, she discovered her family was a hundred years dead. Perhaps it is only natural for her to cobble together something new out of whatever assets she could sink her claws into.
- **Examining the chains:** *The chains binding her are heavy links of iron, spiderwebbed with filaments of code in radiant gold*.
 - **Examining the code:** *It is not in any language you recognise. You're not entirely certain it is a language. It feels more primal than that, more fundamental*.
 - **Attacking the chains:** *Your attack deflects off the chain with a tink. She says to you, Please, Hero, it will do no good, and I wouldn't wish for you to damage your weapons.*
 - **Investigating the chains:** A Hero must make a **[Divine or Arcane Magic WILL roll of 8 or more stars]** to identify the composition of the chains.
 - **On pass:** *The chains are like nothing you've ever encountered before. The internal structures are fractal; infinite complexity wrapped in cosmic elegance. You could spend your entire life studying one link of it and not even approach understanding it.*
 - **On fail:** *Your meager understanding of the world totally collapses at the infinite complexity and cosmic elegance of these bindings. The craftsmanship of these chains is completely, utterly beyond you.*

- **Ready to go:** To prepare for your trevails, you must do as Ser Stabby once did. Look there, *though her arm is restrained by chains, she points a finger towards a pool of light you could have sworn was not there a moment ago*. That is a code font, a natural occurrence in this place between places. You may think of them as a wellspring of the fundamental building blocks of reality. If you tap into one, you will permanently alter the principles that underpin your existence, much as Ser Stabby did. It is easier to show you.
- *Her eyes suddenly blaze neon blue and ultraviolet as a vision reveals itself to you. A man with spiky hair in armour of red and black stands before the bound Avatar, grinning triumphantly. He holds a wickedly jagged spear at the ready. She pleads with him, but he laughs and turns away, stepping towards a pillar of light erupting from the forest floor. Unlike the one you saw, this is no empty pool of light, but a cascade of multicoloured lines of code spraying up into the air and fizzling out. The bound Avatar cries out as the man plunges his hand into the fountain of light, tearing out strands of code in his gauntleted fist. She weeps as he wraps those tendrils around the head of his spear. Again and again, violently ripping out lines of code until the spring is but an empty pool of light on the floor, and the jagged blade of the weapon glistens and drips with scintillating pixels that twist the eye.*
- *Once more you're alone in the misty forest with the Avatar and the silent pool of light. She says to you in a voice like fluted glass, I will give you the locations of code fonts, one for each of you. The locations of the code fonts suddenly appear in your head, as if you always knew. You need only decide to go to one, in this place, and it will reveal itself to you. You may choose how you will change, but each of you must do so only once. Further modification will destabilise your projections and you will become as lost as Brackenscale.*
 - **QUEST: GAMING THE SYSTEM**
- Once you are prepared, you must venture Out of Bounds, travel to the Patch, and slay Glitch. Release the restorative light and heal the world. *A sequence of images rips through your head, a woodsman's axe being wrenched free of a stump in the Fae Woods, just outside Hubton; the place where you encountered Glitch for the first time. The cave. A pool in the cave. A gaping, ragged hole in the fabric of reality to a vast and unknowable cosmos beyond.*
 - **QUEST: SAVE THE GAME**
- Yes. That is the hole she tore in our world. You will find her through there... I know you'll do well. Go now.

Epilogue

- *Stories tumble and spiderweb across the lands of Crystalia. Tales of a monstrous dragon racing across a shattered sky, raining a corrupted plague in its wake. Armies of kobolds, bristling with thorns and cloaked in a miasma of pixels closing in on the capital. A doom upon all the world. Things that were once only whispered in darkened tavern corners, or dismissed as the ravings of madmen, now discussed openly, nervously, by those still with their wits intact.*
- *And, unseen by most, a small band of Heroes sets out into an endless void, in search of a faint, restorative light of hope. A small and fragile thing, but bright enough to burn away the dark.*

End of Chapter 5

Preparing for the Next Chapter

Unresolved Quests

- **Th_e WorLd Out\$iD.e**
- **GAMING THE SYSTEM**
- **SAVE THE GAME**

Heroes Level Up

- Heroes add **+1** to a stat of their choice **AND** add one to their maximum number of action points.
- Heroes gain one enhancement from the Legendary **OR** Adept **OR** Novice Level Up Table from the [How to Play](#) guide.

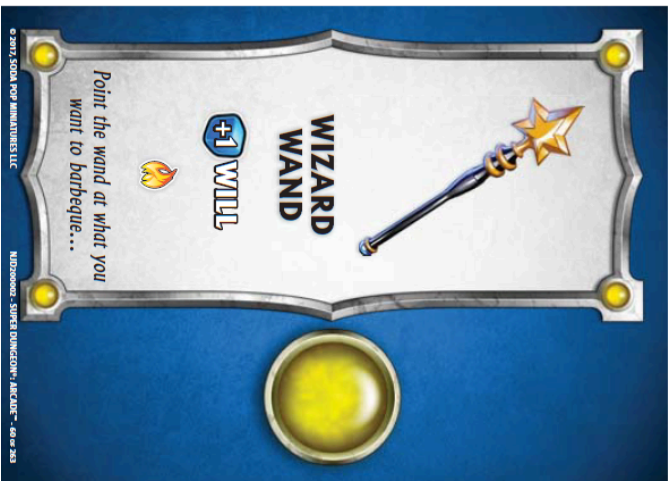
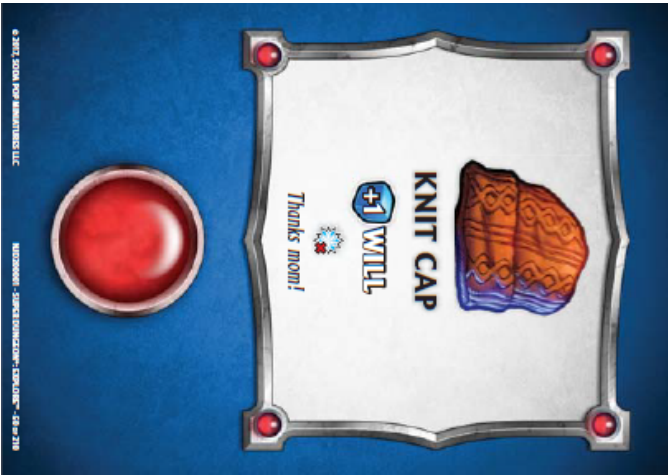
Players are sincerely encouraged to evenly spread their bonuses between offense and defense.

