

THE SAVAGE TUNDRA OF THE WINTER KING

The tundra is a dangerous and ancient place with secrets finally being unlocked by locals and encroaching colonists alike. The fjords and vast plains are windswept, harsh places of violence and unforgiving danger.

Here, huge *thunderfoot muskox* (as Megatherium) are herded by savage *yeti* (as Yeti) on the red-leafed bearberry plains. *Broadhead caribou* (as Irish Deer) fend off *tundra wolves* (as Wolf, Arctic) with their 12' wide fractal antlers. Great *two-headed owls* (as Roc, Small) swoop on silent wings to prey on *giant lemmings* (as Rat, Giant) in the green cotton grass. Massive *mastodons* (as Mammoth, Woolly) trumpet in the distance as one of their own falls prey to the illuminated eyes of a *lantern bear* (as Bear, Polar, with charm abilities from glowing eyes).

Wights roam the ancient moss-covered ruins in the night hours, while *brigands* frequent these memories of civilization in the day. In the deep south, the mightiest ruin known to the tundra, the **Lost City of Zurgond (2)** is rumored to be littered with dwarven treasures and ghastly haunts of a bygone age.

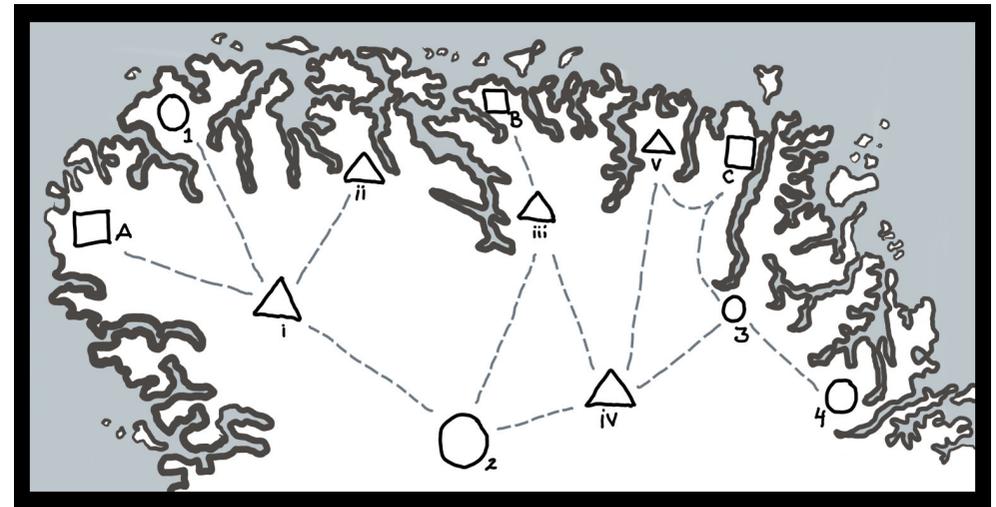
Countless fishing villages dot the jagged fjords, but three great hubs dominate trade and culture. In the west, the eldest city, **Saluvel (A)**, stands against the cold winds and the threat of a *dark shaman and his corrupted followers (1)*. In the north, the newest city, **Holdfast (B)**, is endangered by the horrors of the *deep old ones in the icy seas*. In the east, **Grimsa (C)** barely holds fast against the wild *wolfmen (3)* (as Gnoll) who threaten to overrun their settlement at last.

KEY FEATURES

Harsh - The unforgiving tundra is home to many dangers, many of them natural.
Color - White and blue ice in the winter; lush red and orange bearberry otherwise.
Haunted - Bleached mastodon skulls dot the landscape, ghosts dwell in barrows.
Vast - The scale of the tundra is immense. See for miles. Massive glacier-carved rocks.
Cold - Winter blizzards. Icebergs float by on the waves. Mild summers. Windy.
Low - Few trees dot the landscape. Most vegetation is leafy scrub, moss, and lichen.

CHARACTERS

Mauk: Chieftain of Saluvel. Hiding the fact that the dark shaman is his "dead" son, who was lost on a stormy fishing expedition years ago.
Romard: Governor of Holdfast. Working with local cult to bend the deep ones to their will, in hopes of monopolizing sea trade.
Alsdottir: Swordmaiden of Grimsa. Desperately wants to rebuild her town and people at any cost after years of wolfman siege.
Vadiger Morn: Dwarf king of Zurgond. Has hidden his people away for years for fear of losing control of the Orb of the Winter King, which keeps the Winter King in torpor deep in the duergar caverns below.
Xylix the Red-Eyed: Emperor of the duergar, who inhabit endless glacial caverns beneath Zurgond and worship the Winter King. Is sworn to restore the Winter King.
The Winter King: A powerful sorcerer whose empire of madness was backed by the deep old ones he subjugated. Locked in torpor. Worshipped by his duergar subjects.



□ City △ Village ○ Dungeon/Adventure

ADVENTURES

- Take vital medicines to a remote town (ii) which has not been heard from since a dying messenger begged for aid.
- The shaman Urulaq torments his former kin in a nightmarish form, aided by corrupt exiles - liars, thieves, and killers, all warped by their secrets. (1)
- The deep ones send storms to lash the north shores; their master is said to be an unholy abomination bound to an anchor at the bottom of the sea.
- Investigate the Lost City of Zurgond, which is a dominant landmark said to be horribly haunted but home to incredible dwarven wealth. (2)
- Clear the wolfman camp which harries the residents of Grimsa each summer and starves them each winter. (3)
- Find out what horrible threat lurks in the jagged rocks and hillocks southeast of the wolfmen, driving them to war. (4)
- The villagers (v) weep for their lost children, taken in the night by the sea witches, never to be seen again.
- The hunting camp and travelers' waypoint (iii) reports banditry - then goes silent.

ENCOUNTERS

2d6	Day Wilderness Encounters
2	1d4 Yeti grazing 1d8 Muskox
3	2d6 Tundra Wolves
4	Wild animals in mortal combat
5	Traveling band of hunters
6	The weather changes rapidly
7	Patrol from nearest village
8	Traveling mercantile sled/carts
9	2d10 Broadhead Caribou
10	1d4 wild Thunderfoot Muskox
11	3d4 roaming Wolfmen
12	5d4 armed Brigands

2d6	Night Wilderness Encounters
2	1d4 Ghosts or Banshees
3	1d4 Yeti, 1d8 Muskox camped
4	Lantern Bear
5	Hunter camp
6	Two-headed owl eats lemming
7	Ominous sounds approach
8	The weather changes rapidly
9	2d12 Tundra Wolves
10	Lantern Bear
11	3d6 howling Wolfmen
12	3d4 ancient Wights