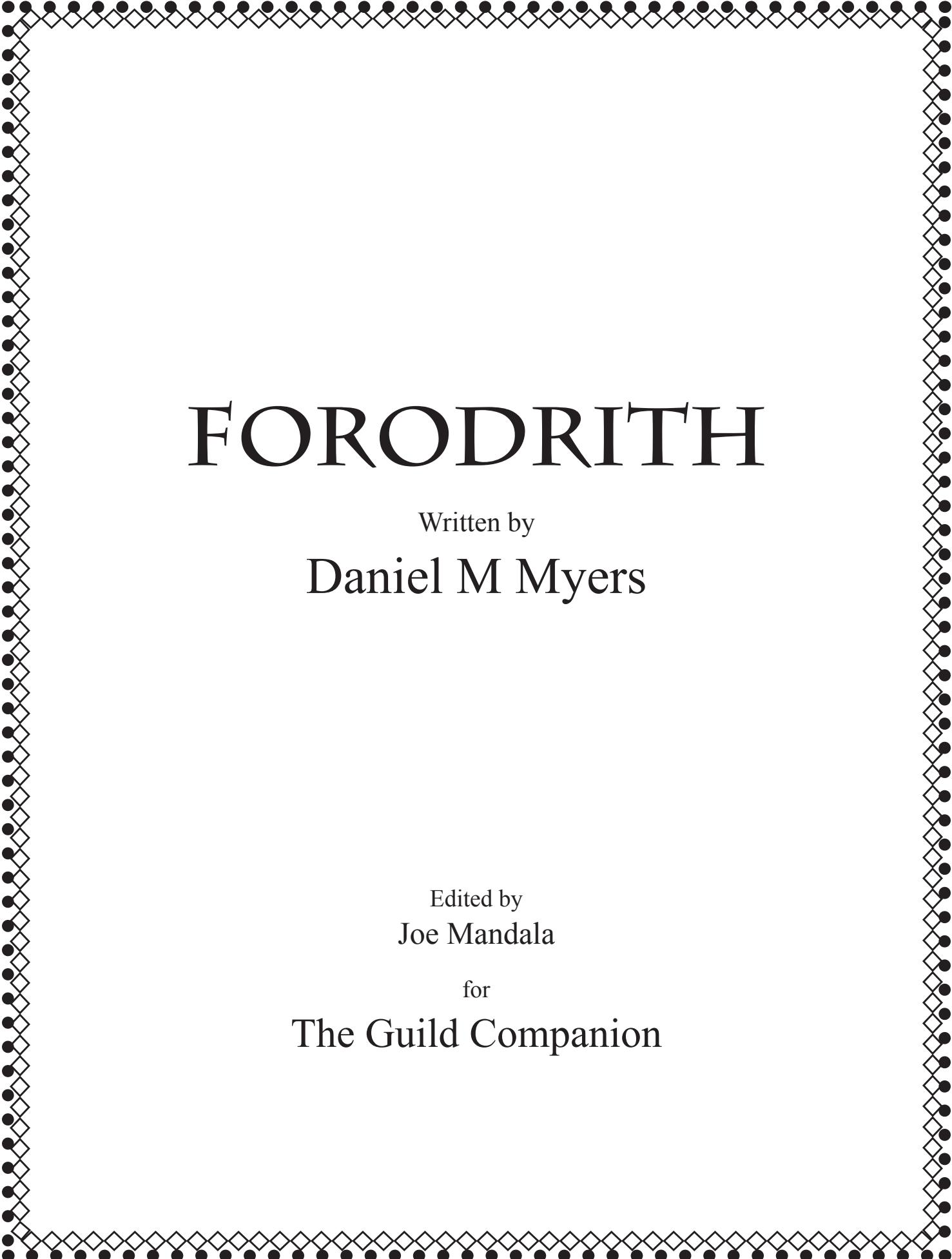




# FORODRITH

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for

The Guild Companion



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# INTRODUCTION

The bounty from the crops and forest was the best they had seen for many years, perhaps in a generation. It had been a pleasant surprise. Long ago, the Beornings had been forced out of their homelands by the Angmarim, evil men from the Witch-king's vale, and they had since suffered the cold, foul spirit blights and plundering scores of Angmarien raiders. But not this summer - the earth and forest had been good to them and the food stores will last over the long dark winter months. There will even be some left over to trade with the Umli to the far north. There was much talk among the homesteads concerning the year's harvest festival. It will be one of the biggest harvest festivals in a long while; as long as most folks can remember.

Adding to the excitement was the wedding announcement. Raudabern had been chieftain for many summers. He is tall and thickly built; a bear of a man. His beady black eyes glitter through his thick eyebrows and his fiery red beard is full enough to hide his lips. Despite his appearance, his people know him to be a compassionate, caring and fair man. His son, Sprautabern, the spitting image of his father, was going to be married. Although he does not have his father's maturity, folks like him. He reminds the elders of this father during his youth - a bit wild and jovial. Yet it seems strange to them that he would marry at such an early age. "Less than twenty summers is far too young an age to settle down. The boy needs to go out and prove his worth, I say" could be commonly heard in conversation among folks. What made matters a bit interesting was the young man's chosen mate, Esmeralda. If Sprautabern was a bear of a man like his father, then Esmeralda might be called a fox of a lady. With striking red hair and brilliant green eyes, but diminutive in comparison to Sprautabern, Esmeralda is a beautiful woman. She is soft spoken and elegant compared to the jovial roughness of Sprautabern. Nevertheless, together they seem content and blissful. The wedding, coupled with the harvest festival, was something everyone had been looking forward to.

On the night of the wedding, there was much commotion. Folks came from all over to attend. Even the Brinkerknocks, a large strong household whose

homestead was ten leagues to the north, attended the wedding. The Dumbblors household attended as well, along with their honeybees, though most bees were content to remain at the hut of Averoen the beekeeper to visit some cousins of theirs. The Umli even sent representatives, and many folks eyed them curiously. Only a few Beornings had ever dealt with the stunted Umli. They were content to keep to themselves, drinking mead and socializing with the few townsfolk they knew. All-in-all it was a very festive occasion, and it would have been one of the best events to have happened to the town of Bear Lake in a long while if it hadn't been for what happened next.

As the wedding commenced, the long hall fell quiet and the thumping of the groom's footsteps could be heard as the couple approached the grand chair. Everyone lined the hall staring at how beautiful the bride and groom looked. Unbeknownst to everyone, another visitor had decided to attend the ceremony. It lofted high up in the rafters perched on a beam looking down at the proceedings. Someone looking up at the time would think it was a sickly dark bird. Its crooked yellow beak and dusky looking feathers went well with its bald grey-skinned head. It perched, every so often cocking its head to the side staring down on the proceedings. As the bride and groom approached the grand chair, which symbolizes the chief's power, the odd looking bird glided down and perched on the groom's shoulder. Since Beornings are accustomed to animals in their daily life as friends and servants, it did not surprise the young Sprautabern that a bird would land on his shoulder, though the timing was a bit strange. But the bird did not look familiar to him. "Who is this?" young Sprautabern asked the sickly looking bird. With a deafening squawk the odd bird responded and fluttered down from his shoulder. At the same time the fire pit went out, along with all the torches, and the hall went pitch black. Everyone gasped! A pale yellow flame flared up in place of the odd bird and took a human form. The fire and torches came afire again. A bent bedraggled old crone covered in a rugged burlap cloak appeared before them. The groom lay on the ground in a trance. The bride was nowhere to be found. Of course this broke the attendees' high spirits and everyone whispered as to the significance of the event.



The old crone hissed and turned towards pointing her knotty finger at Raudabern, “you will not see her again, and your son will sleep forever!” Raudabern, still in disbelief at what had happened, could only stammer, “But why?” The old crone jumped up and down, “I want your newborn!”

The words shocked Raudabern, “my newborn? But I have no newborn! “

“No, not yet but your wife is with child. Ten months hence shall I return to take the child and in return your son will awake and his bride will be returned.” For several moments no one moved. Then suddenly Raudabern leapt towards the old crone and struck her down with his axe. Down she went onto the floor with Raudabern roaring madly at her! But the old crone did not die. In fact, the crowd, which yet stood quite still, could hear a faint hissing and then shrill laughter from the old crone. “Earth, neither wood, nor man-made iron can harm me. You and your folk have no power over me. Remember that, man, and in ten months from today I shall return. Fulfill my bidding and your son and his bride will live. If not, woe to your son and to your entire tribe!” and with that she was gone. No one moved but Raudabern, who fell to his knees and stared glassy-eyed at his son’s sleeping form.

In the months to come, several of Raudabern folks, armed and strong men, went out and sought the crone but no one knew where to look. And as time passed, despair rose. Laughter ceased. Idle chatter disappeared, and the tribe simply began going about their busy lives thinking of what was to come. This is the state in which you have found the folks of Bear Lake.

## 1.0 GUIDELINES

This adventure is broken into several sections. This section provides references that may be useful for running the adventure. Section 2 describes the Bear Lake. Section 3 begins the adventure, and sets the PCs off into the wilderness of the Bear Forest. Section 4 details the Brinkerknocks Homestead. Section 5 will describe encounters to and at Leopard Seal’s Beach, while Section 6 will bring the PCs to the climax and denouement of the adventure. Section 7 provides game statistics for the beasts and inhabitants of Forod-waith and NPCs for the adventure.



This adventure is designed for use with the Northern Waste MERP Campaign using the MERP game system. It is assumed that Game Master (GM) has some familiarity with Northern Waste and an understanding of MERP game mechanics. The campaign, Northern Waste, should be used as an aid for using this adventure. Northern Waste can be bought at various e-commerce sites including but not limited to E-bay, Barnes & Noble, and Amazon.com. The Guild Companion also has articles relating to the MERP setting. Although the adventure is intended for the MERP and RoleMaster systems, it is adaptable to most other major FRP games. Note that in MERP/RM, all statistics and skills are expressed based on percentiles.

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## 2.0 THE BEAR LAKE (KARHU JARVI)

Bear Lake is the largest body of fresh water in Forod-waith and is situated on the northern edge of the Talath Uichel tundra. Fir and pine forest surrounds it to the south. Sections of the forest are so thick and overgrown that travel through it is nearly impossible. In these overgrown and dark places, the trees are said to be alive, and wood sprites and fairies are said to live there. Although not malicious, they are mischievous. A few Beornings have gotten lost in the “old parts” as they call them, and tell stories of mysteriously falling asleep upon a tree’s roots and experiencing strange dreams. They often wake up several days later, their bodies worn and sore as if taxed by some great trial.

A great variety of creatures live in the forest. They are friendly to the Beornings, who possess a spiritual relationship of trust and friendship with the animals that inhabit the forest. Some of them are employed by the Beornings as servants while others are just good neighbors. Visitors would be shocked to know that the Beornings would have heard of their approach to Bear Lake days in advance from their animal friends. There are numerous Beorning homesteads throughout

the Bear Lake area. The forest and animals offers them protection from the vile agents of Angmar. It should be noted that Beornings do not eat red meat though they do eat fish, which explains why their major settlements are found near large bodies of water. They literally share their lives with animals such as goats, sheep, bees, snow bears, blue otters and black minks. These animals are considered family and they will be protected as such. In the same manner, these animals will go to great lengths to help their Beorning family and neighbors.

The largest concentration of Beornings is found at Beartown located just south of the lake. Beartown is a walled settlement of several hundred which boasts several small fishing boats. The lake is well populated with trout and other game fish. There are also several homesteads in the vicinity. Beartown acts as the Beornings' administrative and military capital in times of need. It is here that the Beornings meet and seek shelter should the forces of Angmar mount any large-scale attack.

## 2.1 A VERY BRIEF HISTORY OF BEAR LAKE

When the Witch-king entered into Angmar, he secured his borders to the north by pushing out the Beornings living west of the Misty Mountains. Within a few short years, the Beornings were forced to consolidate on the banks of the River Everhir just north of Carn Dum, the dreaded capital of Angmar. In 1304 of the Third Age, the Witch-king tried to exact tribute from the independent Beornings and sent out an army of Uridic sled-warriors. The raiders burned the Beorning town of Bernastath to the ground. Six years later, the survivors built a stronghold near Bear Lake where they have been ever since. The stronghold is called Beartown by travelers due to the number of bears living in the area and the magical spiritual bond the Beornings have with the creatures. The Beornings called it Ligr Wodaize Berne, which means "Den of Wrathful Bears."

## 2.2 MAJOR NPCS OF BEAR LAKE

### 2.2.1 RAUDABERN

Raudabern is the current chieftain of the Beornings in Forodwaith. He resides in the fortified town of Bear Town. Raudabern is a huge, fiery-haired man who

appears to be in his forties. He is very protective of his family and people. Currently he is in distress. He desperately wants to go and track down his daughter-in-law and rid his son of the curse but he also knows that he cannot leave his chiefly duties. He will provision the PCs with whatever they need and provide advice whenever he can. He will advise the PC to seek Harne, the old hag in the forest, for guidance.

### 2.2.2 ISARNABLOMA

Isarnabloma is only a teenager but already she has a reputation for being a fine warrior like her father, Raudabern. Isarnabloma, like her father, is tall and big-boned. She has fiery red hair, which she wears in two long braids. She has pale blue eyes that shine brightly. The local boys would consider her attractive if it was not for the fact she can best any of them in a fair fight. She is physically strong and able, and is extremely tenacious. She is not frightened or sad about the situation with her brother; she is angry and wants him back. She will do anything in her power to make that happen.

**GM NOTE:** Should the GM feel the PCs are a bit weak then have Isarnabloma join the PCs. Her skills as a warrior and knowledge of the surrounding lands will assist the PCs greatly. Also, natural animals will be less inclined to attack the PCs should they have a Beorning as member of their group.

### 2.2.3 AVEORN

Aveorn, like most Beornings, is a large man with a heart of gold. He is young and tall with bright red hair. He would be considered a top choice for the local women if it were not for his eccentric ways - he spends most of his time alone and talking to himself. This is not because he dislikes the company of others; in fact he loves to entertain and has quite a singing voice when the mood strikes him. He was born with a special gift, what the proud elders call the "gift of bees." He can communicate with them and feel their emotions. The bees in turn trust and consider him a guardian - there are always a few buzzing around him. Because of this gift, he is able to produce the best honey in the area, if not the whole of Forodwaith. Many traders seek his honey cakes from far villages. The Umli who travel great distances to trade with the Beornings often request them. His honey cakes are said to instill a sort of merriment in those who eat them. He is, of course, a very busy man



who tends hives throughout the forest. The PCs will likely have to endure one of his singing sessions and a couple of bee stings before they are offered his prized honey cakes.

#### 2.2.4 HARNE

Harne's story begins with her father, who was a great hunter during his youth. While other young men were courting women for marriage he was off hunting alone. "Such a fine looking man, what a shame," said the housewives. His aunts and mother attempted to pressure him into courting the available women. Eventually the pressure was so much that he would extend his hunting trips for months. On one of his long hunting trip, something happened.

He returned home without a single catch, and many in town suspected something. He was distant and aloof. Some thought that he had encountered a foul beast. "Perhaps he is ill," others thought. Speculation and rumors ran rampant. Then ten months later, another strange event happened.

In the dead of night, someone knocked on the door and left a garden basket with a baby girl inside. This baby girl was Harne. Despite all the wild speculation at the time about who the mother was, her father raised her as best he could. She grew up a social outcast among her peers. Folks commented on her eyes, which were strangely shaped. They changed colors according to her mood and seem to sparkle in the moonlight. Her playmates spoke about strange events whenever they played with her. The years went by and slowly she separated herself from the rest of the community.

That was many years ago, though, and nowadays most folks don't know where Harne came from nor her story. They only know that she has been living in the same old hut deep in the forest for longer than the oldest resident can remember. In actuality, Harne is now 156 years old. She still looks like someone in their early thirties but disguises herself as an old hag dressed in black. She possesses fairy blood due to her father's fateful relationship with a water fairy. Although she occasionally gets visitors requesting love potions and advice on small provincial matters, she is a bit lonely. The locals mistrust her and are suspicious of her, and she barely has any contact with humans. Most of her interaction is with animals, especially with birds which are very fond of her.

On nights when the moon is full, she often dances in the forest without disguise. She is dressed in linen white robes and her hair is let down. She is beautiful, exotic and mysterious. Some folks who encounter her during these times talk about being seduced to dance and eating strange rich foods with a beautiful enchantress. None realize that the old hag and beautiful forest dancer are the same.

Her father was a distant ancestor of Raudabern. Despite the horrid appearance of the hag, Raudabern trusts her and comes to her in secret for advice. In hag form, Harne is short, bent, and dresses in a ragged pitch-black gown often with a hood covering most of her face. Her face is wrinkled and covered with moles; strings of her long grey curly hair hang down across her eyes. She often walks with a black twisted cane. Of all the residents of bear forest, she can best assist the PC in their quest.