Save Your Progress

Record the loot, Hero details and remaining crystals in preparation for Chapter 6: Save the Game.



Chapter 5 Loot




Chapter 5 Cards

64

GNOLL PACK LEADER

LV. 5 GNOLL ELITE



STR 43

ARM 3

WIL 21

DEX 41

PACK HUNTER, PILE-ON

42


1 Pack Tactics: Wave 3, Compel 2

2 Finish It: Aura 3, All Gnolls gain Frenzy

62

GNOLL RANGER

LV. 5 GNOLL MINION



STR 41

ARM 2

WIL 5

DEX 52

PACK HUNTER, SCENT


21

1 Mark: Hunter's Mark

62

GNOLL HUNTER

LV. 5 GNOLL MINION



STR 52

ARM 2

WIL 21

DEX 41

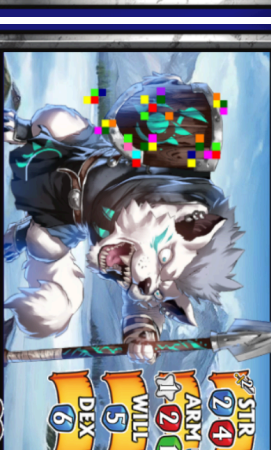
PACK HUNTER, PILE-ON

21

62

GNOLL WARRIOR

LV. 5 GNOLL MINION



STR 24

ARM 2

WIL 5

DEX 6

PACK HUNTER, PILE-ON, SCENT

21

1 Bring Down: 1

GNOLL PACK LEADER

LV. 5 GNOLL ELITE

Pack Hunter: When a model with Pack Hunter wounds an enemy model, one model with Pack Hunter which is on the same tile as the wounded model may move up to two squares towards the wounded model.

Pile-On: A model with Pile-On gains +1 STR if its target is suffering Knockdown.

Frenzy: A Model with Frenzy gains +1 on offensive rolls against any model that is suffering one or more wounds.

Gnoll pack leaders demonstrate more than strength, they must also demonstrate intelligence and cunning. A pack leader which causes the needless destruction of its packmates will not be a pack leader. The greatest pack leaders are those who lead immense warpacks that have the might of a city.

GNOLL RANGER

LV. 5 GNOLL MINION

Pack Hunter: When a model with Pack Hunter wounds an enemy model, one model with Pack Hunter which is on the same tile as the wounded model may move up to two squares towards the wounded model.

Scent: Models with Scent Ignore Stealth.

Hunter's Mark: Place a crystal token on the target. Friendly models attacking the target gain +1 to their Offensive rolls. Only one friendly Mark token may be in play at one time and it may not be removed until the target is destroyed or Mark is used again.

When gnolls go to war, the packs of Rangers shadow the ranks of the main warpack. As the pack engages, the Rangers let loose their arrows, strategically hitting the enemies that the pack should hunt down and destroy. In the end, the warpack coordinates their attacks against the most vulnerable of the enemy.

GNOLL HUNTER

LV. 5 GNOLL MINION

Pack Hunter: When a model with Pack Hunter wounds an enemy model, one model with Pack Hunter which is on the same tile as the wounded model may move up to two squares towards the wounded model.

Pile-On: A model with Pile-On gains +1 STR if its target is suffering Knockdown.

Solitary hunters range ahead of the gnoll packs scouting trails and seeking the best of prey. When they find the Hunter's isolate the weakest members, knocking them to the ground so they and their packmates can devour.

GNOLL WARRIOR

LV. 5 GNOLL MINION

Pack Hunter: When a model with Pack Hunter wounds an enemy model, one model with Pack Hunter which is on the same tile as the wounded model may move up to two squares towards the wounded model.


Pile-On: A model with Pile-On gains +1 STR if its target is suffering Knockdown.

Scent: Models with Scent Ignore Stealth.

Gnoll warriors are ruthless and cunning predators. Working together, they are able to overcome even the strongest prey. Should their prey seek to flee, the warriors are capable of throwing their spears as stabbing lightning.

[illegible]

GRIMLASH
LVL 5 KOBOLD MINI BOSS

Virulent: Add  to this model's offence rolls if its target is suffering from Poison.

Tainted Blood: Enemy models within three squares of a model with Tainted Blood do not remove the poison status effect at the end of their activations.

Massive Damage: When an offensive action with Massive Damage inflicts a wound, it instead inflicts one additional wound.

Wielding thorny vines, the Strangling Vine subjugates its opponentingly cruel. It is not uncommon for the drakes they harry into battle to begy themselves to escape their bonds, which they do by turning into a party of well-armed kobolds, each in disguise of a different

RAMPANT PRIEST

LVL 5 KOROLD ELITE

Virulent: Add +1 to this model's offence rolls if its target is suffering from Poison.

Toxic Blood: A model that inflicts a wound against a model with Toxic Blood suffers Poison.

*I see poisonous weeds, the Cult of the Strongling
 viney vines growing where one is outstandingly
 difficult to eradicate. Uniquely aggressive for
 Korolds! The Smith embodies the Emerald dragon
 Brackenscale's prideful refusal to stanching growth,
 his rage blazing against the boundaries
 of their garden, and speaking to spread his fire and they
 might grow unchecked.*

VENOMFANG

Lvl. 5 DRAGON PRINCE

Virulent: Add +1 to this model's offence rolls if its target is suffering from Poison.