#### 2.2.5 SPRAUTABERN AND ESMERALDA

Sprautabern and Esmeralda are already described in the introduction of this adventure. Sprautabern is in a magical trance, which he cannot be awakened from regardless of what is tried. Should the PCs start getting a little too carried away with trying to wake Sprautabern, Raudabern will start to get upset (the Beornings have tried everything they know). It is not good to have a chief of the Beornings upset. Sprautabern now rests at this father's house. For obvious reasons, he cannot help the PCs in their quest.

Esmeralda is held captive far north of the settlement. Should the PCs be lucky enough to find her, she will be weak and tired and will not be much help. Although her healing skills are considerable, she will be unable to do much. The kidnapping coupled with the exposure to the Ice-witch has drained her considerably.

#### 2.2.6 THE DUMBLORS

The Dumbors are a wealthy clan, and are related to the chief's family. The head of the clan is Wervern, who became the head at thirty-two summers old when his father passed. He is relatively young still, at just over thirty-three summers old. He is at much too young an age to prove his worth but thus far he has not disappointed the other members of his clan. Wervern is, above all, humble and pragmatic when it comes to decision making.

In appearance, Wervern is short and stocky, sporting a mop of bushy black hair. He is very much a family man and is already supporting five children of various ages. While the Dumblors are mainly bee-keepers and bakers, he is something of a jack-of-all-trades. He can meet any need that the town may have. He is a skilled smith, weaver, bee-keeper and baker. He is also a great warrior considered by many to be the second best fighter in town. His main weapon is a halberd, which is considered an heirloom of the Dumblors. It is said that a Dunedain lord gave it to his family generations ago for vanquishing a worm. It is called 'bee stinger,' and the blade is decorated with numerous bee and flower motifs. The hilt and pommel is shaped as a flower with two large bees on either end. His family is known for their honey and honey cakes. He maintains quite a few hives just outside town. The Dumblors have a unique relationship with their bees. He is good friends with Averoen, with whom he shares a passion for bees. Wervern is more than likely to supply the PCs with any equipment they would need; especially their famed honey cakes.

### 2.2.7 GERENA

No one in Forodwaith knows the full story of Gerena. Much of it is legend, and the rest myth. What is known is that Gerena is an undead spirit that has inhabited the frozen tundra of Forodwaith since the Elder Days. After the Second Age and the fall of Sauron, she fell into a trance, like many malignant beings did during this time. In the eleventh century of the Third Age, she was awakened and called into service by the Witch-king to render assistance to the great evil shaman Shräen the Pale. She helped Shräen the Pale to spread her wicked shamanism among the Lossoth of Forodwaith. Only when the Lossoth recognized the wickedness of Shräen and her disciples did they rebel against her. Gerena retreated to her cave in Lindalf, where she has been ever since, nursing a grudge against the Free Peoples of the north and trapped in her true and horrible form.

It was by chance that she spied the young lovebirds, Sprautabern and Esmeralda. She soon formulated a plan to move against the Free Peoples once again. She kidnapped Esmeralda and cursed Sprautabern. She despised them intensely for their love and life. Now she is waiting in her cave for the great chieftain of the bear clan to acquiesce to her demands. She knows

that the newborn of the chieftain could restore her vitality and provide her with the strength to change into a fair form again.

In human form, she can only obtain the form of an old hideous crone with long snow-white hair in bedraggled burlap rags. Her features are twisted and malformed, with a crooked nose and rotting yellowing fangs for teeth. Her eyes are a pale icy blue that glow with intelligence, but with no emotion. However all of this would change with an unspeakable ritual involving the newborn, which would allow her the ability to take a fair shape. She could travel among the Lossoth and other Free People once more and create chaos and pain.

Gerena is what the Wise called an ice hag although they have been also referred to as snow hags or ice vampires. They enjoy nothing more than luring unwary travelers to their caves or dwellings. These terrible spirits are known to be users of great magic. They dwell in caves, buried deep in the snow or behind ancient avalanches, though more accessible lairs are not unheard of. They never enter human settlements if they can help it, preferring the frozen tundra or ice capped mountains. Ice hags feed on the body warmth of their victims, much as normal vampires do on blood. There are some noted cases of these creatures trading their wares and knowledge (of which they possess a great deal) to travelers but usually for a high price.

The Ice hag has the following powers:

- **Snow Fox:** Ice hags have the senses of a snow fox, which they used to locate their victims. They can smell flesh from up to a mile away.
- **Burrowing:** Ice hags may burrow through snow or ice with ease. They can burrow through 10' of snow per round. They also may burrow through 4' of ice per round. They are highly sensitive to vibrations, which allows them to detect the movements of those above the surface. They often use this ability to attack from underground with a -10 penalty. This inflicts a -10 penalty to its opponents' surprise rolls.
- **Presence:** The presence of an ice hag is such that its mere gaze causes fear in their victims. Their presence acts as a 4th level Fear



spell. An ice vampire can concentrate their hypnotic presence towards a victim. The victim will have to resist a 4th level attack or else fall prey to the vampire's desires.

- **Touch of Ice:** Like most undead spirits, an ice hag touch drains 1-5 points of CO and delivers an "A" Cold Critical; the hits delivered by the Cold Critical are the "sustenance" of an ice hag, as blood is for normal vampires; it will heal at a rate of 10HP per CO point drained.
- **Elements:** Ice hags are immune to all Cold criticals. But they also take double hits from all heat attacks. They can only be harmed by magical or holy weapons, and are destroyed if an icicle is driven through their heart. Direct sunlight will turn the ice hag into snow only to return to normal form at night. They also get weak should they lose contact with ice/snow for an extended period of time.
- **Shape-changer:** An ice hag may shift/change into a large winter wolf or a diseased crow.

All Ice hags have the following lists:

*Dispelling Ways* (Closed Essence)  
*Cold Law* (Magician Base)  
*Mind Control* (Mentalist Base)  
*Spell Reins* (Closed Essence)

## 2.3 MAPS AND LAYOUTS

The following sections describe the region maps of the Bear Forest and of Bear Town.

### 2.3.1 BEAR FOREST

Bear Forest is mainly a pleasant open fir and pine forest. In some places, however, the trees grow thickly and it is dark year round. The fauna have an interesting relationship with the Beornings at Beartown. They often act as spies, servants and even friends. The Beornings in turn take care of their sick and elderly. The Beornings have a special spiritual relationship with bears.

During mating season, snow bears from the Forsaken Sea descend onto Bear Forest and gorge themselves with berries and fish, which are plentiful in the area.

They even partake in some of the spiritual rituals with the Beornings. A great number of brown bears live in the area year round and call Bear Forest

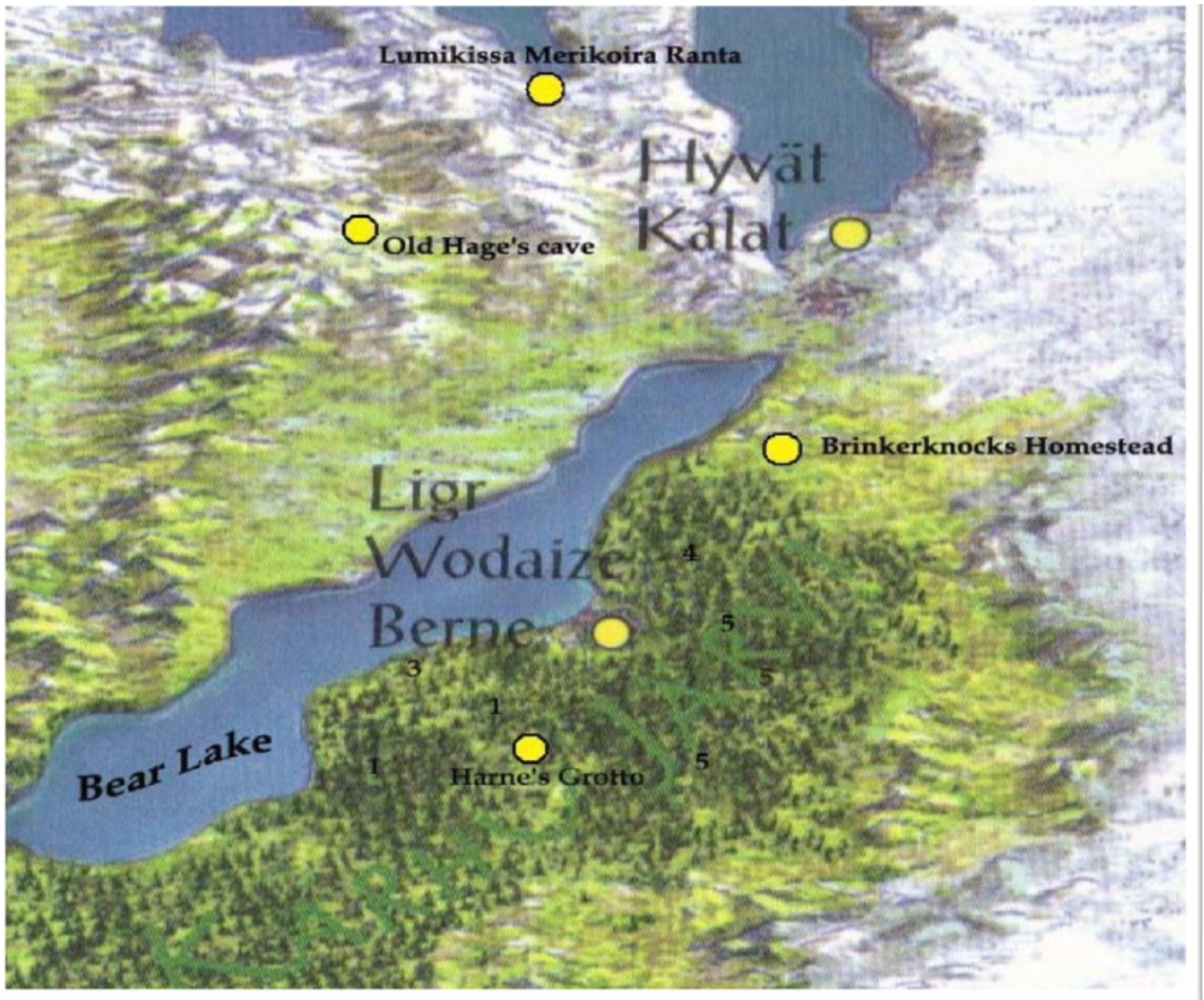
home. Because of this, orcs and other evil beings tend to stay clear of Bear Forest.

**1. Old Parts:** Locals call this area the "old parts". The forest is dark and so overgrown, it is nearly impossible to wander through it. The Elder days still live on here. Wood sprites and other fey creatures live among the trees and dells, and some of the trees are sentient. They are not evil or angry; in fact they do enjoy a good climb up their branches. They are however mischievous like the wood sprites. Some of the more ancient trees have powers to make an individual sleepy and induce wild dreams. The tree controls the themes in the dream. They can do this for days at a time but often they grow tired of it and move on to something else like a squirrel making a nest in one of its branches. Harne can be found here at night talking to the trees or dancing among them. She sometimes cares for them as well.

**2. Harne's Grotto:** A flock of sparrows keep their nests above her hut and keep her company. One trickster sparrow named Jack is the leader of the colony. They consider Harne a good neighbor and will not take too kindly to anyone seeking to harm her. PCs coming to her simple hut will find the rustic thatched dwelling almost swallowed by large roots and branches coming from a large oak tree. Inside is a simple one-room habitat. The room contains a bed, a stove, kitchen cabinets with numerous herbs and nuts, a desk and large bookshelf with many tomes. During clear evenings visitors can hear the melodious songs of Harne, along with the sparrows, singing. Occasionally, a visitor will spot her in her true form dancing through the forest with luminous moon moths and some wood sprites.

**3. Grotto of Bears:** This place is sacred among the Beornings and the many bears that live in the region. On certain nights, ceremonies are conducted between the Beorning shape-changers and bears. Numerous Brown bears live in the surrounding grotto. They often act as guards alerting the folk at Beartown of any intruders. During the midsummer feast called the Gathering, bears of all types congregate with the Beornings. One old wizened cave bear named Grim is regarded as the guardian of the grotto. Some tales say that Grim is several hundred years old and is so intelligent that he understands human speech. The truth is that Grim is a kelfean, an animal spirit - part fey, part





animal - one of the few remaining kelfean roaming Middle Earth. Grim is ancient even among human standards. A ring of tall standing stones marks the grotto. Grim is tied the Grotto and cannot leave it for long periods of time.

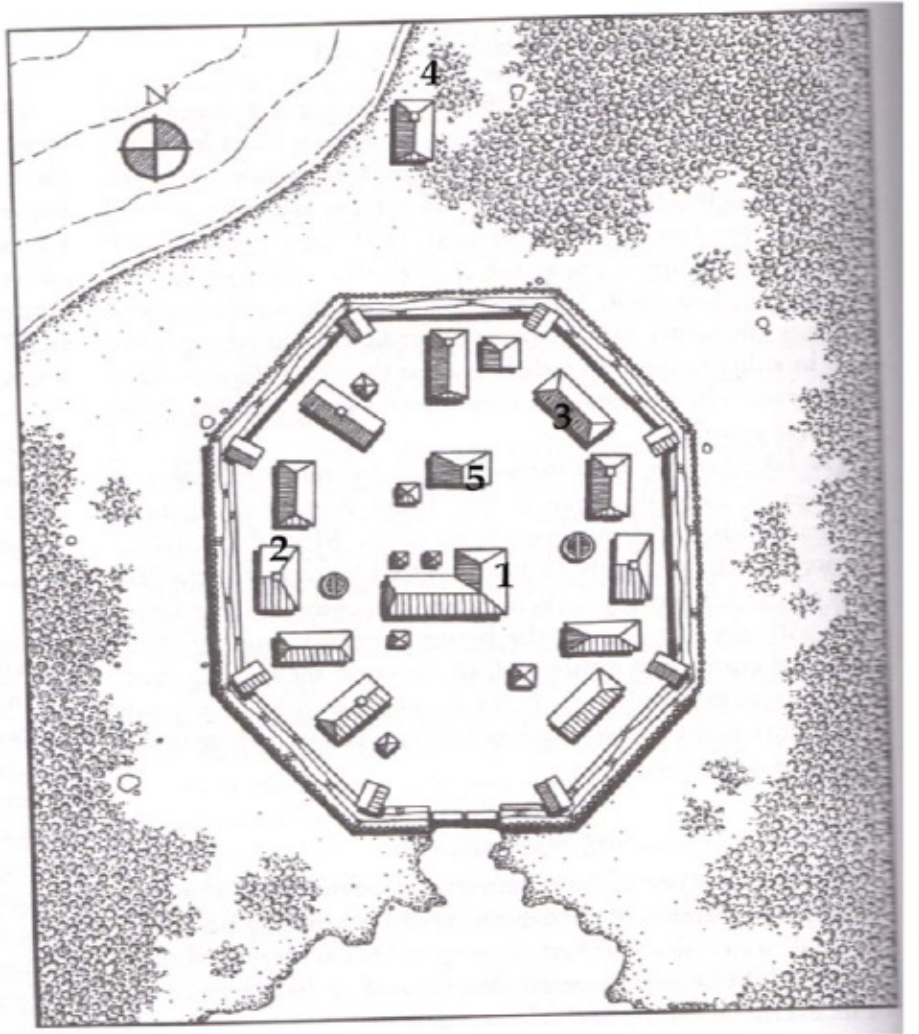
**4. Dumbolor Manor:** This is Dumbolor clan's main hall. It is a large homestead with several log cabins surrounded by flower and herb gardens, which supply ample nectar for the numerous beehives (including the famed Beijabar Bees) around the manor. Several goats and black minks attend the clan. One black mink named Johnny is extremely large and is treated as if he were a family member.

**5. Major Homestead:** These are major homesteads own by either a large family or a small community of unrelated families. Each homestead has a small population of goats, sheep and numerous beehives. Some might even have a bear or two living in the vicinity. Of course these animals are considered family.

**6. Bear Lake:** The still dark lake provides Bear Town with fish and other foodstuff. It also contains freshwater mollusks, which the Beornings use for dye.