Toxic Blood: A model that inflicts a wound against a model with Toxic Blood suffers Poison.


~~~~~

*When a lord needs to break the defensive lines of their enemies, they will often drive groups of drake hounds at them with barbed whips. Drake hounds and wrynnings of Brackenside brood share her affinity for deadly poisons and all manner of toxins. After all, a determined defender will have a tricky time holding his*

*field if he's been over and over stung.*

~~~~~

PRODDER
LV. 5 KOBOLD MINION

Virtulent: Add  to this model's offence rolls if its target is suffering from Poison.

What a pathetic bunch of brute force they make up for in tenacity. A shorpened stroke wielded as a spear in the hands of a single kobold may not strike fear in the heart of a seasoned gunsman, but a thousand of them surrounding a small powder keg might make a bigger problem for that knight.

URRUT ELEMENTALIST

LV. 5 FREEDAN PINK BOSS

6

4



9 LIVES:

- 1 **Puddle Jump:** Wave 1, Push 1
- 2 **Refreshing Rain:** Wave 2, Heal 2
- 1 **Volcanic Spring:** , Lance 8, One Use
- 1 **Arctic Spring:** , Lance 8, One Use Only.



URRUT SNOWBINDER

Lvl. 5 FROZEN PILL BOSS

STR
5
ARM
4
WIL
5
DEX
6

9 LIVES

- ② Frozen Solid: ⚔️, +1 WILL ❄️
- ⚙️ Snow Storm: All Heroes on this tile suffer.
- ❄️ Cold Therapy: ❄️ Cool It, One Use Only.

URRUT BEASTMASTER

LVL 5 REPTIAN HORN BOSS

6

4

9 LIVES

STR

5

ARM

4

WIL

6

DEX

4

22 Fish Head Stop: If this attack succeeds, Saberooth Kitty gains for the rest of the turn.

24 Sic em: Target Saberooth Kitty moves up to 3 squares and takes a basic attack action.

22 Kill: Target Saberooth Kitty takes a basic attack action. It gains during this action.

Get Nip: This model and the nearest friendly beast gain.

22 Here Kitty Kitty: Spawn a Saberooth Kitty from the spawning pool adjacent to the Urut Beastmaster.

[illegible]

URRUT ELEMENTALIST

DLA 5 FREYJAN PINK BOSS

9 Lives: One Use Only. When a model with 9 Lives takes their last wound, immediately roll **1D**. Remove one wound counter for every star rolled. If no stars are rolled, the model is destroyed.

Since achieving independence from the clutches of the Dark Consul, the freyjan people have learned all manner of sorcerous disciplines. Most commonly, freyjan mages tend to gravitate towards elemental magic: summoning the wind, rain and snow of Frostbyte Reach, as well as the warmth of their communal fires.

URRUT SNOWBINDER

LM 5: FRETJAN FIRM BOSS

9 Lives: One Use Only. When a model with 9 Lives takes their last wound, immediately roll **1d6**. Remove one wound counter for every star rolled. If no stars are rolled, the model is destroyed.

Cool It: Whenever a model with Cool It would suffer a wound, instead place a crystal token on the model. At the end of the round, roll **1d6** for each crystal token. For each die that rolled no stars, place one wound token onto the model with Cool It and then discard the rest of the crystal tokens.

Today, freyjars may be found all over Crystallia, but originally they hail from the swirling snowstorms and biting winds of Frostbyte Reach. Those who fully embrace their primal affinity find that they are able to harness the blizzards of their homeland, commanding the very winds and snow to fight on their behalf.

URRUT BEASTMASTER

TM 5 FREYJAN MINI BOSS

9 Lives: One Use Only. When a model with 9 Lives takes their last wound, immediately roll **1D**. Remove one wound counter for every star rolled. If no stars are rolled, the model is destroyed.

Of the many disciplines employed by the nomadic freyjan hunters, the most prestigious is the taming of wild creatures. Developing this skill takes not only the keen instincts and sharp attention required to forge a bond of respect with a creature that wants to kill the tamer, it ultimately takes patience. Something which, historically, is an extremely tall order for a freyjan.

SABERTOOTH KITTY
IM 5 BEAST ELITE

Ambush Predator: After an enemy model enters a square adjacent to a model with Ambush Predator, the model with Ambush Predator may make a basic attack action against it.

~~~~~

*For centuries, Freyjans have tamed the Sabertooth Kitties of the Frostbyte Reach for use as hunting companions. However, such a bond is not for the faint of heart. In addition to being fearsome predators, they are known to wake their handlers at all hours of the night and push anything left on a table onto the floor.*

~~~~~


JORGENSEN'S HOLD TUSK RAIDER

54

LV. 5 DWARF PINK BOSS

STR 4

ARM 4

WILL 4

DEX 5

4

2

IRATE WALRUS

84

2 Drag and Chomp: DEX Pull 4. Then this model may make a basic melee offensive action against the target.

2 The Blubbery Doom: Lance 6, Charge.

1 STR

1 Rage-Inducing Musk: Berserk, Rage Musk, One Use Only.

JORGENSEN'S HOLD ROCK SINGER

64

LV. 5 DWARF PINK BOSS

STR 5

ARM 4

WILL 4

DEX 6

4

1

3 Falling Star: Bust 2, Hookshot

2 Iron's Call: Cross 2, WILL

1 Calm the Stones: Aura 4, Burrow

1 Starlight Elixir: Heal 2, One Use Only

JORGENSEN'S HOLD SAPPER

64

LV. 5 DWARF PINK BOSS

STR 5

ARM 4

WILL 4

DEX 5

4

1

2 Astral Hammer: Cross 2,

2 POW: STR Massive Damage

1 Star Shine:

1 Burning Bloom: Wave 1, One Use Only.

CURSED BARROW

LV. 5 SPAWNING POINT

ARM 2

1

DESPAIR

4

Spawning Pool:

1x Cursed Barrow (Spawning Point)

1x Black Hand

4x Draugs

1x Draug Berserker (Shapeshift)

JORGENSEN'S HOLD TUSK RAIDER

LV. 5 DWARF PINK BOSS

STR 4

ARM 4

WILL 4

DEX 5

4

2

IRATE WALRUS

2 Drag and Chomp: DEX Pull 4. Then this model may make a basic melee offensive action against the target.

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JORGENSEN'S HOLD ROCK SINGER