### 2.3.2 BEARTOWN

Beartown is located on the southeastern shores of Bear Lake (*La. Karhu Jarvi*). It is a small fortified town, home to about 350 Beornings with an additional 100 or so animals ranging from blue otters to sheep calling it home. Beartown serves as the unofficial capital of Beornings in the north and functions as meeting place in times of need. Beartown is made up of long log cabins, which are connected via underground passages. The walls are made of thick logs heavily coated in mud and dirt rendering them virtually fireproof. Inside, there are watch posts and concealed points for archers and spearmen. The town has a deep well and large stores of fish and honey products in underground storage rooms. The streets contain wooden pilings to prevent the mud from swallowing up feet during the rainy season. An outsider would be amazed by the way animals zip in and out of traffic performing errands much like a carrier boy would in a large city in the south. The following correspond to the Beartown map.



**1. Bernabalth Hall** is named after the great Beorning chieftain of the thirteenth century. This hall functions as the administrative and ceremonial building for Beartown. Disputes are resolved here by the chieftain. Weddings and clan meetings take place here as well. The hall also contains several underground storage rooms that keep the town's weapons and foodstuffs. It also houses the local Beorning population in times of danger and is also the residence of the chief Raudabern and his family.

**2. Dumblor Hall** is one of the largest buildings. Wervern has a smithy right next to the hall. He lives here along with two other Dumblor families. The smithy acts as the town supplier. PCs can buy foodstuff as well as weapons. Every seventh day, a farmers' market is set up around the smithy. Locals sell or barter their wares to the community.

**3. House of Aveorn:** Aveorn owns this small house. The backyard contains several bee hives

including a Beijabar Bee beehive. Beijabar Bees are considerably larger than regular honey bees and produce a type of prized rare honey called red honey. Beijabar Bees are a bit unpredictable even for a Beorning and require proper attention, which Aveorn is more than qualified to provide. The bees will only attack in self-defense or on the prompting of Aveorn to defend the town.

**4. Kareon Hall:** This hall houses Kareon's large extended family. Kareon is the town's best fisherman. During the summer months, he and his family are often away on Bear Lake on their fishing boats.

**5. Wif-Stede:** The Great Mother lives here. Her name is Karsha but she is referred to simply as Great Mother. Her cabin is surrounded by herb gardens, which include some rare plants. She is attended by two black bears. She acts as the town's healer and teacher. Entrance to the manor is forbidden to men; this cabin is also called the "Place of Women".

## 3.0 PART I: STARTING THE PLAYERS

The PCs have been asked by Gandalf (or the White Council or someone else who is close to the Beornings) to visit Bear Lake to assist the Chief in recovering his daughter-in-law and to break the spell on his son. Raudabern will be expecting the adventurers but he will be reclusive. He attends his son sitting by his side every hour of the day possible. The PCs are more likely to interact with Wervern and his family. Wervern will greet the PCs enthusiastically and they will be invited to stay at his log cabin with his extended family (including goats and the odd blue otter or two).

During dinner, Wervern will update the PCs on the current events and mention that no one knows where to find the old crone or what she is. He will also note that normal weapons were useless against the crone. The PCs should not have any magical or holy weapons. (Magic items exist in Middle-earth but they are not common.) He suggests going deep into Bear Forest and seeking out Harne the hag for help.

His wife will dispute this advice stating that Harne is nothing more than a hermit of ill will. "Strange things happen there, it is not a place for good proper folk; besides – they would have to go through the Old Parts." The GM can have Isarnabloma attend dinner with the idea of joining the PCs especially if the PCs are a bit weak. Isarnabloma is a good fighter who can add extra strength to the party.

The first thing the PCs should notice about Bear Town is the animals. Animals run free in Bear Town. In Beorning society, animals (goats, sheep and bears) are an important part of the family households. Many of them are given names and are considered more than just pets and are part of the extended family. Some animals perform household chores. During the first night's banquet, the PCs should be made aware that goats and sheep are bringing forth the dishes in just the same manner that servants would. One additional item of note is that Beornings do not eat meat nor wear products derived of dead animals such as leather or buttons made from ivory (unless of course they are made from Warg). They do eat fish and eggs.

The PCs will be given food supplies and allow a couple of days before heading to find the Ice Witch. No one really knows where the Ice Witch's lair is or what the Ice Witch is. This will give the PCs time to get to interact with the other NPCs. Remember that the Beornings, while not exactly xenophobic, do not open their doors to strangers. Any elves in the party will be treated with awe and respect. PCs coming from or having a connection with Angmar will not be at all welcome. Beornings at Bear Lake despise the Angmarim since it was the armies of the Witch-king who pushed them out of their homeland.

### 3.1 THE TASK AND ENCOUNTERS

The task should be easily understood. The PCs will have to find out who and what took Esmeralda and cursed the chief's son, where she is keeping the chief's daughter-in-law captive and bring her back safely to Beartown.

The first part of the quest is easy. The PCs will have to journey through Bear Forest to find Harne's hut. If Isarnabloma accompanies the party, it should be relatively simple. The forest's animals will not attack the group unless provoked. Harne's hut is located deep in the forest where the mystical magic of the Elder days still exists. Getting to the hut should not take more than a day or two and should not be too much trouble. The below are possible encounters for the PCs especially when traveling through the Old Parts.

- **Sleepy Spells** - As the PCs travel deeper into Bear Forest they begin to hear creaking sounds as if wood is twisting, and a rustling of branches producing faint words and giggles. The air begins to feel light. The PCs' breathing rate is slowed and their heads become heavy. Slowly, as the PCs proceed deeper into the forest, they begin to think the trees are moving ever so slightly as if turning to get a better look at the group. The trees are active especially in the Old Parts. They are not evil but they do enjoy putting unsuspecting travelers to sleep and giving them strange dreams, partially linked to the trees. Some dreams are said to tell the future. In the end, the trees often grow bored with the traveler and will let them go. The PCs must resist a 3rd level sleep spell or fall asleep and endure a dream of talking seals, a floating dagger and a smiling snow dog. The enchanted sleep will last 1-5 hours. When they awake they will be at -20 to

all activities for 1-6 hours due to the magical strain to the body. Once asleep, the PC cannot be awakened by normal means. It will take a remove curse spell or something similar to wake the PC. The PCs can frighten the trees with fire to release their sleeping comrades or try to attack them. Should the trees receive more than half their total hits in damage, they will release the PCs from their sleep. There are normally 1-4 sentient trees in any given area. Isarnabloma will argue with anyone who wishes to attack the trees, and instead will recommend finding the old hermit because she has ways to communicate with the trees in the Old Parts.

- **Huorn** - Traveling through the forest the PCs spy what appears to be a walking tree through the forest. The Huorn does not hate two legged creatures (unless of course it is of the troll or orc variety). It simply is indifferent to the PCs. There is not much to the encounter only to impress the wild state of the Bear Lake upon the PCs. However, should the PCs be foolish enough to attack or provoke the Huorn, then they will have a terrible fight on their hands.

- **Dancing with Moonlight** - If for some reason the PCs have to make camp let them get a chance to encounter Harne in her true form dancing and singing in the night among the trees and stars. The sound of giggles and sweet laughter can be heard from nearby wood sprites hidden from the PCs' view. The party will notice dimly luminous moon moths fluttering around like faint stars. Should the PCs try to approach her, she will flirtatiously dance among them. Should a PC try to touch her in anyway then she will leap into the darkness and magically disappear. It should give the PCs something to talk about as they approach Harne's hut.

## 3.2 HARNE'S HUT

As described already, Harne's hut is practically engulfed by the roots of a great oak tree. The tree houses a flock of sparrows. The sparrows help and communicate with Harne as if they were neighbors. Harne will know that the PCs are coming. She will be waiting for them outside her hut. Should the PCs harm the sparrows or if they are rude to Harne, Harne will not help them. Harne will be disguised as a humpbacked old woman walking with a knotted cane. She will insist that the PCs stay for supper and tell their story. During supper she will answer the PCs' questions concerning the old hag. The GM should use the information already provided for Genera, but

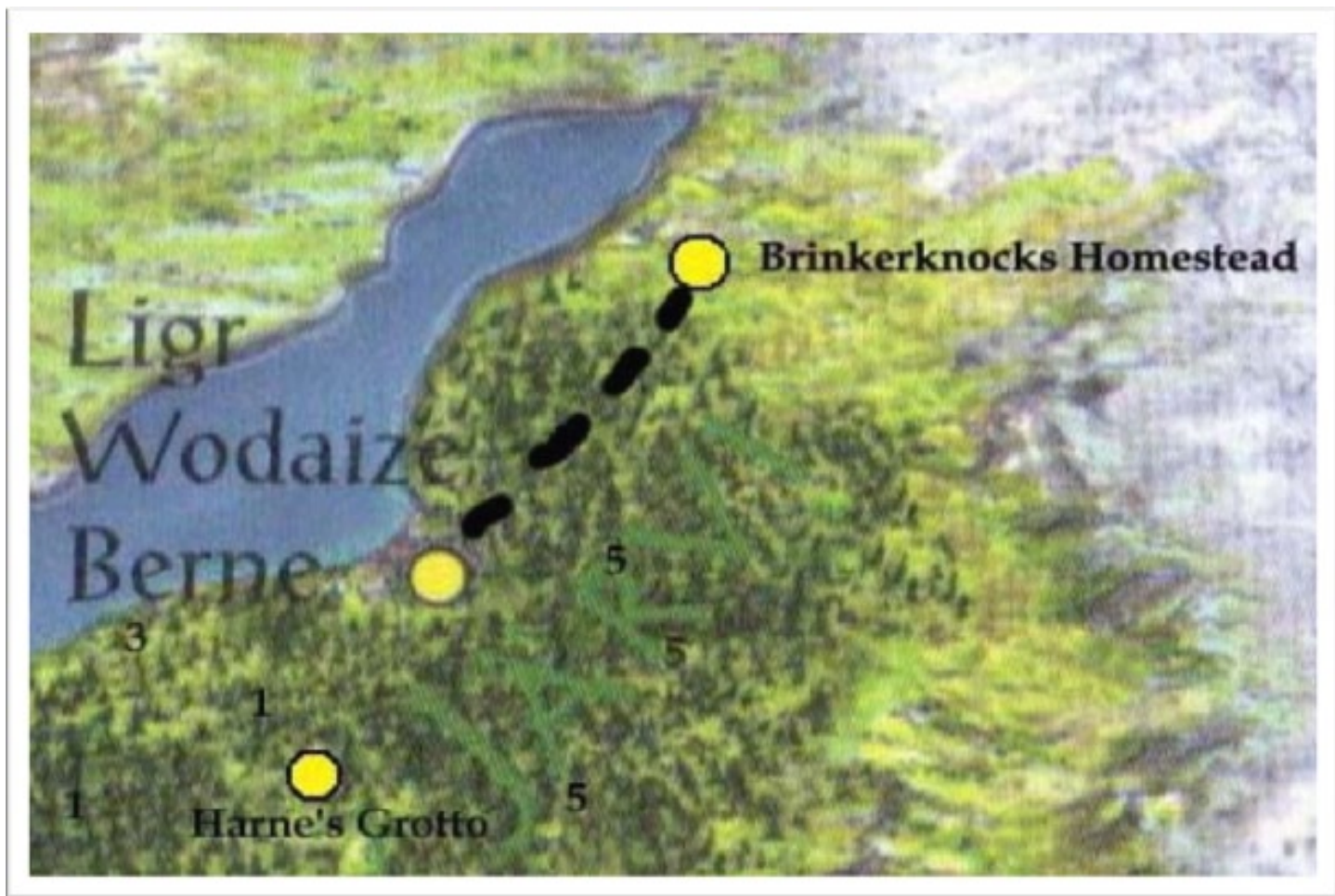
only provide what Harne knows. Harne will know her name and that she is an ice hag. However, she will not know where to the north she is located. She will also mention that normal weapons will not harm her although fire and sunlight will. She does know someone with a grudge against her who will help the PCs. She will go on to state the following (or something similar). **NOTE:** Remember this is a woman in disguise. She does not get a lot of visitors and wants to make the most of it.

"Her name is, is... is Lea! Yes Lea! To the north she resides, on the beach of the outer bay. There she makes a living hunting seals and others. She has been living there as long as any man knows. She holds a grudge against this Gerena, this ice hag. Yes she does and is willing to help. Provide enchanted weapons to harm her and tell you where you can find her as well. Yes she can! But... be warned... she is grumpy and finicky. You must lavish her with praises." And with an understated chuckle, she continues, "even if you do not mean it! Soothe her ego! Mention the name of Genera the Ice Hag and she will help you. Oh take this! As a gift to her, take it. You can say it was a gift from me. It will help your cause." At this instance, a large sparrow that was perched onto of the bookshelf listening to the conversation, flutters down to Harne squeaking wildly into her ear. "Oh I forgot!" Harne says, "be wary of the blue skua. Nasty buggers, very nasty buggers. Now go! Shoo! Go! To Brinkerknocks find there a smiling man! He can take you to Lea! Now go! Shoo!" And with that she ushers the PCs out of her small hut and presses them to leave.

## 3.3 TO THE BRINKERKNOCKS!

The next step is for the PCs to go to Brinkerknocks homestead on the north side of Bear Lake and just outside the forest coverage. The PCs can go to Bear Town first to restock and rest up or head to the homestead immediately. The GM can use the same encounters when heading back.

If the PCs decide to stop by Bear Town, they can ask the folks there about Lea and blue skua. No one in Beartown would have heard of the names before. Also the PCs would be curious about the gift Harne gave them. The gift is a large half-rotten dry fish wrapped in grape leaves. This is a favorite of Lea's, but don't tell the PCs that. If they decide to throw it away then let them do it.



The path to the Brinkerknocks homestead will be a bit different than the trip to Harne's hut. For one, it will be much longer and will take a minimum of two days. The Brinkerknocks homestead lies several miles north from the forest. The PCs will leave the protective cover of Bear Forest onto open tundra where blights, goblins, evil men and other dangers roam. The below are suggested encounters for the PCs to meet on their journey to Brinkerknocks homestead.

- **Konihrabn** - This NPC is described in detail in MERP's Northern Waste. Konihrabn is a tall dark haired trader with a sturdy mule packed with supplies and foodstuff. He will charge 1.5 times the normal prices. Should the PCs protest, he will jokingly state, "Well, it ain't like you got many options, friend!" Otherwise he is alone and will stumble upon the PCs. He will greet them with a warm smile and ask to accompany the PCs for the duration of the day. Isarnabloma will welcome Konihrabn and suggest that there is safety in numbers.

Unbeknownst to the PCs, Konihrabn is an Angmarien spy. He collects information from whomever he meets

and passes it on. Konihrabn will not do anything overt but will be curious as to what the PCs are doing in the area. Should they mention Bear Town or the Brinkerknocks homestead he will ask more questions. He will always be courteous and kind. He might even tell a joke or two. If the PCs ask him about Lea and Blue Skua, he will say, "Never hear of her nor of blue skuas and I have been traveling these parts for years." This is a lie as he has heard of her and knows what blue skuas are. Konihrabn will not camp with the PCs. Instead, he will state that he has to meet up with some friends at a trading post to the east before sunrise tomorrow. His friends are Gumush the half-orc and his gang of cut throats. Please note that this encounter will set up later encounters in the storyline.

- **Magical guardian** – As the party strolls through the tundra, a good perception roll (100 or more, include adds) will reveal the remains of an ancient small stone building. Isarnabloma will stare at the rune makings on the tumbled walls and state the ruins are from the bead making folks long ago that the Lossoth tell stories about. The walls have tumbled and the earth has begun to transform the remnants into mounds of grass. Soon after discovery, a flying ball of

earth (treat as a Ball attack spell, with all criticals as Crush) will hit one of the PCs (roll randomly). This attack came from one of the many blights awakened by the Witch-King to harass the Free Peoples of the North. This blight is a magical guardian sent to guard the structure from trespassers. The magical guardian is a barely-sentient clod of dirt capable of zipping about and attacking intruders. It is tied to the structure and cannot move more than 50 feet away from it. A diligent search of the mounds/ruins will reveal a small green plant that is normally found further north and west in the Blue Mountains. The herb is called Jojojopo. There is enough for 10-30 doses! Jojojopo cures 2-20 hits of frostbite or damage resulting from cold, but is very addictive. An animist with herb lore will instantly recognize such a rare herb (as will any Lossoth). This is an invaluable herb in the cold wilds of Northern Waste.

- **Hummerhorns** - There are numerous types of insects buzzing about the tundra of the Northern Waste wanting to bite into a warm body, but none as deadly as the Hummerhorn. The PCs hear a hammering buzzing sound drawing louder and louder. A dark buzzing cloud fly near them, drawn by the heat of bodies (or fire, if there is one), and attack the PCs in a swarm! These insects resemble gigantic black and gray wasps with wingspans almost 5 feet wide. They attack in a swarm of up to 8-20. Any critical resulting in an "E" allows the Hummerhorns to attack in concert with an added +20 to their OB for the next two attacks.

## 4.0 PART II: BRINKERKNOCKS HOMESTEAD

The PCs will be enthusiastically welcomed at the homestead by the Brinkerknock clan. Should the party require some healing then Cromatt's daughter, Miatta, is an aspiring Great Mother and a fifth level healer. She will try to heal any wounds as best she can.

### 4.1 BRINKERKNOCKS CLAN & MIROKTO

Brinkerknocks are centered at a large fortified homestead some ten leagues north of Beartown. Compared to the inhabitants at Bear Town, the



Brinkerknocks are cosmopolitan. Being some distance from the cover of the forest, they know that they cannot let superstition and past insults get in the way of protection. They have developed trading ties with the Umlis and the wandering Snow Elves. A few Umlis and Snow Elves call the Brinkerknocks friends. They even deal with a Lossoth named Mirokto, who comes twice a year to trade with the Beornings for their prized honey cakes.

#### 4.1.1 CROMATT

The head of the Brinkerknocks is an old grizzly of a man named Cromatt. He stands a head taller than anyone in Bear Town. His limbs are thick as tree trunks and his hair and beard are a striking white bush behind which coal black eyes peer. He always dresses in warg skin, which is a Brinkerknocks' heirloom. Folks have stated that the warg skin has passed through more than ten generations. In his youth he was considered the strongest man in the area. Despite being over fifty summers, he is still fit. He has the gift of the bear and when transformed he is a large ashen north bear. Cromatt has lead his clan for more than thirty years and is both wily and pragmatic. He often thinks two or more steps ahead of his enemies. He is well respected, not only by his clan but by others such as the Umlis and wandering elves. He is often treated as Raudabern's deputy and though there is no such formal declaration, Raudabern has done nothing to dispel the notion. They have a very close relationship.

#### 4.1.2 TORMATT

Another important Brinkerknocks member is Tormatt, Cromatt's younger brother. He is Cromatt's confidant. Unlike his brother, he is lanky, with comically large feet and hands. His hawk-like beak of a nose hangs over much of this face. He walks with a gangly wide stride which is something akin to a hop and his arms swing upward with such momentum that it seems to propel him forward. The local children always seem to be entertained when he walks by. Little do folks know that he is a man of great inner strength and power. When he was a child, he met by accident a young elf who took kindly to him and began to teach him. In time, he was able to perform some magic. Though not a great magic user, he still likes to dabble in the magical arts. He has kept this a secret that only a few know. Most considered him as a goofy lanky man with a toothy smile and great compassion for children.

#### 4.1.3 FERNOAN

Another member of the Brinkerknocks of some consequence is Fernoan (or Fern for short). Fern is Cromatt's nephew and is considered by many to be a troublemaker of the worst kind, a youngster of bad intentions. Nothing can be further from the truth. Ever since his parents were murdered by goblins, Cromatt has taken it upon himself to shelter Fern from the harshness of the world. Fern is rebelling not because he does not like Cromatt and does not appreciate everything he has done; he loves him and is devoted to him greatly. Fern rebels because he is showing Cromatt that he is his own man. Although taken in a wrong way by the others, he is good natured and honorable. He is only eighteen summers old and is tall and strong. He has blonde hair and blue eyes which is uncommon among the Beornings. Nevertheless, he is considered a good-looking man.

#### 4.1.4 MIROKTO

If someone asked another to describe Mirokto, they would say 'he is the one smiling.' Mirokto's smile has an instant calming effect. He has been known to lose everything and still smile about the situation. Mirokto is a trader and knows that fortune comes and goes with the winter winds. It is his charming personality that has allowed him to barter with the Beornings. Of all the Lossoth, he alones

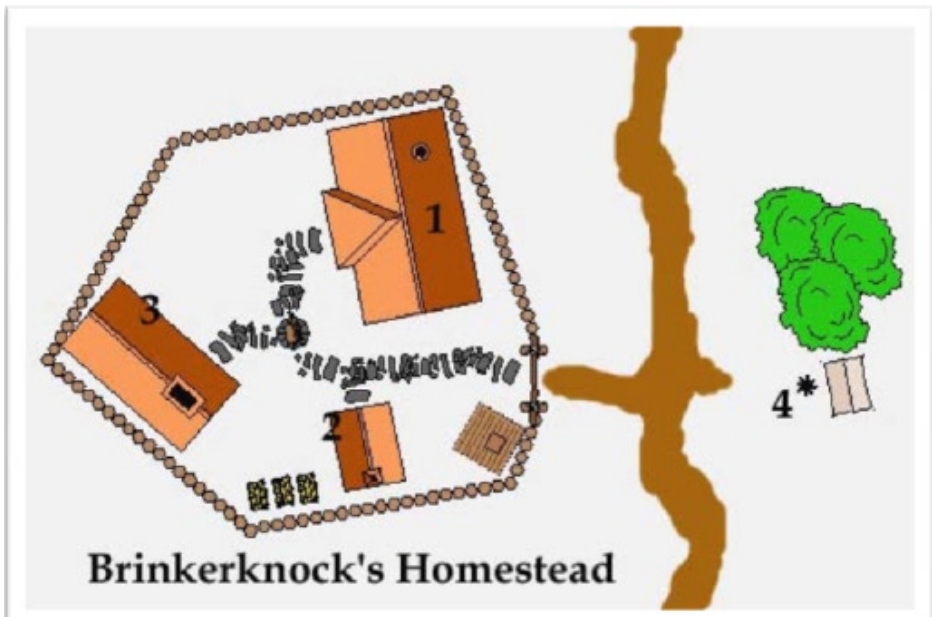
barters with them. This fact alone has made him popular among the Beornings.

He is a short man even by Lossoth standards. He keeps his dark beard and mustache trim. He normally dresses in fur and has a team of dogs with him. He travels quite extensively and knows quite a lot. In fact Mirokto's second job is to deliver messages, mostly verbally. His third job is a newsman telling folks of news and important happenings. He relishes his lifestyle and loves interacting with folks.

One of his dogs, Kisha, is unusual for a sled dog. He is much larger than the other sled dogs with a smaller muzzle. He is in fact descended of noble hounds of old. Mirokto prizes Kisha above all other dogs - they have almost a father and son relationship. Many have stated that Kisha understands human speech. Only Mirokto know for certain the true origins of Kisha.

#### 4.2 BRINKERKNOCK HOMESTEAD MAP

Brinkerknock homestead is comprised of several log cabins protected by a wall. The homestead is the last Beorning establishment this far north. It serves as a trading post for the Beornings. Fellow Beornings from Bear Forest come here to meet with Umli, traders and on occasion dwarves who stop at the homestead for a few days and conduct trade. Brinkerknock clan has become used to all the activity and has established an inn of sorts, separated from the other cabins, solely for visitors. As in Bear Town, the cabins are all interconnected by a series of underground tunnels and chambers. The following corresponds with the map.



**1. Brinkerknock Hall** – This is the largest building. It is the main hall where Cromatt and his brother live. They will invite the PCs for supper here. The PCs will notice two large mastiffs serving the food and drinks. They are called Scar and Gash. They both have scars across their muzzles from defending the homestead from wolf attacks.

**2. Halls** - These log cabins are smaller than Brinkerknock hall. They house the numerous Brinkerknock families.

**3. Bear Inn** - As the local Umli and dwarves call it. It is not really an inn. But this is where travelers can stay the night and trade with the Beornings. It is a large hall with a central pit that serves as a fireplace. The hall is decorated with bee and bear motifs carved into the wood beams. The guests slept on the second floor in rooms which overlook the hall. Most rooms are fitted with Umli- or Dwarf-sized furniture. Each room contains two bunk beds. Goats and mink serve the travelers food and drinks during supper. No meat is served. Fish from Bear Lake is commonly served with a hint of honey. Walt is the ‘manager’ of the establishment and sleeps underground in one of the numerous chambers that connects with the other cabins. Walt is a friendly man with a booming voice and smile. His limbs are thick as oak logs and his chest as wide as a barrel. His wife and daughters were slaughtered many summers ago by marauding goblins.

**4. Mirokto’s camp** - Due to the grievances between the Lossoth and Beornings, Mirokto is not allowed to spend the night at the Inn. He camps outside the walls with his dogs and wares waiting for the Beornings. He does not mind and has taken a positive attitude with the situation. When asked if this bothers him, he brushes it aside with a wave of his hand and says, “this is part of doing business!” None of the Brinkerknocks hold any grudge against him; in fact they like him and his dogs dearly.

## 5.0 THE PLOT THICKENS

Assuming that the PCs succeed in reaching Brinkerknocks Homestead in one piece, Cromatt and Tormatt will amiably greet them. They will be thrilled

to see Isarnabloma. A large supper at Brinkerknock Hall will be arranged. Everyone who is anyone in the Brinkerknock clan (including a bear or two) will attend as well as one or two Umli who happened to be staying at Bear Inn. Animal servants, whimsical music and the telling of tales will take place. When the food is gone, the guests have returned home, and the embers are dying, Cromatt will ask Isarnabloma and the PCs their story. He and Tormatt will listen to their tale.

Tormatt will reply, “I have heard of this Lea of the north. She lives on the shore hunting seal for many summers, longer than any man can remember. She is neither man nor elf but something older. I have never seen her, and that is all I know. But what puzzles me is what Harne said; find a smiling man. Here at Brinkerknock Hall? Who is this smiling man? We all smile and laugh! I wonder who she meant by that?”

Tormatt will recommend investigating the Brinkerknocks homestead and seeing if they can find someone who matches this description. The PCs will have to inquire among the homestead inhabitants. After many perception rolls, they will not find anyone within the walls of Brinkerknocks homestead that ‘matches’ Harne’s description. The GM should have the PCs encounter the NPC they are questioning at the most inopportune time. For an example, have the PCs disturb Tormatt when he is engrossed studying runic letters or Walt when he is busy preparing food.

Of course Harne is talking about Mirokto, the Lossoth trader whose camp lives just outside Brinkerknocks’ walls. Should the PCs approach Mirokto’s camp, they will immediately encounter a man who smiles at everything and is most welcoming. Once the PCs realize that it is Mirokto, he will tell them the story of Lea the Trickster with little prompting, though it will take some time to convince him to lead the PCs to Lea. This will be a –20 (Hard Maneuver) to influence rolls. He will be reluctant to leave his wares and dogs behind. However should Tormatt or Isarnabloma guarantee the safety of his wares and first dibs on Aveorn’s red honey cakes, he will then agree to act as the PCs’ guide. This guarantee will remove the –20 (Hard Maneuver) to influence rolls. He will take his best friend Kisha, the sled-dog.

## THE TALE OF LEA THE TRICKSTER

To the normal eye, Lea appears as a black seal (albeit a large one). In a previous happier time, Lea was a large white seal. Lea looks like a normal seal except for her eyes, which if examined closely, reveal an uncanny intelligence. Lea is a shape-changing sea-spirit who changes from seal to human form.

In human form, she is a beautiful woman with twisted ebony hair and wild coal-black eyes. White sparks sometimes flare across her eyes like comets blazing across the night. Her skin's dark olive complexion is unusual for the Free People of the North. She is much taller than the Lossoth but shorter than a Snow Elf. Her long fingers and toes are thinly webbed.

Three hundred years ago, Lea fell in love with a young dashing fisherman. It was his singing as he threw his nets down into the water that attracted her to him. Every morning Lea would from a distance watch and listen to the young man's songs. The fisherman became accustomed to seeing Lea and would greet her. Lea would in turn bob her head out of water and with a bark acknowledge his greeting. Other fishermen began to notice Lea and greeted her as well by throwing her a fish or two. In turn Lea corralled the fish into their nets. But always she would return to the singing fisherman's boat to listen to his songs.

One fateful morning the weather suddenly turned for the worse. The fisherman was unable to navigate the rough waters on his dinghy and fell into the ice-cold water. It was at this moment that Lea revealed herself to the fisherman for fear of losing him. She rescued the young man and carried him to his hut by the sea. She cared for and nursed him. When he opened his eyes he saw an exotic woman. He had never seen a woman like her and immediately fell in love with her. From that day on, they lived together happily. Then one day, an old crone came to the village in the dead of winter.

She had come calling for disciples for a new brand of shamanism. The village's spirit-namers knew the crone to be wicked and unnatural and tried to cast her out. But the old crone was too powerful and cast them

down. She began to call for the children by name. One by one in the open winter cold, they came out despite the pleadings of their parents. It was at this time that Lea came to the rescue of the villagers. Lea was not the exotic tall woman with strange eyes. Her features became animalistic and her black eyes became red like fiery orbs. She cried out such a shout that the whole village froze in fear. The children immediately came out of their trance. The crone cringed and screamed in pain. She fled from the village but promised to exact her revenge.

A year later, Lea's husband, who had become the village's headman, went fishing as he did every other morning, but this time he did not return. The other fishermen searched the sea for any sign of their friend. Lea and the village's children searched the caves and beaches. Days later his lifeless body was found shrunk and unnaturally gaunt looking. The fisherman could not figure out what had happened, but Lea knew. The old crone had exacted her revenge. In grief, Lea left the village. Months later, fishermen would tell of a strange large black seal that would occasionally follow them. Lea was never seen again.

Through the many seasons, Lea's grief turned to anger and then hatred. All she can now think about was how she lost her love because she helped the village that fateful night. Being a fairie her emotions affect the world around her. Her hatred radiated outward and unwittingly attracted foul beasts to her, such as leopard seals and blue skuas. The beach surf became engulfed with a malignant suffocating fog that disoriented and confused anyone entering it. She hunts the waters in the Finger Bay, be her prey man or animal. Many hunters have gone missing due to Lea's nefarious ways. Although she has attracted much evil, her heart has not totally succumbed to it.

Yet still she has been known to help a hunter in distress or those seeking knowledge. More than one Lossoth story explains how Lea provided a spirit-namer with valuable knowledge or a hunter with a rune-knife. She is both dangerous and friendly. She could be as different as night is to day or as in the Northern Waste as winter is to summer. But still she grieves over the loss of her singing fisherman.



## 5.1 THE JOURNEY TO LEOPARD SEAL'S BEACH

Once Mirokto agrees to guide them, they will be given provisions and sent on their way. Isarnabloma will not join the PCs. She will have to go back to Bear Town to ensure that Aveorn bakes some red honey cakes for Mirokto. Beijabar Bees are notoriously difficult to work with and do not like working under pressure.

The Lossoth tend to be reserved, but Mirokto is an exception. Throughout the journey, Mirokto will be very cheery and outgoing. Mirokto knows Lea well through legends and bedtime stories that the Lossoth tell. Lea resides just twenty miles north of the Lossoth town of Hyvät Kalat on the Forsaken Sea. The Lossoth call her beach sanctuary the Lumikissa Merikoira Ranta or in Westron, Leopard Seal's Beach.

Should the PCs ask about Lea, Mirokto will describe her as a large black seal that was once a woman who had helped a village in a time of need. He will also tell the PCs, should they ask, that blue skuas are evil.

The journey to Leopard Seal's Beach will take three days unless the PCs decide to stop at Hyvät Kalat to stock up or to rest (or if they meet Gumush in the Encounters). Throughout the journey, Mirokto will prove to be a happy-go-lucky guide. He enjoys telling stories about Lea the Trickster and how she lost her lover to an evil crone. In all situations, he will always look to the bright side of things. Kisha the sled-dog will always be with him and will protect him to the death.

## 5.2 ENCOUNTERS

The below are suggested encounters for the PCs to meet on their journey to Lumikissa Merikoira Ranta, the home of Lea the Trickster. Should the PCs become seriously injured and require healing then they can make their way to Hyvät Kalat, a Lossoth town. Mirokto is well known there and the PCs will be treated with the utmost respect.

**Konihrabn's Pals** – Konihrabn, being the good Angmarien spy that he is, has passed information to Gumush that the daughter of Raudabern, chieftain of the Beornings, will be traveling in the area. Kidnapping the chieftain's daughter will show Gumush's true quality to the masters of Angmar. He has kept watch on the Brinkerknocks Homestead waiting for the PCs to venture out. He plans on ambushing the PCs and kidnapping the daughter. Of course Isarnabloma is not with the PCs - she has gone back to Bear Town, but Gumush does not know this.

Gumush is as ugly as a dirty hog and as big as a musk ox. Standing at six feet and weighing in at 210 lbs of solid muscle, Gumush is more than a match for any warrior in the Northern Waste. He commands a rag tag group of psychopaths, outlaw men and fellow half orcs. Over the years he has developed quite a reputation of being ruthless with his victims, concocting new ways to torture them and then lets them go. It is bad business finishing off customers is his motto. The sufferers that are let go are usually scarred for the rest of their lives.