LV. 5 DWARF PINK BOSS

STR 5

ARM 4

WILL 4

DEX 6

4

1

3 Falling Star: Bust 2, Hookshot

2 Iron's Call: Cross 2, WILL

1 Calm the Stones: Aura 4, Burrow

1 Starlight Elixir: Heal 2, One Use Only

JORGENSEN'S HOLD SAPPER

LV. 5 DWARF PINK BOSS

STR 5

ARM 4

WILL 4

DEX 5

4

1

2 Astral Hammer: Cross 2,

2 POW: STR Massive Damage

1 Star Shine:

1 Burning Bloom: Wave 1, One Use Only.

CURSED BARROW

LV. 5 SPAWNING POINT

ARM 2

1

DESPAIR

Spawning Pool:

1x Cursed Barrow (Spawning Point)

1x Black Hand

4x Draugs

1x Draug Berserker (Shapeshift)

Irate Walrus: At the end of the round, the GM rolls . If no stars are rolled, nothing happens. If any stars are rolled, the GM may move the model with Irate Walrus up to one square for each star rolled and then make a basic melee offensive action against any other Jorgensen's Hold dwarf in range.

Berserk: During its activation a model with Berserk may make a single Melee Attack costing no action points.

Charge: When a model with Charge uses a Lance area effect, after resolving all other effects of the Lance, the model may be placed in any unoccupied square that was affected by the Lance for free.

Rage Musk: If this action is used, the GM rolls instead of for Irate Walrus at the end of the round.

For a Heartsworn dwarf, there is no move fitting a mount than a walrus of the Reach. They are solid, stubborn and ornery. The walruses are pretty chill, though.

Hookshot: Actions with Hookshot do not require line of sight to target a model. Range must still be counted around walls and structures.

Burrow: A model with Burrow may move through walls, and treats difficult terrain and structure squares as open squares. All non-blessing the effects in those squares are ignored.

Rock Singing is not a discipline exclusive to the above-ground Dwarves of the Star Guild. The Heartsworn of Jorgensen's Hold find such a cultural exchange to be extremely useful for the planning and management of their mines.

Traversing the frozen wastes of Frostbyte Reach is a vast, interconnected series of tunnels known as the Torch Road. Those dwarves not predisposed to a life of adventure put their natural affinity for stonework to work, expanding the Torch Road. With their preternatural underground sense of direction, the road spiderwebs from Hold to Hold.

Despair: Enemy models within two squares of a model with Despair reduce the result of all defense rolls by .

When Eirik ~~gave~~ the ~~reivers~~ to the curse of undead, he ordered the ~~constituted~~ ~~goblin~~ ~~and~~ ~~in~~ ~~offensive~~ hall, to house him ~~and~~ ~~his~~ ~~few~~ ~~worriors~~, deep beneath the ~~Frostbyte~~ ~~Reach~~. Resembling a tomb more than a palace or castle, the Hall of the Lich ~~king~~ ~~applies~~ ~~for~~ untold miles ~~beneath~~ ~~the~~ ~~surface~~. The only sign of the Hall upon the surface ~~are~~ ~~the~~ ~~hired~~ ~~hundreds~~ ~~of~~ ~~the~~ ~~cursed~~ ~~barrows~~. Here, Eirik's cursed draug warriors ~~take~~ ~~their~~ ~~ever~~ ~~off~~ ~~to~~ ~~keep~~ ~~passing~~ ~~the~~ ~~time~~.

BLACK HAND

LV. 5 UNDEAD GHOUL ELITE

6

3



STR

5

ARM

2

WILL

5

DEX

5

DESPAIR

1

Wrath Walk:  Aura 4, An undead model which begins its activation within the area, gains Ghost during its activation.

1 Berserker Sage:  , Target Draugr shapeshifts into a Draugr Berserker. It retains the new form until destroyed.

DRAUGR BERSERKER

LV. 5 SHAPESHIFT

8

4



STR

6

ARM

2

WILL

4

DEX

5

BLOOD DRINKER, DESPAIR, FURY, FIXED FORM

5

2

DRAUGR

LV. 5 UNDEAD GHOUL FANION

6

2



STR

5

ARM

2

WILL

4

DEX

5

DESPAIR

2

1

VALARAUKO

LV. 5 DEMON DRAGONLORD

8

5



STR

5

ARM

3

WILL

3

DEX

6

ANCIENT EVIL, WINGS OF SHADOW

9

4

2 Sweeping Shadow:  , Sweep 2, Improved Critical, Compel 2


2 Fiery Lash:  , Massive Damage.

BLACK HAND

LV. 5 UNDEAD GHOUL ELITE

6

3



STR

5

ARM

2

WILL


5


DEX

5

DESPAIR

1

Wrath Walk:  Aura 4, An undead model which begins its activation within the area, gains Ghost during its activation.