Gumush will lie in hiding with about ten of his men to ambush the PCs. They will first spring out from hiding and shoot arrows. Then they will charge the PCs with their melee weapons. The PCs must succeed in a (-20 Hard) perception roll to spot the ambush. Gumush will attack the strongest member in the party. Should the fighting go badly, Gumush will retreat. His men will follow Gumush's example. The GM should take care and allow Gumush to escape. Should the PCs search the deceased they will find 2-20sp worth of material per body. A successful medium Perception roll will reveal that one of the deceased brigands carries a receipt of goods signed by none other than Konihrabn. This will connect Konihrabn with the brigands. The PCs should begin to suspect Konihrabn.

**Wolves Hunting** – A pack of hungry wolves (2-20) have picked up the PCs trail and begin to circle the PCs. They are led by a large warg. After a couple of minutes of circling and howling, they will begin to close in on the PCs with the warg leading the attack. Should the PCs defeat the warg first, the remaining wolves will retreat. However, should the PCs seriously wound warg and it is allowed to retreat, it will return with more wolves later in the night and begin the hunt again. The party, without night vision abilities, will be at a disadvantage when confronting the wolves at night. (Except for Kiska - the dog is able to see at night as well as an elf.) Give the wolves +10 to DBs when attacking at night. Kisha the sled-dog will be very animated through this encounter. He will alert the party whenever the wolves begin to attack. The wolves will also steer clear from Kisha whenever possible preferring to attack the PCs and Mirokto.



locating it by water. The ward is in the form of a dense permanent fog. Sound does not travel well in the fog. Sailors traveling through the fog are disoriented (resist 5th level ward of disorientation). The fog will always lead the sailor (or fisherman) out the way they came.

From the top of the crag, there is a stairway etched into the side of the stone wall winding down onto a sandy beach. Opposite this

stair, nested in the crevices on one side of the cliff is a flock of blue skuas. On the beach a multitude of barking and yelping leopard seals of all sizes congregate. Their barks echo off the sides of the crags and can be heard, muted, some distance from the beach. Jutting out from the masses of seals is a large black rock with a somewhat flat top. Perched on it surveying everything around is Lea, a black seal, larger by far than any other seal in the vicinity. The PCs should approach Leopard Seal's Beach with caution. The blue skuas will immediately alert Lea and the other Leopard Seals of the party's approach. The following corresponds with the Leopard Seal's Beach map.

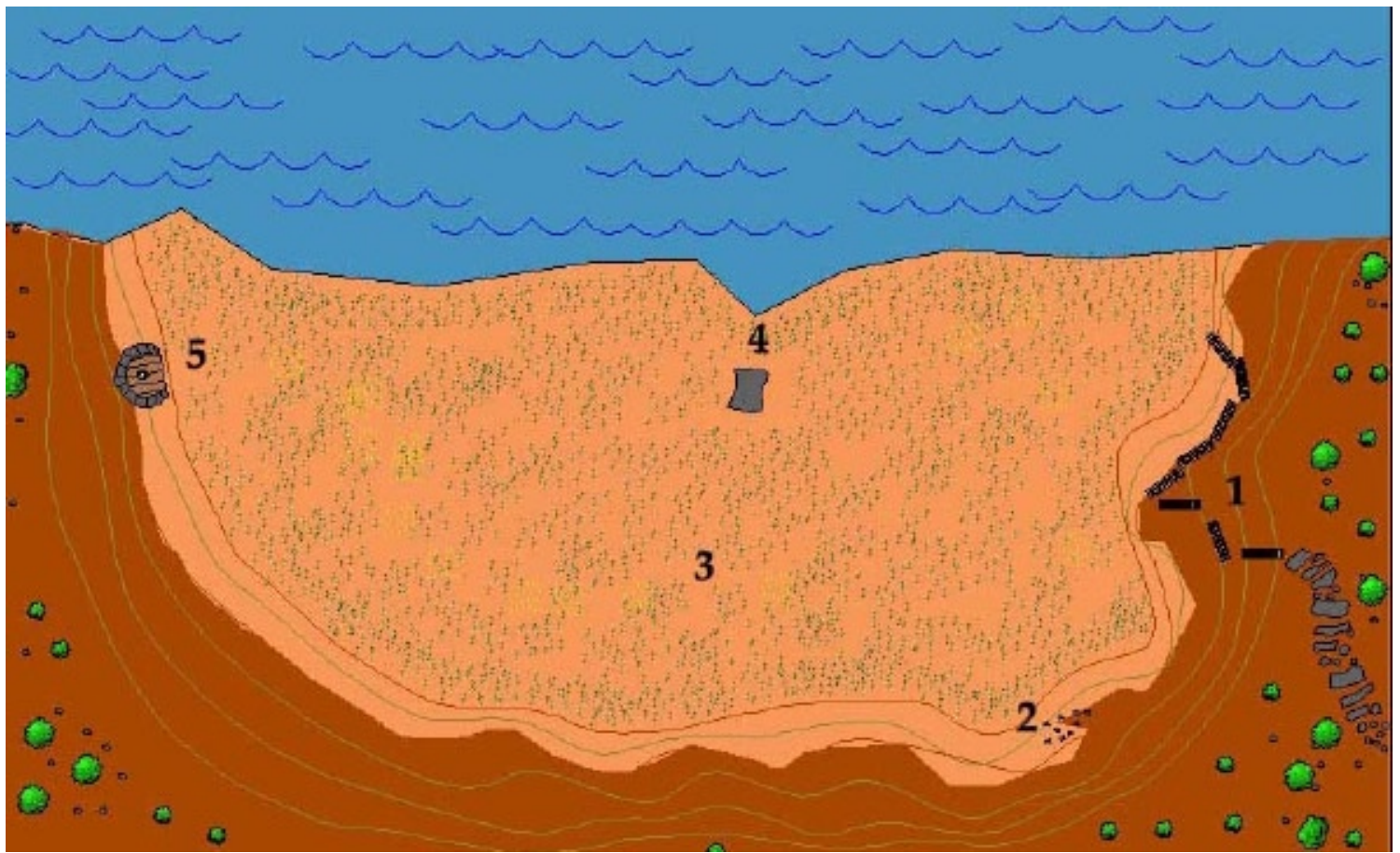
**Stampede of Musk Oxen** - A low drumming comes from the ground detectable on a Perception roll of 100 or more (including bonuses). Almost before anyone can move, a herd of musk oxen charges towards the party. The musk oxen are fleeing from some large predators (perhaps wolves) and have not yet been able to form into their protective circle. There are at least 16 of them. The PCs must immediately decide what to do. The GM should allow them no more than 30 seconds to individually write down their action. The GM will then determine what happens. The musk oxen, unless forcibly stopped, will follow a straight line and will not turn aside. Assume the PCs have one round to act.

### 5.3 LUMIKISSA MERIKOIRA RANTA (W. LEOPARD SEAL'S BEACH)

The last couple of leagues towards Leopard Seal's Beach will be a tough hike and involve some climbing, as it is surrounded by mountainous terrain. Large rocky crags on either side of the beach protect it from the harsh winter winds and partly conceal it from the bay. This concealment is aided further by a magical ward placed on the beach preventing sailors from

**1. Winding Stairway** - While a magical fog conceals the beach from the ocean, no such ward exists on the stairway. The stairway slopes downward at a steep angle hugging the side of the crag. At some parts the stairway is narrow (only a couple of feet wide), and in other locations it is several yards wide. It will be very hard for the PCs to hide their arrival from the seals below unless the party decides to go down the trail at night. Even then there are always a couple of Leopard Seals keeping watch on the beach. Since a flock of blue skuas nests nearby they might take interest in the PCs depending on the overall health of the party. Should a member appear weak or wounded, the birds will attack, trying to drive the PC over the side.

**2. Nests of blue skuas** – High on the cliff are the nests of blue skuas. The nests are nestled into the crevices of jutting rocks. The blue skuas alert Lea of visitors trekking the crag. The birds do not serve Lea, per-se, but have a mutual relationship of helping one another. Lea has the ability to communicate with the birds to a limited degree.



**3. Leopard Seal's Beach** – More than a five hundred leopard seals perch the fine sandy beach. From here they go forth and hunt for other seals or, if the mood suits them, seek out fishing boats. While in the water, leopard seals are graceful swift hunters; on land they are awkward and slow. Still, even on land at close range, they can be quite dangerous. They can lunge at the party with great quickness using their exceedingly long sharp teeth to rip into the flesh.

**4. The Rock** – This acts as Lea's throne. From here she has a good view of the beach and the crags above her. She often perches here to bath in the warm sunlight and let her hatred seethe inside her.

**5. The Cave** - When in human form, the cave is her residence. The cave entrance is hidden. It is only detectable on a Perception roll of 130 or more (including bonuses). Otherwise the entrance appears as nothing more than the side of the crag. It is, however, revealed by moonlight. It opens up into a large cavern with adjoining rooms. The cavern functions as a kitchen and living room with a large black cauldron sitting in the middle of the room. In another large room lie several artifacts, weapons, herbs, bags of coins and tomes of learning and other magical runes.

In the bedroom chamber is a platform bed with a soft mattress and a chest. The chest has mementos from her lover many ages ago.

### To Assistance in Vengeance

The scene should be a bit intimidating. Walking down a steep and narrow stairway with evil birds the size of hawks pestering them is scary enough; five hundred aggressive seals waiting for them at the bottom should terrify them. When walking down the stairway, the blue skuas (or the seals if they have not noticed them already) will alert Lea. Once the party reaches the base of the crag, the barking and yelping will cease. There will be an eerily silence, and even the crashing of the waves will cease. Lea will peer at them with her large black eyes, along with the rest of the seals on the beach. It is important for the GM to highlight the thick tension and the absolute silence of the situation.

The PCs should know that the black seal or one of the seals is Lea. They should gather this from Mirokto's story about the Tale of Lea. They should also put two and two together and note that the old crone in the story is none other than Gerena, the ice hag they are after. Should the PCs randomly decide on an erratic

course of action (like attacking the seals), then the GM should allow Mirokto to immediately intercede. He will yell out Lea's name and ask for an audience with 'Lea the Wise'.

In short, the PCs need to convince Lea to help them. This will require an influence & leadership roll greater than 80 with bonuses included. The below factors can provide additional bonuses to the PCs influence & leadership roll:

- +20 providing the fish that Harne provided earlier. The fish is not only tasty but will remind Lea of her singing fisherman
- +10 praising Lea or talking in a successfully eloquent manner to her
- +10 providing the love story why they seek her aid or mentioning the crone's name Gerena.

Actions that may offend Lea the Trickster will result in negative bonuses. Those actions are:

- 20 insulting her or belittling her
- 20 attacking the seals around her

If the PCs fail the influence & leadership roll, but roll higher than a 60 (bonuses and negatives included), Lea will look steadily into the party's faces and in a sealish voice say, 'tomorrow comes another day, come tomorrow in the morning'. For each day the PCs seek aid and obtain a roll higher than 60 (but less than 120) add +10 to the next morning's roll.

Should the PCs roll lower than 60 (bonuses and negatives included) then Lea will bark out in a terrible roar, 'LEAVE ME ALONE!' At this point the leopard seals will get aggressive and begin pressing forward. The PCs will need to immediately leave. Mirokto will try to convince the PCs to try again the next morning. The party really does not have any choice if they want to press forward with the quest. The PCs will not get a +10 to the next morning's roll.

Should the PCs succeed then Lea will turn towards the sea and throw back her head with a throaty bark. As if in reply, the leopard seals will in unison do the same. She will flop down onto the beach and swim into the sea into the thick fog until her image is consumed by the fog. Only seconds later, the leopard seals in mass will storm out of the beach swimming to the thick fog as well. The beach will be entirely empty. Only the distant barks and yelps of the seals will remind the PCs that the beach once held hundreds of seals.

A tall raven haired woman will appear at the far side of the beach waving the PCs to come to her. She is wrapped in a thick white seal cloak. She will introduce herself as Leilani Roanne, or Lea for short. She will request that the PCs come to her cavern. There she will feed them and ask further questions concerning their quest and of Harne. She will be highly interested in any Lossoth in the party (this includes Mirokto). The party will notice that her eyes are coal black and will flare red whenever the name Gerena is mentioned. She will pin-point Gerena's location for the PCs and provide weapons which will harm the old crone. Lea will provide the PCs with only three items. The PCs will have to decide among themselves who will get what. The items are a knife, a spear and a silver heart-shaped earring. Their powers are noted below.

**Rune-knife of Lea** – the knife appears as a long dagger but the blade is of whalebone and handle is decorated with seals carvings etched with complex geometric patterns. The handle is inscribed with a runic letter. The rune-knife functions as a +10 holy dagger and allows the wielder access to spell, Prayer II, once a day. The spell provides the wielder with a +10 bonus to RRs and maneuver rolls.

**Spirit-slayer** – this spear is especially enchanted for the slaying of undead spirits. The spear is made of solid ice-drake horn and provides a +20 OB bonus with an additional "C" Puncture critical. It may be thrown without range penalty and is "of slaying undead spirits".

**Earring of Seals** - this silver earring is in the shape of a heart. In the center of the heart lays an encrusted black pearl. Etched in the heart on either side of the pearl are two seals facing inward with their noses touching the pearl. The earring functions as a x2 PP for users of Channeling. It also protects the wearer, providing +10 DB.

### Staying with a Fairie

The PCs will be invited to stay for as long as they like. Mirokto will warn them that the party will have to leave as soon as possible. "Sprites affect men in ways we do not understand, we should give haste and leave."

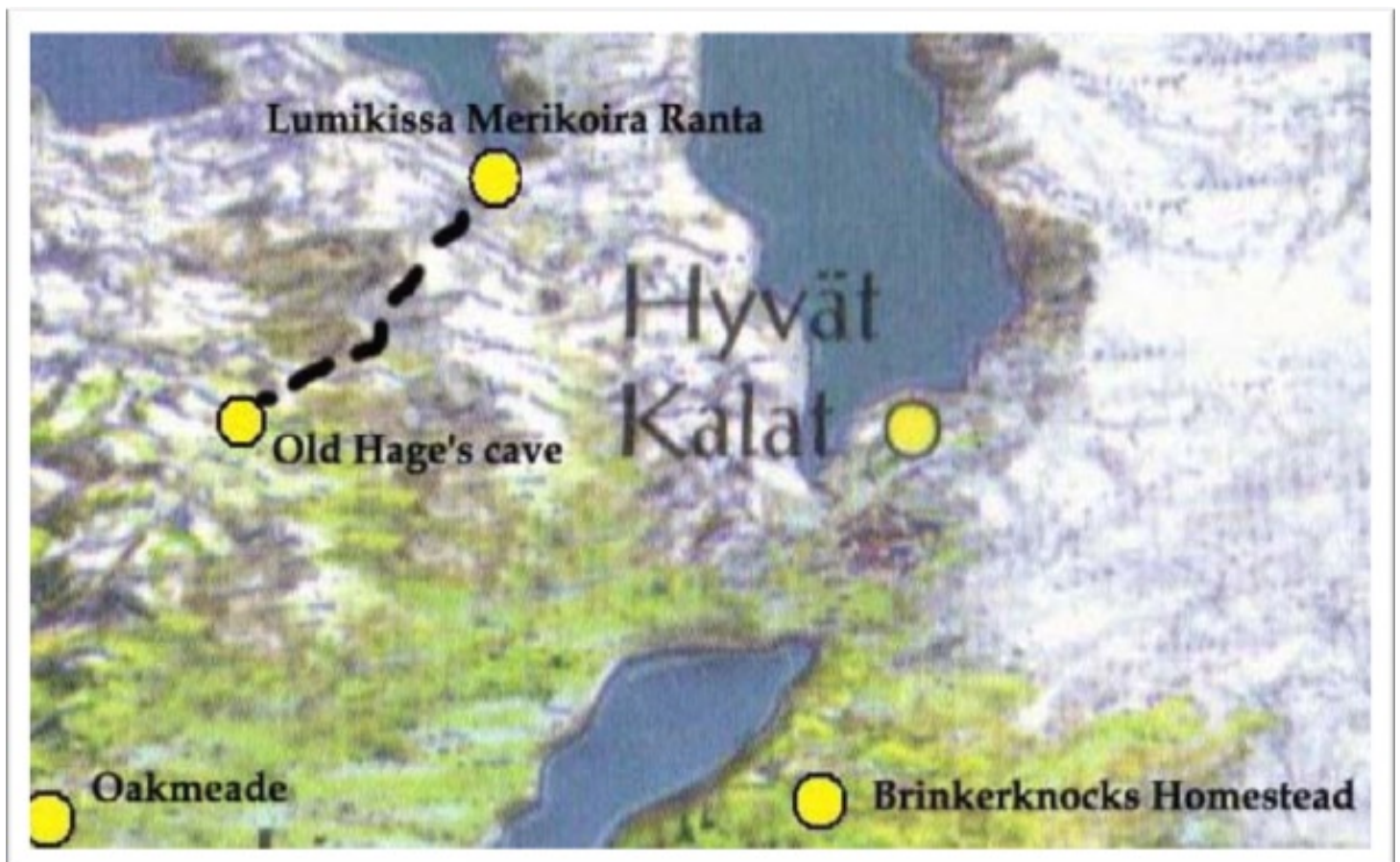
During their stay they will notice that the seals have not returned, the blue skuas have temporarily fled and the fog has lifted. The weather will be sunny. The beach will be charming, with pristine white fine sand. The water will seem warmer than normal and will be clear up to 50 feet (15 meters). Their time at Leopard Seal Beach will be one of enchantment. Time will seem to move slowly. The air will appear fresher, the ocean calm. At night great bonfires will take place bringing warmth to the beach. The stars will shine bright. Lea will entice the PCs to sing and dance with her until the late hours. The food will be exceptional and the honey mead intoxicating. Powerful fairies like Tom in the Old Forest affect their immediate environment in strange and often magical ways. The PCs could be taken in with the mystical ambiance and not want to leave the beach at all.