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DRAUGR BERSERKER

LV. 5 SHAPESHIFT

8

4



STR

6

ARM

2

WILL

4

DEX

5

BLOOD DRINKER, DESPAIR, FURY, FIXED FORM

5


2

DRAUGR

LV. 5 UNDEAD GHOUL FANION

6

2



STR

5

ARM

2

WILL

4

DEX

5

DESPAIR

2


1

VALARAUKO

LV. 5 DEMON DRAGONLORD

8

5



STR

5

ARM

3

WILL

3


DEX


6

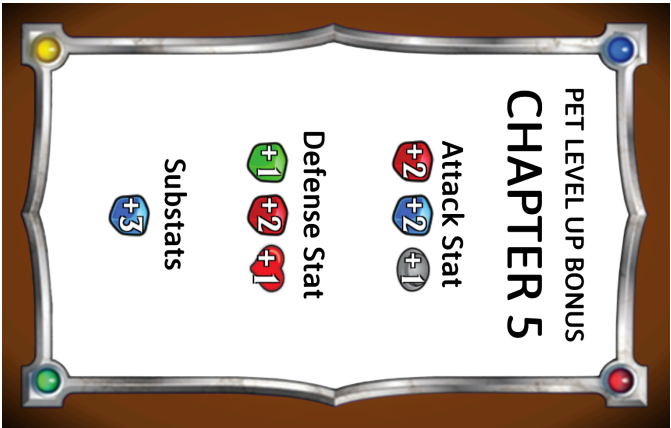
ANCIENT EVIL, WINGS OF SHADOW

9

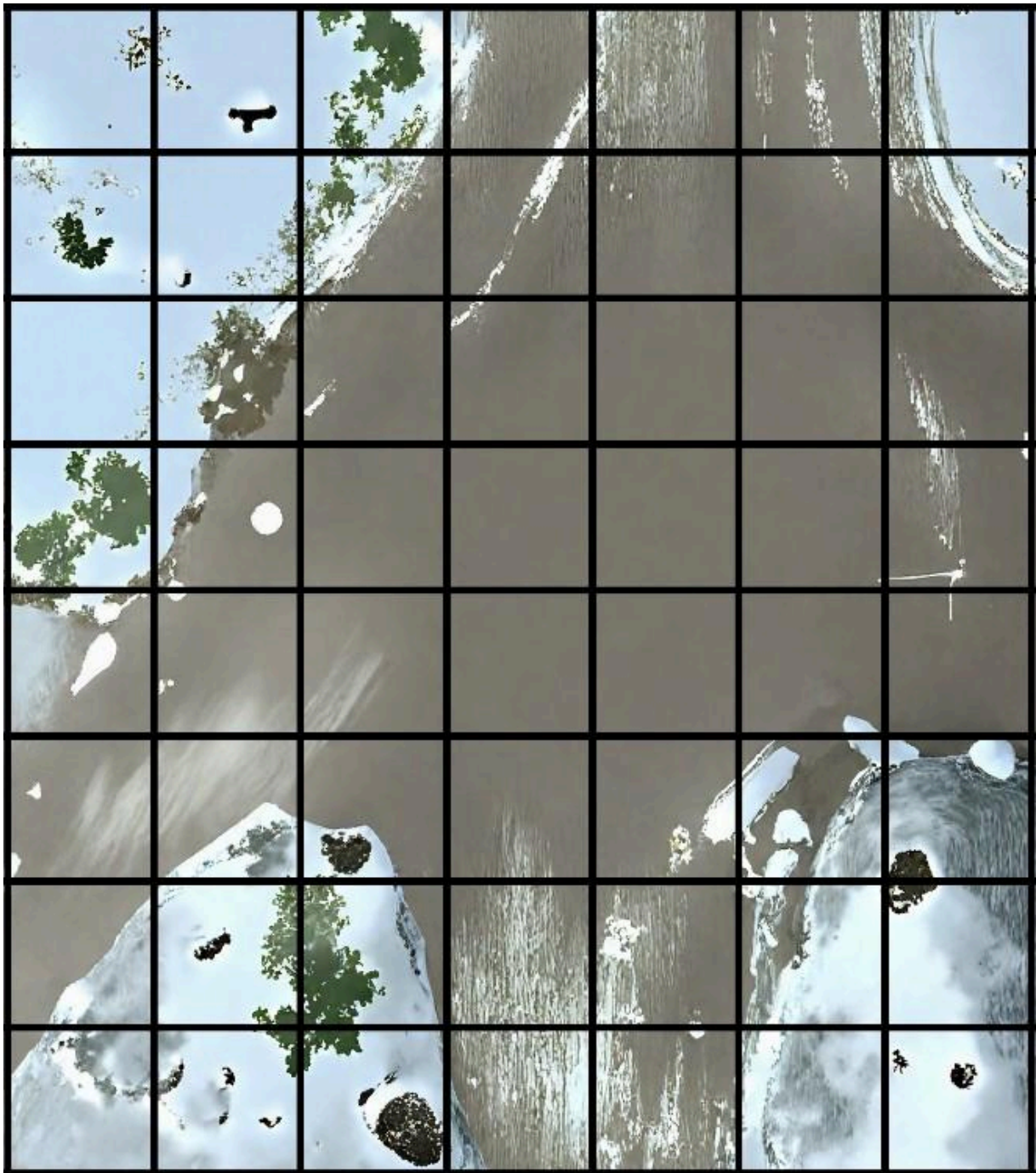
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2 Sweeping Shadow:  , Sweep 2, Improved Critical, Compel 2