Should the party stay longer than two days, they must resist a 2nd level spell of wonderment. Should they fail to resist they will not want to leave the beach and cannot make another resistance roll until the following day. Elves and Kisha are not affected by this but remain amused by the way the rest of the party acts. Should the PCs stay longer than a month, nearby water sprites in fair human form will whisk them away for

7-49 days. They will awake to find themselves within the vicinity of Hyvät Kalat, a Lossoth town, with a massive headache and strange dreams of exotic stars, dances and food. They will receive +10 to Fairie Lore. Please note, this will probably terminate their quest.

## 6.0 PART III: TO FIND THE ICE HAG

The journey to Ice Hag's abode involves a good three to five days' trek across hard tundra. The Ice Hag lives in a hole in the ground in the foothills. She waits there in her dark cavern brooding over her captive and waiting for time to pass. Leilani has pointed out the Ice Hag's abode on a map and given instructions as to how to get there. She has also given the PCs a small pendant which will point the wearer to the Ice Hag. Leilani has provisioned the PCs for the journey there and thence back to Bear Forest. Despite all of this help, the PCs will have to trek across an enchanting countryside where sprites and demons from the Elder Age still wander freely. They also have Konihrahn and his henchman Gumush searching for them.



The below are suggested encounters for the PCs to meet on their journey to Gerena the Ice Hag. Should the PCs become seriously injured and require healing then they can make their way south to Oakmeade, an Umli haven. Although Mirokto is known there, the PCs will be treated with condescension and suspicion, but the Umli will treat any of the Free People if they need help.

**Konihrabn's Strikes Back** – Gumush has told Konihrabn of his defeat at the hands of the PCs, and he has passed information to the overlords in Carn Dûm, the dark capital of Angmar. There Angmarien overlords have decided to send three Black Rangers to assist Konihrabn and investigate the matter. Each ranger has a wolf companion who will fight to the death to defend his master. One called Greystone leads the rangers. He was a son of a Dunadan lord but fled many years ago to serve the call of the Witch-king. He has a nervous tick, blinks his eyes when he is nervous and has a slight stutter which comes on strong in moments of stress like in the middle of a fight.

Mush, a member of Gumush's gang of evildoers, will accompany the Black Rangers. He alone among Gumush's men possesses the outdoors skills required by the Black Rangers. Whatever happens, the GM should allow Mush to get away to tell Konihrabn and Gumush what has happened.

The Black Rangers will have tracked the PCs after they have left Lumikissa Merikoiria Ranta. They might give up their location on purpose to intimidate the PCs or wait until the dead of night when the hour is the darkest to strike at the PCs. It is up to the GM to decide but it should be dramatic. The Rangers' wolves will center their attack on Kisha, Mirokto's dog. Mirokto will come to his dog's aid.

Should the PCs defeat the Black Rangers and search the deceased they will find 4-40sp worth of material per body. A successful medium Perception roll will reveal that one of the deceased carries a Writ of Carn Dûm signed by none other than Konihrabn!

**On a Windy Dark Night** - On a windy dark night, the PCs are visited by one of the banes from Angmar. A wind demon or commonly called a Sulrog (in Elvish tongue) has spotted the PCs and is bent on punishing

the mortals. The wind demon has the ability to strike simultaneously at several locations. It will be intent on thrashing the PCs' supplies in the hopes of ruining them and thus starving the PCs. Once the deed is done, it will vanish like the wind. The haunting will last for several days, only striking when it is windy. It will stop when it feels satisfied that it has accomplished its deed. The PCs have an option to plead with the demon (very hard roll – those with Demon Lore can add the bonus to their roll) to stop. Should the roll be successful, the PCs will hear a whimsical laughter fading like the passing wind. The other options are to either put up with the demon or to defeat it!

## 6.1 ICE HAG'S ADOBE: THE CAVE

After a long hard trek, the PCs finally make it to the Kalijian hills, home of the Ice Hag. Littering the rugged green hills are sprouting chunks of house-sized rocks seemingly tossed about the countryside. In between, a variety of purple, orange, and yellow flowers dot the thick lichen like grass creating a collage of disjointed colors. Taken all together the eerie scene looks rather picturesque if it were not that somewhere among this alien landscape lies the entrance to the Ice Hag's cave. The magical device given by Leilani Roanne will point the PCs to a large cave on the side of hill; the entrance is not guarded. The Ice Hag has never expected anyone to find her adobe. Nevertheless the PCs should proceed with caution. The below corresponds with the map of the cave.

**1. Entry Way** – The hallway is at least ten feet wide and ten feet high. There is no natural light entering the cave so the PCs will have to create their own light. While the entrance is not guarded, the hallway is. A small colony of Earth-wolves has nested in the hallway waiting for prey. As soon as the PCs cross into the halfway, the Earth-wolves will begin to surround the PCs and attack from all sides.

**2. Slime Room** – This room is damp and the walls moist. Scribbled on the far wall in Labba in red ink (actually blood) are the words, 'All that glitters is not gold.' Slumped beneath the words with his head on its chest is a skeleton - all that remains of a man. His outstretched arm points to a small broken chest pouring hundreds of gold coins out of it and spread out across the corner beneath it. As the words

indicate the coins are fakes and are meant to attract victims. On the ceiling, lying in wait, is green slime. It will drop on victims eating at their skin with its acidic body as soon as all or most of the party enters the room.

**3. Waste Room** - On both back corners of the room lie large heaps of junk; some clothes, some trinkets and some human bones. This is where Gerena disposes junk (at least to her) from her victims over the years. There are some large rats nesting in the junk pile who will not take too kindly to folks poking through their nest. However if the PCs are persistent with their pickings, they will discover the following:

- *Whale Bones* – about 20 in all worth 5-10gp each
- *Gem-encrusted drinking horn* of high quality – worth 25 gp
- Translucent spherical object – Actually a magical crystal used by a Snow Elf. How it got here is unknown. The crystal is commonly called a *Crystal of Remembrances*. It allows the storage of one image, typically of a loved one. The image will appear upon concentrating on the crystal. This crystal has additional uses as well. Upon the will of the user, the image can speak providing instruction in any Open Essence spell list to 10th level. In effect, it is a portable magical library.
- 50-125 *silver coins* and 20-50 *gold coins* – how

these got here so far North is unknown.

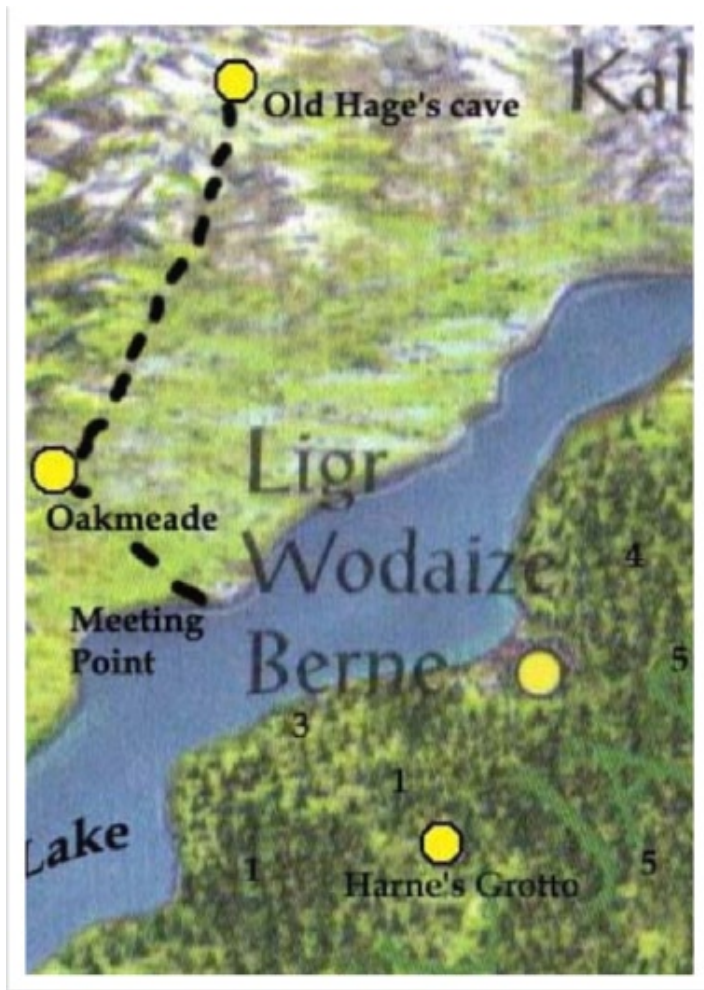
- *Fine Lossoth Shirt* – The shirt is made from caribou hide (consider Soft Leather) and is skinned in such a manner that provides +10 against to all cold elements in addition to +10 DB.
- *Rune-knife of Merilian* – Merilian is the name of an Umlí. Storytellers say Merilian befriended the Lossoth (although in a comical way), defeating a malicious cold drake on behalf of a Lossoth village. Any Lossoth will recognize the runes on the knife as one belonging to the fabled hero of yore. The knife is in the size of a short sword and contains numerous powers. It is a +15 OB with magical properties. It also protects the owner from all cold elements (+15 to RR and DB vs. all cold attacks). It allows free use of Surface Ways to 7th level. The rune-knife has 21PP any given day.

**4. Ice Throne** – This is Gerena's throne room; her abode. It is here that the young bride, the object of the quest, lies in a magical sleep. On one side lies the throne made from blue ice; on the other is a poorly constructed fur mattress cot where the bride is asleep wrapped in numerous fur blankets. In the center lies a large frozen pool of water. This is Gerena's nesting place. She is likely to explode out of the pool with such force causing an "A" impact critical to all those within ten feet of the pool. Gerena will be extremely surprised and upset. She will have two Ice Skeletons who will also burst out from the pool but not as intensely. These were once trusted servants who even in death still serve her. Gerena's powers are numerous and will be a match for even a large party, but she is a coward. Should the PCs cause more than 50% of hits lost then she will attempt to flee.

## 6.2 THE TRIP BACK

Should the PCs be successful and leave alive with the bride then the trip back will be hazardous. If Gerena is still alive, she will nurse herself back to health holding a grudge against the PCs. She will use every means at her disposal to harass the PCs. Her likely option is to use blue skuas to track and harass the PCs. She might, up to the GM's discretion, call upon lesser spirits to visit the PCs at night. She cannot operate in daylight but will chase the PCs all the way to Bear Forest. She can also be used as an adversary for future adventures in the Northern Waste.





The PCs may also have to contend with Konihrahn and Gumush. Konihrahn is highly motivated to prevent the PCs from getting to Bear Forest fearing that the PCs will blow his cover as a simple wandering tinker. Whatever happens, Konihrahn will not be involved in the action. Instead, Gumush and Mush (if alive) will do his dirty work. It is up to the GM to decide on the course of action they will take. Nevertheless, the PCs will be chased and harassed by Gumush's band of half-orcs, rejects and deranged murderers.

Esmeralda, the bride, will wake up from her spell as soon as the PCs leave Gerena's cave. Drowsy and lethargic, Esmeralda will be too weak to assist the PCs. The PCs will have to help her along the way.

Mirokto will suggest PCs head to the Umli haven called Oakmeade. Mirokto has been there only once when a youth. The PCs should heed the Lossoth's advice. Otherwise, it will be a long hard trip back to Bear Forest trying to evade both a supernatural enemy in Gerena, and Gumush's thugs. The next section describes Oakmeade in brief.

The GM can use the below encounter as well as the previous encounters already discussed but, with the added emphasis that the encounters (wolves, any Sulryg) are assisting the Ice Hag:

**Blue Skuas** - The PCs are trekking across a wide-open field when they spot away in the northern sky a dark patch driving south like flying smoke in the wind. On a Perception roll of 100 or more (including bonuses), the party will determine that the smoky patch is a flock of bluish birds rapidly moving against the wind. They are wheeling and circling and traversing all the land as if they are searching for something, and they are steadily approaching the PCs. The PCs will need to determine what to do immediately. If they decide to hide then they must roll a Stalk & Hide roll of 110 or more (including bonuses) to succeed. If they do not hide or if they decide to let the blue skuas approach then they will be attacked! The blue skuas will concentrate their attacks on one or two members of the party. The GM should randomly roll to select the member. The blue skuas are working with Konihrahn or Gerena who is gathering information on the whereabouts of the party. After a couple of the birds are defeated they will flee to the south to inform Konihrahn or Gerena of their findings.

## 6.3 OAKMEADE

Oakmeade lies approximately thirty miles on the southern chain of hills call Kaljian Hills. While the surrounding hilltops are bare of any trees, Oakmeade is unique in that it is a hill thickly covered with redwood trees. Sitting on the very top of the hill stands a huge redwood tree towering far above all the rest. Its branches are so large as to nearly blanket the lower trees almost shielding them from cold winds of the Northern Waste. Thickets of blueberry bushes, ferns and other small conifers rise from a dense mat of soil in branch forks and on lower branches of this massive tree. The soil formed from decayed ferns, redwood needles and bark nourishes the aerial canopy forest. The entire aerial ecosystem hosts chipmunks, salamanders and insects. Nestled in the protected massive branches from the harsh environment of the Northern Waste are flocks of ravens and thrushes. They fly in and out of sprouting giant branches like wisps of black smoke being carried by the wind into and out of the tree's protection. As one approaches the massive tree-covered hill, the calling of the birds can be heard.

Oakmeade functions as a way-station of sorts, a place of refuge for those Umli traveling further north across the tundra in search of metal ores. The Umli have a mutual beneficial relationship with the redwood tree, Oakmeade. Their labyrinth lies in the depths of the forest. The stone entrance is covered with knotted roots and vines, which open to an underground town of tunnels, forges and rooms. The Umli have taken care not to break any of Oakmeade's massive roots, which in turn support the underground tunnel structure. In return, the Umli provide warmth to the roots through the use of forges and kitchens, preventing the cold permafrost from settling.

There is no discernable path that leads into Oakmeade. Many goblin bands have ventured forth seeking to burn the fabled Oakmeade only to be lost among the numerous valleys, gullies and crannies in the Kalijian Hills. If Oakmeade is hidden by magical means or simply stays hidden due to the hilly terrain is anyone's guess. Even if someone does find the forest-covered hill, they will be confronted by a wall of tightly packed tree trunks and sharp needle thickets that ring the exterior of the trees starting along the base of the hill. Only the Umli know of the secret that allows them to locate Oakmeade and access the forest.

Once past the needle thickets of bushes surrounding the exterior forest and safely inside, the PCs will encounter a deep tranquility. All one sees are giant leather-leaf ferns, huckleberries and western hemlock sprouting in the black rich soil and the thick ropy bark of the redwoods that spiral skyward. Their branches stretch out overlapping one another create a floral ceiling and a feeling of being in a subterranean environment. The light barely shines through. Some of the trees, like Oakmeade itself, are sentient. They swat at two legged folks with their prickly branches as they walk by. The older ones can enchant folks with lethargic spells making all those that pass underneath drowsy and fall into a magical deep sleep. Oakmeade is the oldest and biggest of all the trees by far. It is his benevolent magic that helps keep the forest alive. Some say he is an ancient spirit that inhabits not just the massive redwood but the hill as well. Whatever the case may be, the Umli have respected Oakmeade and cherish their relationship with the tree and hill.

Mirokto once had to journey to the famed Umli haven when he was wounded by a Fell Bear. He knows Oakmeade's lord, Nurin. Considered old by the Umli, Nurin has been lord of Oakmeade for over a hundred and fifty years. During his reign he has worked to care for Oakmeade and to ensure the safety of Umli folk. Oakmeade is an island, a place of refuge and rest, sitting in intense weather conditions and surrounded by strange spirits of yesteryear and minions from Angmar. Throughout Nurin's reign as Lord of Oakmeade that status has not changed.

Nurin knows many of the important figures of the Northern Waste including Harne, the half sprite of Bear Forest. Harne, anticipating the PCs' moves, has sent Nurin a message through a sparrow to be on the lookout for the PCs and to help them. With the help of ravens, the Umli are waiting for the PCs.

The GM can have the PCs surrounded by wolves or Gumush's thugs only to be, in the nick of time, rescued by Nurin's scouting party. Whatever the case may be the Umli are prepared to go to great lengths to help the PCs.

Upon entering Oakmeade they will be blindfolded. Under no circumstances will they be allowed to see the Umli underground refuge. Instead, they will rest beside the hidden entrance in a tent constructed for them. The temperature under the leaves of Oakmeade is constantly mild regardless of the weather outside. There is a sense of magic in the air when one enters Oakmeade. It is not melodious and light like Elven havens, but somber and pungent. A few rays of sunlight will peer through the thick canopy of foliage. Otherwise the interior of Oakmeade will be somewhat dark. At night bright moon moths and fireflies will flicker here and there. Singing can be heard trembling upward beneath the PCs feet. Oakmeade is an enchanted place.

PCs will be attended to by a young Umli by the name of Tain. He will politely answer questions and assist the PCs with anything they need. In all interactions he will be formal. On a few occasions, Umli will appear from the hidden entrance, stop to pay their respects to the PCs and continue on with their tasks. Nurin will meet with the PCs only once. He has made arrange-

ments with Harne and the folks at Bear Town to meet the PCs on the lake shore. From there a boat will carry the PCs across the lake to Bear Town. The boat will arrive in two days' time. Should the PCs not want to take this course of action, the PCs can leave Oakmeade and race their own way to Bear Forest confronted with Gerena's minions and Gumush's thugs along the way with an occasional Black Ranger to boot.

Nurin will lead the PCs, blindfolded again, through the underground refuge where the PCs will hear the roaring laughter of the Umli, the hammering of smithies and feel the heat of the earth. Deep down they will go for what seems many hours of travel but in actuality it will be only three miles out to a secret door on the side of a gulley. They will come out to a bright moon and a sky blistered with stars. They will be three miles south of Oakmeade. From this point they will have to make their own way south to the Bear Lake to rendezvous with Beron, son of Kareon of Bear Town.

## 6.4 THE FINAL LEG HOME

From Oakmeade to the meeting place at the lake is but another thirty miles or so. Esmeralda will be strong enough to walk on her own. Mirokto will press the PCs forward with an urgency that defies his good nature. Gerena's skuas will still be on the lookout for the PCs. She will have enlisted the services of a few white wolves and (if the GM feels the PCs are up to it) one or two Sulryg (wind demons) to comb the area. The GM can also have the PCs meet Gerena in one final epic battle.

Konihrabn will not expect the PCs to venture south to the lake. Gumush's brigands will be patrolling the pass between the northern side of the lake and the seas. Once the PCs reach their destination, Kareon's son Beron, along with a few men, will be waiting for them with their boats. They will be overjoyed to see the PCs with Esmeralda. Mirokto will still press the group forward until they reach Bear Town. It will take more than a day to cross the lake. During this time, the GM might have one of Gerena's minions, a wind demon, appear to capsize the boat. Otherwise the trip back is uneventful.

## 6.5 BEAR TOWN AT LAST

The folks at Bear Town will be overjoyed to see the PCs. Raudabern and his son, who awoke when Esmeralda did, will heartily greet the PCs. Mirokto will be called 'a Friend of the Beornings' and will be always welcome in Bear Town - perhaps the only Lossoth with that distinction. He will be furnished with as many honey cakes as he can carry. A great bonfire and festival will be held in the PCs' honor. The PCs will be forever remembered in song, and they will be called the 'Heroes of Bear Town,' at least for a time.

### No Good Deed goes Unpunished

There are a few loose ends for the PCs to tie up should they want to continue to adventure in the Northern Waste. The folks at Bear Town will be more than happy to house the PCs during their adventuring as they will be considered local heroes for their deeds.

Some of the loose ends include the case of catching the spy, Konihrabn, and bringing him to justice. This will require the PCs tracking Konihrabn back to Gumush's hideout; no small feat.

Also the PCs still have unfinished business with Gerena (if she is still alive), who will haunt the party as much as she can. She will not easily forget them! Should the PCs decide to finish her off once and for all they will be ridding the Northern Waste of an ancient pestilence.

# 7.0 ENCOUNTERS

## 7.1 NATURAL FAUNA OF NORTHERN WASTE

| Name          | Lvl | Size | MM | Hits | AT | DB | Shld | Melee OB        | Notes                                                                            |
|---------------|-----|------|----|------|----|----|------|-----------------|----------------------------------------------------------------------------------|
| Bear, Black   | 5   | L    | 20 | 124  | RL | 30 | N    | 70/LGr 60/LCl   |                                                                                  |
| Bear, Brown   | 6   | L    | 20 | 160  | RL | 30 | N    | 85/LGr 70/LCl   |                                                                                  |
| Bear, North   | 10  | L    | 25 | 180  | SL | 30 | N    | 100/LGr 90/LCl  | L.Crit                                                                           |
| Bear, Cave    | 12  | L    | 25 | 190  | RL | 30 | N    | 120/LGr 105/LCl | L.Crit                                                                           |
| Bear, Cub     | 1   |      | 20 | 34   | RL | 20 | N    | 55/MGr          |                                                                                  |
| Boar          | 3   | L    | 30 | 110  | SL | 40 | N    | 55/Lho          |                                                                                  |
| Beaver, giant | 4   | L    | 20 | 110  | No | 20 | N    | 50Lba           | Rare. Found in Bear Forest                                                       |
| Chatmoig      | 9   | L    | 50 | 150  | SL | 65 | N    | 110HCl 100Lbi   | Rare. L.Crit, Bite has secondary Puncture Crit. +10 to Puncture, Leaping ability |
| Lynx          | 2   | S    | 40 | 20   | No | 50 | N    | 35MCl/40Sbi     |                                                                                  |
| Chamois       | 2   | M    | 40 | 55   | No | 35 | N    | 40MHo/50MBa     | Found in the mountains; adept at climbing                                        |
| Deer, Red     | 3   | L    | 30 | 90   | No | 25 | N    | 50LHo/40Mba     | Only males get antlers                                                           |
| Deer, Roe     | 2   | M    | 35 | 70   | No | 30 | N    | 40MHo/30MBa     |                                                                                  |
| Dog, Large    | 3   | L    | 30 | 70   | No | 25 | N    | 70Lbi           |                                                                                  |
| Dog, Medium   | 2   | M    | 30 | 50   | No | 25 | N    | 50Mbi           | Typical Snow Dog                                                                 |
| Eagle, Golden | 4   | M    | 30 | 50   | No | 30 | N    | 50MCl/35Spi     |                                                                                  |
| Ibex          | 3   | L    | 25 | 105  | No | 25 | N    | 60Lba/40Lho     | Large goat                                                                       |
| Hare, Blue    | 2   | S    | 40 | 20   | No | 40 | N    | 20Tbi           | Enchanted, rare, intelligent                                                     |
| Mink, Black   | 2   | M    | 30 | 50   | Sl | 60 | N    | 50Bi            | Ignores stuns results                                                            |
| Otter, Blue   | 4   | M    | 20 | 80   | No | 30 | N    | 40Bi            |                                                                                  |
| Marsh Snake   | 1   | S    | 25 | 20   | No | 50 | N    | 50SSt           | Venom with A crit or better                                                      |
| Moose         | 3   | L    | 20 | 200  | SL | 25 | N    | 55Lba           | Friendly with squirrels                                                          |
| Snow Leopard  | 4   | M    | 30 | 100  | No | 40 | N    | 40MCl/80Mba     | Adept climber; Ambush +10                                                        |
| Reindeer      | 2   | M    | 35 | 75   | No | 30 | N    | 40Ho 30Ba       | Travel in the thousands                                                          |
| Ox, Musk      | 4   | L    | 20 | 200  | SL | 20 | N    | 80Lba           |                                                                                  |
| Stag, Great   | 6   | L    | 20 | 180  | SL | 35 | N    | 75LHo 65Lba     | Wily, magic resistant                                                            |
| Wolverine     | 4   | S    | 25 | 50   | No | 50 | N    | 50Bi            | Berserk, Ignores stuns results                                                   |
| Wolf, Dire    | 4   | M    | 5  | 110  | No | 20 | N    | 75Lbi           | Aggressive                                                                       |
| Wolf, Gray    | 3   | M    | 15 | 80   | No | 40 | N    | 55/Lbi          | Hunts in packs; smell                                                            |
| Wolf, White   | 8   | M    | 15 | 155  | No | 70 | N    | 90/Lbi          | Ferocious, +20 vs Cold attacks                                                   |

## 7.2 TABLE OF MAJOR NPCs OF BEARTOWN (LIGR WODAIZE BERNE)

| Name                                                                                                                                                                                                                                                                                                                | Lvl | MM | Hits | AT | DB | Shld | Melee             | OB    | Notes                                                                                                |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|----|------|----|----|------|-------------------|-------|------------------------------------------------------------------------------------------------------|
| Chief Raudabern                                                                                                                                                                                                                                                                                                     | 18  | 5  | 148  | RL | 15 | N    | 58ss              | 47sp  | Beorning, Warrior. Chief of Bear Lake                                                                |
| Carries a +10 battle-ax. It is a clan heirloom.                                                                                                                                                                                                                                                                     |     |    |      |    |    |      |                   |       |                                                                                                      |
| Isarnabloma                                                                                                                                                                                                                                                                                                         | 7   | 10 | 89   | SL | 20 | N    | 89sp              | 64sp  | Beorning, Warrior. Daughter of Raudabern, tom-boy                                                    |
| Wrestling +55, Tracking +30. +5 Spear                                                                                                                                                                                                                                                                               |     |    |      |    |    |      |                   |       |                                                                                                      |
| Aveorn                                                                                                                                                                                                                                                                                                              | 9   | 5  | 100  | SL | 10 | N    | 80ba              | 70sp  | Beorning, Beekeeper. Gift of Bees 2nd cousin of Wervern                                              |
| +55 Baking, +45 Beekeeping, +40 Insect Lore.                                                                                                                                                                                                                                                                        |     |    |      |    |    |      |                   |       |                                                                                                      |
| Sprautabern                                                                                                                                                                                                                                                                                                         | 8   | 10 | 96   | RL | 20 | N    | 85sp              | 78sp  | Beorning, Warrior. Son of Raudabern. In comatose state                                               |
| +10 Spear of distance, can be throw twice as far without encumbering penalties.                                                                                                                                                                                                                                     |     |    |      |    |    |      |                   |       |                                                                                                      |
| Wervern                                                                                                                                                                                                                                                                                                             | 14  | 15 | 140  | RL | 30 | N    | 125(2-h)<br>110bw |       | Beorning, Shape-changer. Head of the Dumbolor clan. Beekeeper and baker                              |
| +35 Baking, +25 Beekeeping, +30 Undead Lore, +50 Shapechanging. Bee-Stinger- +20 halberd, of slaying Spiders, adds an additional A heat critical. PP28. Knows 2 Open Channeling to 5th lvl.                                                                                                                         |     |    |      |    |    |      |                   |       |                                                                                                      |
| Wervern - Bear Form                                                                                                                                                                                                                                                                                                 | 14  | 30 | 240  | RL | 50 | N    | 120HCl<br>130Hbi  |       | Lcrit. Wervern in bear form is a giant black bear.                                                   |
| Bewervern                                                                                                                                                                                                                                                                                                           | 5   | 20 | 60   | SL | 20 | N    | 55bs              | 60bw  | Beorning. Shape-changer. Son of Wervern. Has not learned how to shape-change.                        |
| +20 Baking, +15 Beekeeping, -25 Shape-changing. +10 broadsword of Slaying goblins.                                                                                                                                                                                                                                  |     |    |      |    |    |      |                   |       |                                                                                                      |
| Feorn                                                                                                                                                                                                                                                                                                               | 7   | 15 | 85   | CH | 25 | 5Y   | 78ba              | 70lb  | Beorning. Smith. Member of the Dumbolor clan. Acts as the smith of Beartown. Can produce +5 weapons. |
| Wrestling +65. +10 Battle-ax.                                                                                                                                                                                                                                                                                       |     |    |      |    |    |      |                   |       |                                                                                                      |
| Kareon                                                                                                                                                                                                                                                                                                              | 11  | 20 | 110  | SL | 35 | N    | 80sp              | 110bw | Beorning. Rogue. Head of the Kareon Clan. Town's best fisherman                                      |
| Weather Watching +40, Navigation +35. +10 fishing net adds bonus to fishing. +15 battle-ax of dwarf make, glows within 100' of goblins and orcs, of slaying orcs.                                                                                                                                                   |     |    |      |    |    |      |                   |       |                                                                                                      |
| Keron                                                                                                                                                                                                                                                                                                               | 5   | 0  | 65   | SL | 30 | N    | 40sp              | 60bw  | Beorning. Rogue. Youngest son of Kareon                                                              |
| Navigation +20                                                                                                                                                                                                                                                                                                      |     |    |      |    |    |      |                   |       |                                                                                                      |
| Beron                                                                                                                                                                                                                                                                                                               | 7   | 20 | 76   | SL | 30 | N    | 60sp              | 70bw  | Beorning. Rogue. Bashful son of Kareon                                                               |
| Navigation +20, +5 fishing spear                                                                                                                                                                                                                                                                                    |     |    |      |    |    |      |                   |       |                                                                                                      |
| Great Mother                                                                                                                                                                                                                                                                                                        | 12  | 0  | 67   | No | 20 | N    | 30st              | ---   | Beorning, Animist. The Great Mother's name is Karsha.                                                |
| +60 Herbalist, +60 First Aid, +70 Animal husbandry, +40 Herb Lore. Numerous herbs. Pouch of Potency – doubles the potency of herbs placed in the pouch. Warg Necklace +3PP. BS12, DS80. PP48 +3. Knows all Animist Base to 12th level. Knows all Closed Channeling to 12th level and Open Channeling to 10th level. |     |    |      |    |    |      |                   |       |                                                                                                      |
| Mango & Tango                                                                                                                                                                                                                                                                                                       | 8   | 20 | 155  | Sl | 40 | N    | 75LCI<br>90LBi    |       | Black bears that attends the Great Mother. Uncanny intelligence, Spell Resistant                     |
| Frank the Ram                                                                                                                                                                                                                                                                                                       | 6   | 30 | 140  | RL | 40 | N    | 65LBa             |       | Old Golden Ram. Attends the children of the Beartown. Beornings use his famous golden wool.          |

## 7.3 TABLE OF MAJOR NPCs OF THE BEAR LAKE

| Name                                                                                                                                                                                                                                        | Lvl | MM | Hits | AT | DB | Shld | Melee  | OB     | Notes                                                                                                                                    |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|----|------|----|----|------|--------|--------|------------------------------------------------------------------------------------------------------------------------------------------|
| Harne                                                                                                                                                                                                                                       | 23  | 40 | 155  | No | 80 | N    | 100st  | spells | Beorning/Faire, Mystic. Often goes about in disguises one of a old hag the other of a beautiful woman. Animal Empathy, Ward of Bear Lake |
| Fairy Lore +80, Undead Lore +60, Herb & Poison Lore +50, Geography +50. +20 gnarled staff acts as *3 PP. Necklace of Defense adds +20 to DB. BS 46, DS120. PP75*3. Knows all Mystic Spells lists to 20th and all Open & Cl Essence to 20th. |     |    |      |    |    |      |        |        |                                                                                                                                          |
| Jack Sparrow                                                                                                                                                                                                                                | 4   | 60 | 30   | No | 60 | N    | 25SCl  | 20Sbi  | Trickster, Chief Sparrow in Bear Lake, Friend of Harne, Likes to play tricks. Speaks, Spell Resistant                                    |
| Undead Lore +30, Tree Lore +50. Nest has several small gems and gold coins.                                                                                                                                                                 |     |    |      |    |    |      |        |        |                                                                                                                                          |
| Grim                                                                                                                                                                                                                                        | 15  | 40 | 290  | RL | 40 | N    | 140HCl | 120Hbi | Lcrit. Kelfean/Cave Bear. Understand speech, Call of the Wild – by roaring 4-10 bears will come to his aid.                              |
| Loves honey cakes. Honey cakes will put it to sleep. Tied to Grotto of Bears.                                                                                                                                                               |     |    |      |    |    |      |        |        |                                                                                                                                          |
| Old Maple                                                                                                                                                                                                                                   | 28  | 0  | 320  | Ch | 50 | N    | 75HGr  |        | Lcrit, Ancient thick trunk Maple living in the “old parts” of Bear Forest. Enjoys a good climb on its branches                           |
| Multiple attacks, no stun, fears fire, mystic mists- acts as sleep/charm spell, golden sap - drinking the sap of this tree provides one day worth of nutrition and +10 versus all magical resistant rolls.                                  |     |    |      |    |    |      |        |        |                                                                                                                                          |
| Johnny Black                                                                                                                                                                                                                                | 7   | 40 | 76   | RL | 30 | N    | 60Lbi  |        | Large Black Mink, considered a family by the Dumblor Clan. Berserk – ignores all stun results.                                           |
| Likes to play with children.                                                                                                                                                                                                                |     |    |      |    |    |      |        |        |                                                                                                                                          |