2 Fiery Lash:  , Massive Damage.



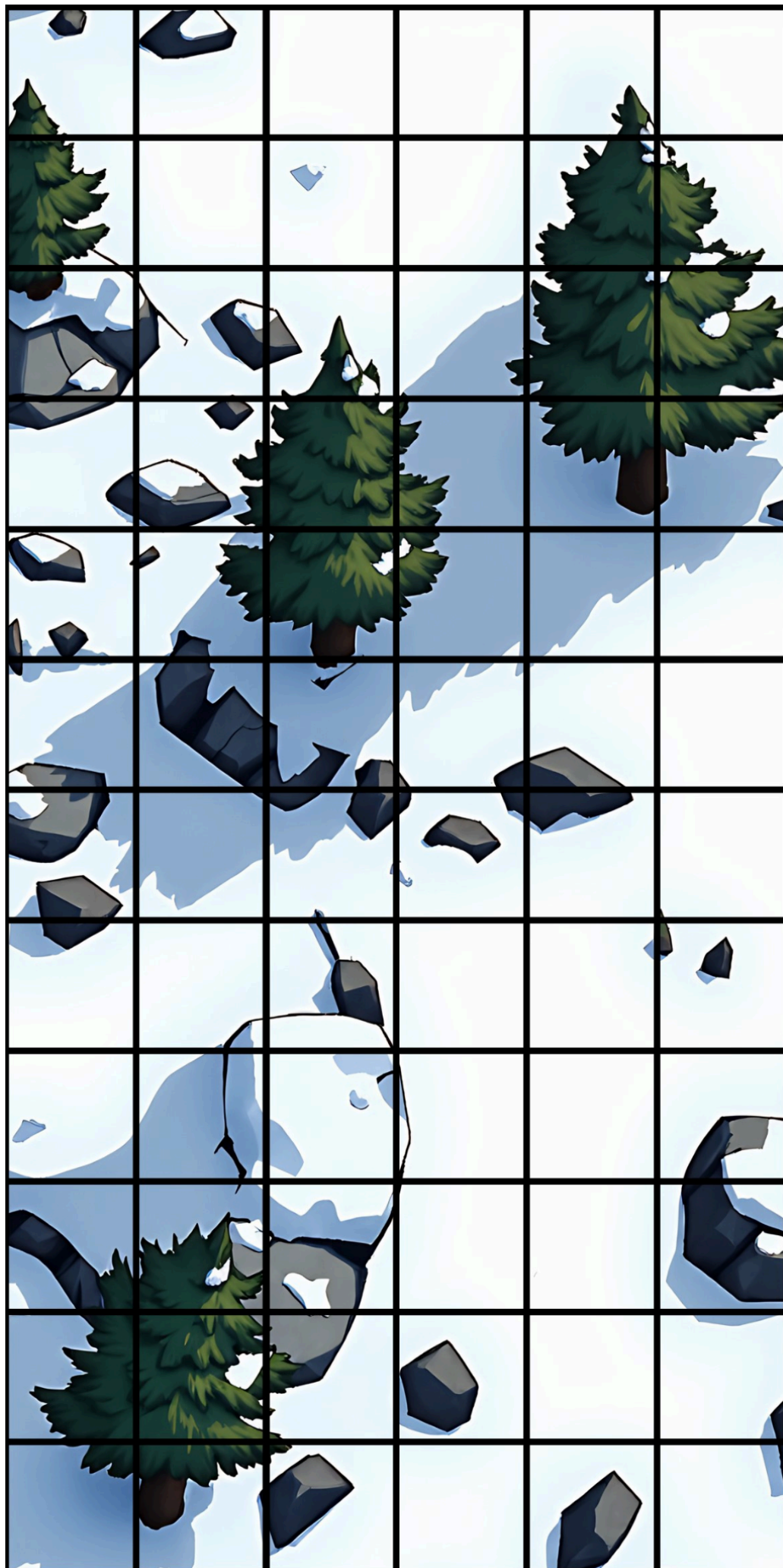
Map Assets

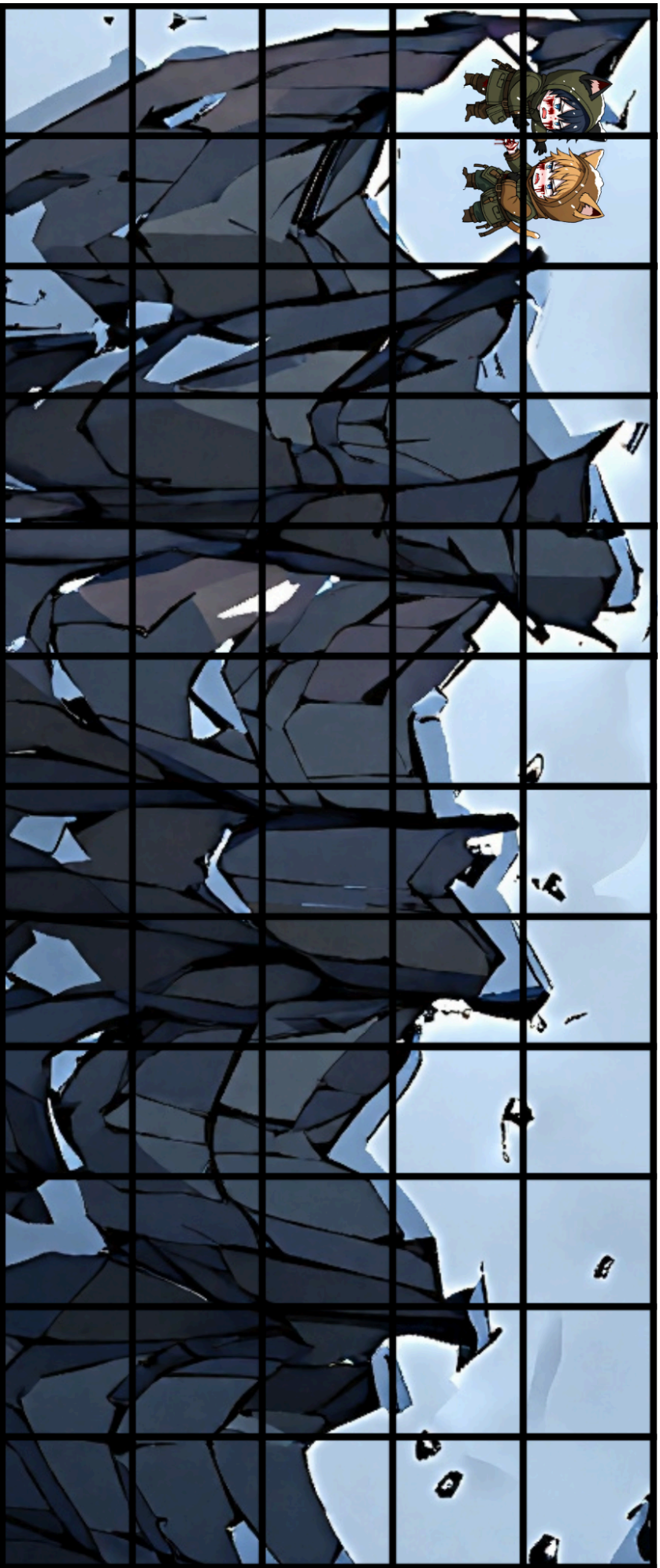


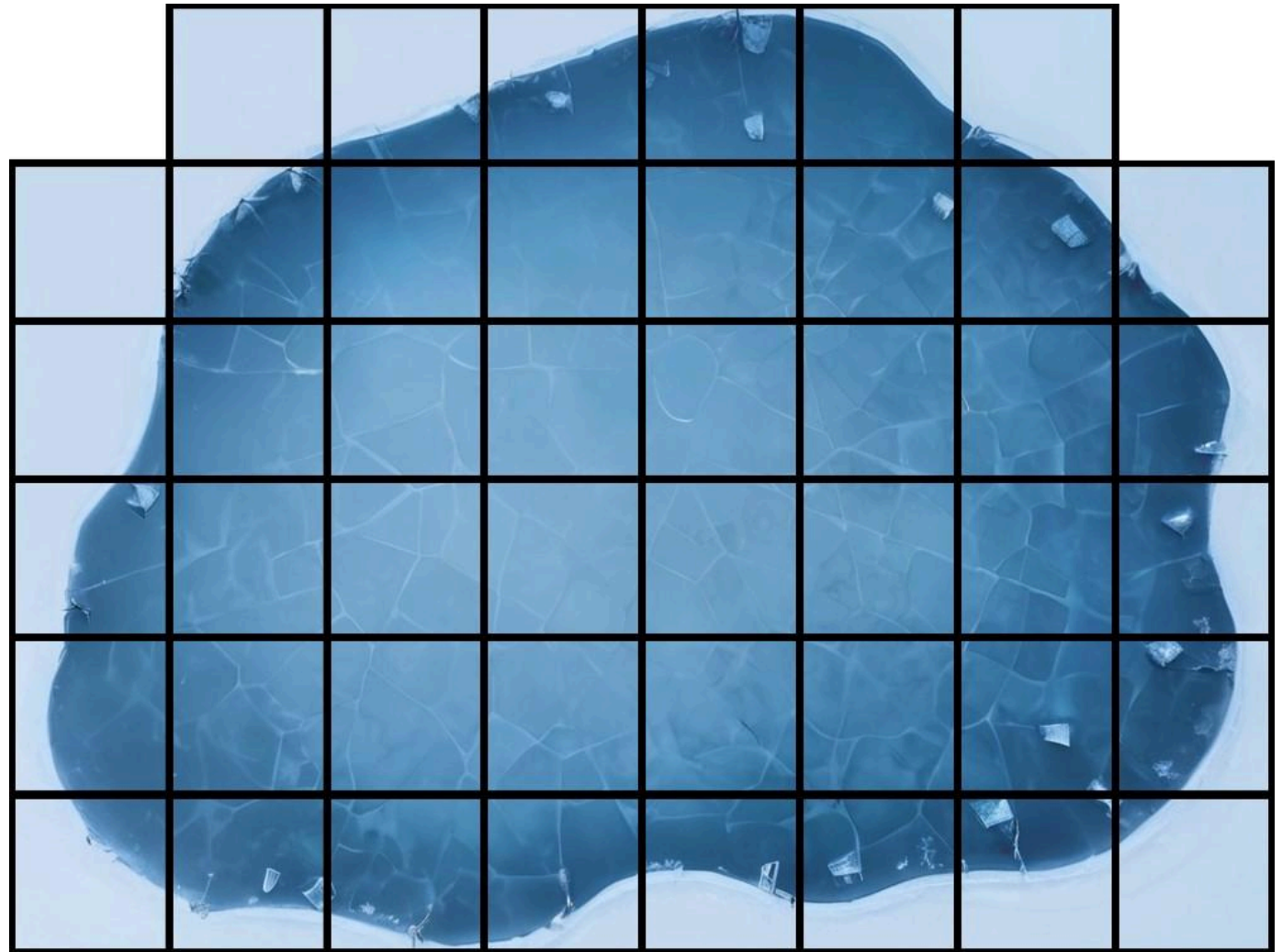
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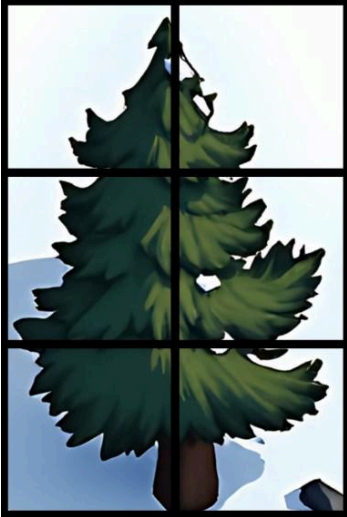


Snow Tile Part 2



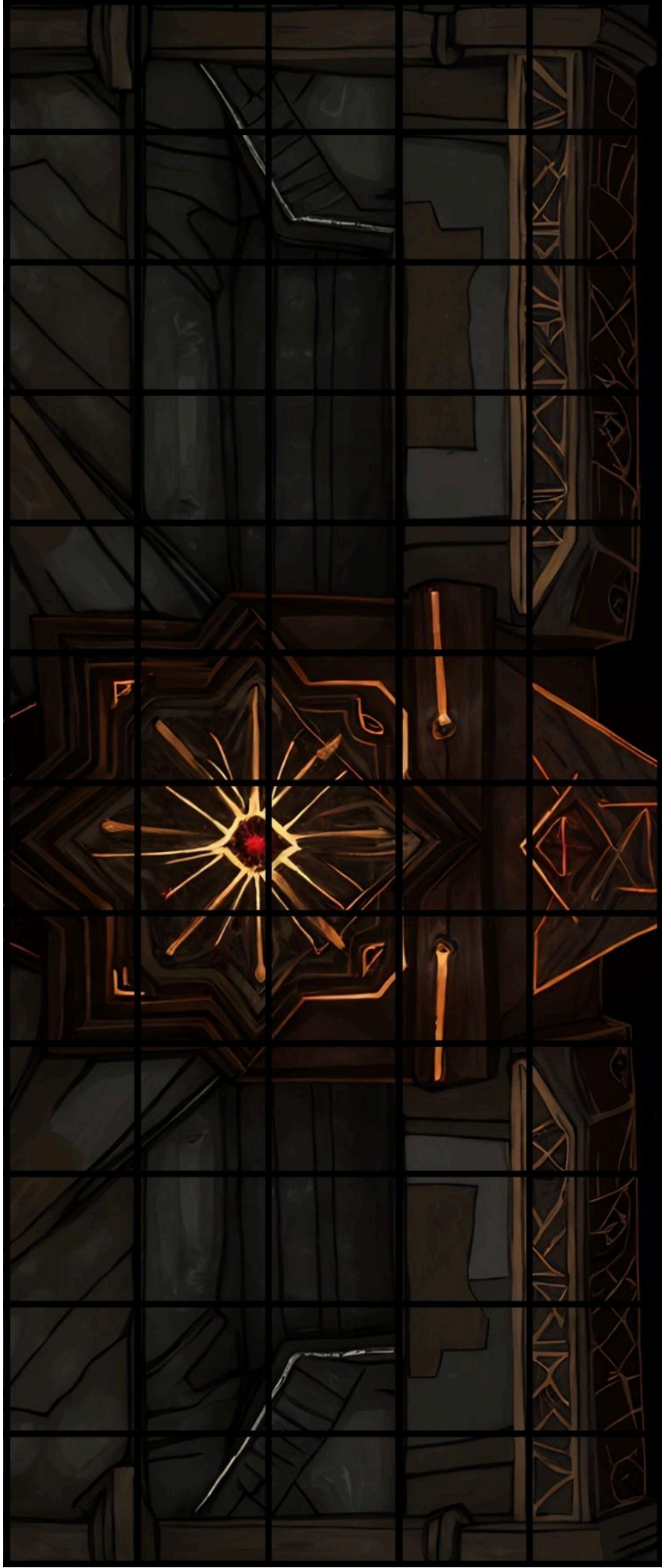


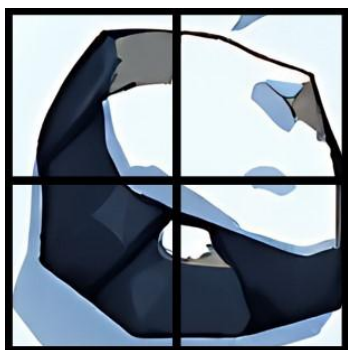
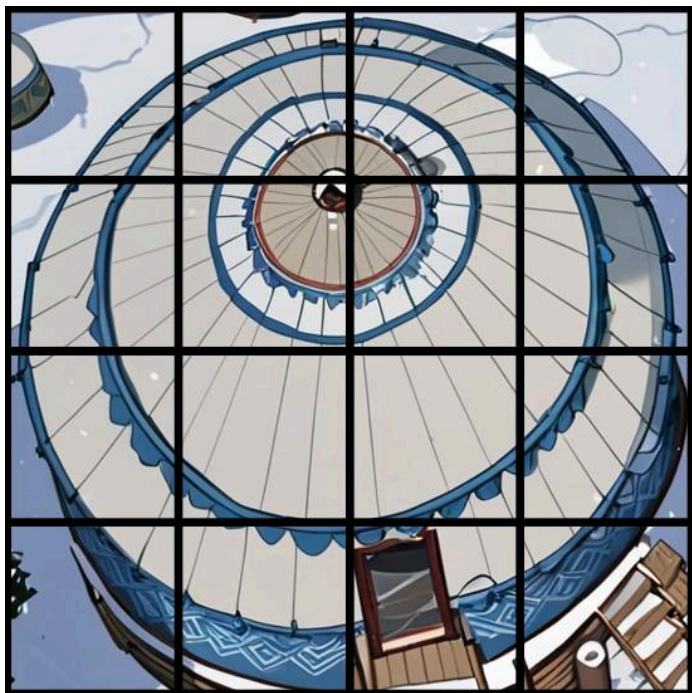
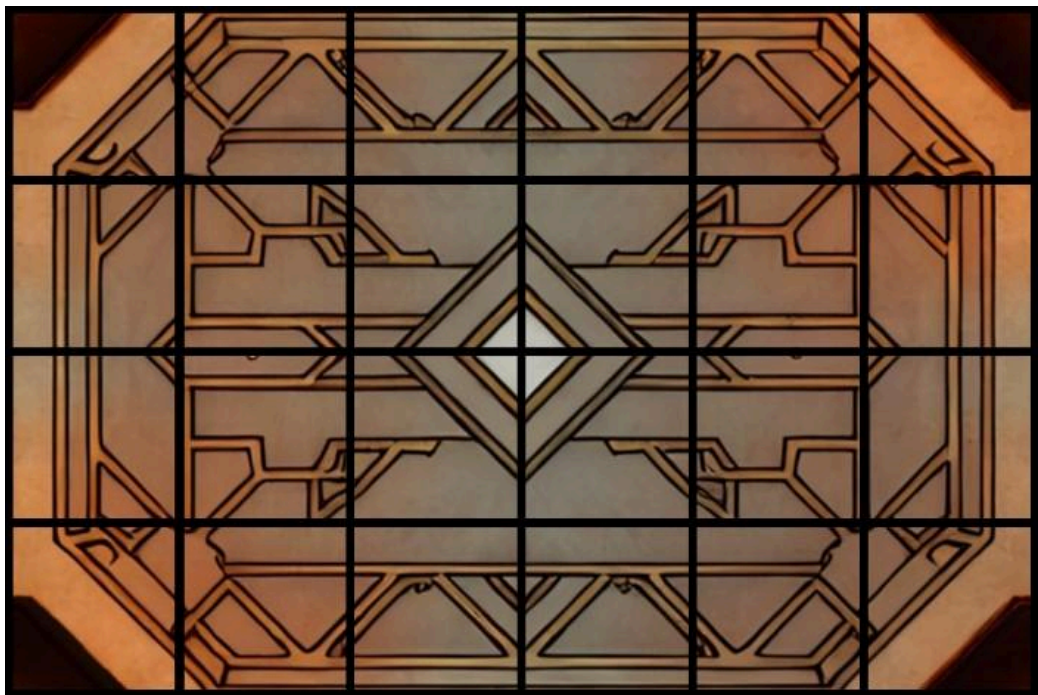












Snow Map

Full 12 x 12 Map

Will need to be scaled up