## 7.4 TABLE OF THE MAJOR NPCs AT BRINKERKNOCK HOMESTEAD

| Name                                                                                                                                                                                                                                                                | Lvl | MM | Hits | AT | DB | Shld | Melee  | OB     | Notes                                                                              |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|----|------|----|----|------|--------|--------|------------------------------------------------------------------------------------|
| Cromatt                                                                                                                                                                                                                                                             | 17  | 5  | 160  | RL | 45 | 5Y   | 138ha  | 127sp  | Beorning, Shape-changer. Head of the Brinker-knocks.                               |
| +60 tracking, +60 Animal Lore. +15 Dwarven make Hand-Ax of slaying trolls. +5 Dwarven make shield. Wolfbane skin +30 Rigid leather, magically protects all Cold attacks +30 to DB and lessen the severity of all bleeding results by 3. Uses a hand ax as a weapon. |     |    |      |    |    |      |        |        |                                                                                    |
| Cromatt - Bear form                                                                                                                                                                                                                                                 | 17  | 10 | 290  | RL | 40 | N    | 120HCl | 130Hbi | Lcrit. Cromatt is a large ashen Brown Bear in bear form.                           |
| Florwen                                                                                                                                                                                                                                                             | 6   | 0  | 75   | No | 15 | N    | 50da   | ---    | Beorning, Animist. Daughter of Cromatt. Studying to be a Great Mother. Attractive. |
| +30 Animal Lore, +20 Herb Lore, First Aid +35. Possess numerous herbs. BS6, DS40. PP18, Knows 3 Animist base lists to 6th lvl and all Open Channeling to 6th lvl. Also knows Beorning Ways to 5th lvl.                                                              |     |    |      |    |    |      |        |        |                                                                                    |
| Tormatt                                                                                                                                                                                                                                                             | 15  | 10 | 100  | No | 5  | N    | 60da   | 70da   | Beorning, Animist. Brother to Cromatt. Has a comically appearance.                 |
| Elven Necklace provides *2 PP, a gift. BS15, DS65. PP45*2, Knows 3 Cleric base lists to 10th lvl and all Animist to 10th lvl.                                                                                                                                       |     |    |      |    |    |      |        |        |                                                                                    |
| Fernoan                                                                                                                                                                                                                                                             | 7   | 15 | 85   | RL | 20 | N    | 80ba   | 75bw   | Beorning, Warrior. Nephew of Cromatt. Unruly.                                      |
| +5 Battle-ax. Willing to join the PCs.                                                                                                                                                                                                                              |     |    |      |    |    |      |        |        |                                                                                    |
| Walt                                                                                                                                                                                                                                                                | 5   | 15 | 60   | SL | 15 | N    | 65ha   | 45sp   | Beorning, Warrior. Innkeeper and cook. Big Burly man.                              |
| +30 cooking, +30 mathematics. +10 hand-ax.                                                                                                                                                                                                                          |     |    |      |    |    |      |        |        |                                                                                    |
| Falin                                                                                                                                                                                                                                                               | 8   | 10 | 95   | CH | 35 | 10Y  | 100ha  | 70cb   | Umli, Warrior. Cousin of Nurin. Visiting trader with 1-4 companions                |
| +10 hand-ax dwarven make.                                                                                                                                                                                                                                           |     |    |      |    |    |      |        |        |                                                                                    |

## 7.5 TABLE OF THE ENCOUNTERS FROM BEARTOWN TO BRINKERKNOCKS HOMESTEAD

| Name                                                                                                                                                                                                       | Lvl | MM | Hits | AT | DB | Shld | Melee  | OB    | Notes                                                                                                                                                                                                                   |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|----|------|----|----|------|--------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Konihrabn                                                                                                                                                                                                  | 9   | 20 | 92   | SL | 35 | Y20  | 75bs   | 90lb  | Angmarim, Scout. Travelling tinker, act as spy for Angmar. Has a pet Crow that sends messages.                                                                                                                          |
| Wears Boots of Path Mastery. +25 broadsword, +20 shield, Ivory ring *3 PP, Amulet of Evil Wings: Summons any evil bird to follow the commands of the wearer. PP18*3. Knows all Open Channeling to 5th lvl. |     |    |      |    |    |      |        |       |                                                                                                                                                                                                                         |
| Magical Guardian                                                                                                                                                                                           | 8   | 20 | 75   | NO | 20 | N    | 80DS   | 70/Cl | Ancient magical guard from ages past. Magical weapons do twice damage, no stun/bleeding, immune to mind spells and attacks, spell affinity- spells cast by the guardian cannot fail and last twice the normal duration. |
| Has the following spells to 8th level: Dispelling ways (Closed Essence), Elemental Shields (Open Essence), Light Law (Magician Base), Mind Control (Mentalist Base), Repulsions (Cleric Base). 48PP.       |     |    |      |    |    |      |        |       |                                                                                                                                                                                                                         |
| Hummerhorns                                                                                                                                                                                                | 3   | 40 | 35   | NO | 50 | N    | 50/Sho |       | Giant wasps. Attacks in a swarm of 2-20.                                                                                                                                                                                |
| Swarm Attack- An E critical results a +20 to OB for the next 2 rounds                                                                                                                                      |     |    |      |    |    |      |        |       |                                                                                                                                                                                                                         |

## 7.6 TABLE OF THE ENCOUNTERS FROM BRINKERKNOCKS HOMESTEAD TO LEOPARD SEAL'S BEACH

| Name                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | Lvl | MM | Hits | AT | DB | Shld | Melee           | OB    | Notes                                                                                                     |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|----|------|----|----|------|-----------------|-------|-----------------------------------------------------------------------------------------------------------|
| Gumush                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 7   | 5  | 110  | RL | 45 | 5Y   | 91sc            | 127sp | Half Orc, Scout. Leader of an outlaw group.                                                               |
| +10 Goblin make Scimitar of slaying dwarves. +5 goblin make shield.                                                                                                                                                                                                                                                                                                                                                                                                                                                      |     |    |      |    |    |      |                 |       |                                                                                                           |
| Gang of Gumush                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 3   | 10 | 60   | RL | 30 | N    | 60we            | 70bw  | Gumush's band totals anywhere between 10-25 and comprises of psychopaths, thieves, half-orcs and misfits. |
| Uses various weapons.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |     |    |      |    |    |      |                 |       |                                                                                                           |
| Wolves                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 3   | 20 | 80   | No | 25 | N    | 60Bi            |       | Hungry. Typically there are 2-20 lead by an alpha wolf                                                    |
| Wolf, Alpha                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 4   | 20 | 95   | No | 25 | N    | 70MBi           |       | Wolf, leads wolf pack. Call of the Wild – howl will attract 2-20 wolves to come to its aid.               |
| Warg                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 7   | 15 | 110  | SL | 15 | N    | 60LCI<br>85LBi  |       | Warg                                                                                                      |
| Amorph                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 14  | 20 | 200  | RL | 50 | N    | 75LCI<br>110Lbi |       | Large Critical. Legendary Demon-Wolf that roams the Northern Waste.                                       |
| Has the following powers: Call of the Wild – howl will attract 2-20 wolves or wargs to its aid. Toughness- ignores all stun and bleeding results. Strength of Form- Due to Amorph's size and inherent magical being all critical are place on the Large Creature Critical. Fear – those gazing at the beast's eyes suffer a 3rd level fear spell. Curse of the Valar – Amorph has a hard time passing over running water and operates -25 in daylight. Anguish of Silver – all silver weapons are considered Of Slaying. |     |    |      |    |    |      |                 |       |                                                                                                           |
| Ox, Musk                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 4   | 20 | 200  | SL | 20 | N    | 80LBa           |       | Stampede attacks adds +10 to OB and DB                                                                    |

## 7.7 TABLE OF THE ENCOUNTERS AT LEOPARD SEAL'S BEACH

| Name                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | Lvl | MM | Hits | AT | DB | Shld | Melee           | OB  | Notes                                                                                                                                                               |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|----|------|----|----|------|-----------------|-----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Lea                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 17  | 45 | 110  | No | 70 | N    | 90da            | --- | Selkie (sea fairies). She is distraught over her lover's death.                                                                                                     |
| <p>Powers of Lea: <b>Shape-changer</b> – Lea can transform from seal to person. Anyone witnessing this transformation must resist a 5th lvl fear spell. <b>Attraction</b> – Selkies in human form are considered very attractive to mortal races, this allows selkie to manipulate and influence actions +20 to influence &amp; leadership skills against mortal races. <b>Immunity to Cold</b> – Even in human form, Lea is immune to the harshness of the cold. <b>Cloak that Binds</b> – Selkie in human form carry a seal skin cloak, Lea is tied to the seal skin, destruction or damage of the cloak results in her death or wounding her, she cannot transform to a seal without the cloak nor can she cast magic, anyone in possession of the cloak will have power over Lea. Items: Selkie's Cloak – (the cloak is only available when Lea is in human form) the Cloak provides magical protection against the weather and elements, +20 to DB and elements. +20 Selkie's Runeknife – this magical ivory dagger was crafted long ago, it is of slaying undead and demons. BS41, DS100, PP85. Knows Weather Ways to 20th lvl. Knows all Open Channeling to 15th lvl. Due to her nature, spells casted from Weather Ways last twice the normal duration and has twice the potency.</p> |     |    |      |    |    |      |                 |     |                                                                                                                                                                     |
| Lea - seal form                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 17  | 60 | 220  | RL | 50 | N    | 110Lbi<br>80Lba |     | Large Critical. Stats reflect Lea in water.                                                                                                                         |
| Blue Skua                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 2   | 40 | 10   | No | 50 | N    | 25Sbi<br>10Scl  |     | Flocking- Any critical resulting in an "E" allows the Blue Skuas to attack in concert with an added +40 to the OB for the next two attacks. Perception - see 7.11.1 |
| Not allied with Lea but have a mutual beneficial relationship.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |     |    |      |    |    |      |                 |     |                                                                                                                                                                     |
| Sea Leopards                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 5   | 30 | 100  | SL | 30 | N    | 70Lbi<br>60Lba  |     | Passions - Leopard Sea can sense intense emotions of hatred and sorrow of up to one league. They will be 'pulled' to the source of the passion.                     |
| (on land)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 5   | 0  | 100  | SL | 20 | N    | 70Lbi           |     |                                                                                                                                                                     |

## 7.8 TABLE OF THE ENCOUNTERS FROM LEOPARD SEAL'S BEACH TO ICE HAG ABODE

| Name                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Lvl | MM | Hits | AT | DB | Shld | Melee  | OB   | Notes                                                                                    |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|----|------|----|----|------|--------|------|------------------------------------------------------------------------------------------|
| Mush                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 5   | 20 | 69   | RL | 45 | Y10  | 75ss   | 80bw | Half-orc. Scout. Called the “thief” by Gumush buddies. Has a reputation of being sneaky. |
| +10 short sword. Red Cap of Duress: this fancy magical red cap provides the wearer with +10 DB and negates 50% of all head critical without taking the normal perception penalties, it also provides the wearer with night vision as good as any elf (in Mush’s case as good as any goblin).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |     |    |      |    |    |      |        |      |                                                                                          |
| Greystone                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 10  | 15 | 120  | RL | 50 | N    | 90ha   | 75sb | Lesser Dunadan. Ranger. Leader of Black Rangers.                                         |
| +60 tracking, +40 foraging, +40 Stalk & Hide, +50 first aid. +10 hand-ax of goblin make- 5% that any wound inflicted might get infected. +20 Cloak of Hues adds bonus to Hiding Skill. PP20 Knows all Ranger Lists to 10th lvl.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |     |    |      |    |    |      |        |      |                                                                                          |
| Talon                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 5   | 30 | 110  | SL | 30 | N    | 75Lbi  |      | Large wolf companion of Greystone. Is empathic to Greystone’s needs.                     |
| Black Rangers                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 9   | 20 | 105  | SL | 30 | N    | 85ha   | 75cp | 2 rangers accompany Greystone, Highly trained                                            |
| +15 black armor made from Kine. PP9 Knows 5 Ranger List to 7th level.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |     |    |      |    |    |      |        |      |                                                                                          |
| Wolf                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 3   | 30 | 90   | SL | 30 | N    | 65Lbi  |      | Black Rangers’ wolf companions                                                           |
| Sulrog                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 8   | 40 | 100  | No | 90 | N    | 60ba*3 |      | Wind Demon – looking to harass the PCs                                                   |
| 75we                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |     |    |      |    |    |      |        |      |                                                                                          |
| <b>Wind Whirls-</b> can form into a wind whirl at will and attack three targets at once with no restrictions, also in wind whirl form they can create a vacuum resulting in a “A” impact critical, <b>Immunity-</b> to normal weapons and cold attacks do ½ damage, <b>Cold Balls-</b> can create cold burst of air acting as a +30 cold ball, <b>Sense Movement</b> - Sulrog’s vision is impaired, they ‘see’ things by feeling the movement of air caused by moving, it is difficult for Sulryg to differentiate between an inanimate object and a live target if the target is still, <b>Translucent</b> – being translucent they are difficult to see and even more difficult in areas of poor lighting, this adds +20 to DB, <b>Susceptibility</b> – Sulryg are susceptible to electric attacks which do twice the damage. Spells this Sulrog knows: Weather Ways and Wind Law to 8th lvl and has PP32. Due to its nature, spells casts cannot be fumbled. Sulrog carries a +10 spear made of kine bone. It is designed in such a way that is can be thrown twice the normal distance. |     |    |      |    |    |      |        |      |                                                                                          |

## 7.9 TABLE OF THE ENCOUNTERS AT THE ICE HAG'S ABODE

| Name                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Lvl | MM | Hits | AT | DB | Shld | Melee OB       | Notes                                                                                               |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|----|------|----|----|------|----------------|-----------------------------------------------------------------------------------------------------|
| Earth-Wolves                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | 2   | 10 | 20   | RL | 30 | N    | 25Lbi<br>40Lba | Giant subterranean borer beetles. Anywhere from 8 to 20 are present in the hallway. Very malicious. |
| Infection - 1% of bites and scratches becoming infected. Tremor Sense – can sense the tiniest vibration in the earth.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |     |    |      |    |    |      |                |                                                                                                     |
| Green Slime                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | 6   | 10 | 110  | No | 10 | N    | 55CL           | Glutinous blob of green slime.                                                                      |
| Attacks are resolved on the medium claw attack table. Acid - All attacks result in an additional A Heat critical. Unsquashable - All impact and crush criticals against the slime are -2 i.e. An E critical is reduced to a C critical and so on. Sensitivity to Sunlight – sun light and/or heat dries the slime, killing it. All heat attacks are double damage and for every round in sunlight causes 2-20 hits.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |     |    |      |    |    |      |                |                                                                                                     |
| Giant Rats                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 2   | 20 | 44   | No | 20 | N    | 30Sbi          | There are 10 adult rats in the colony.                                                              |
| Infection – 5% chance bites and scratches become infected with disease. Fear of Fire – rats fear fire.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |     |    |      |    |    |      |                |                                                                                                     |
| Skeleton                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | 5   | 20 | 100  | RL | 35 | N    | 78we           | These skeletons are what remains of Gerena's assistants                                             |
| Dread – those within 10' must resist a 5th lvl Fear spell Life Force Drain – being undead, skeletons drain their victims of constitution points at a rate of 3 pts per round. Ignores all stun results. Bones- All weapons resulting in a slash critical result in a crash critical, all missile attacks result in ½ damage.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |     |    |      |    |    |      |                |                                                                                                     |
| Gerena                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 14  | 30 | 145  | No | 55 | N    | 100Hcl         | Ice Hag, A bit of a coward should she feel likely to lose                                           |
| <b>Snow Fox Sense</b> – Ice hags have the sense of a snow fox, which they used to locate their victims. They can smell human flesh up to a mile away, <b>Burrowing</b> – Ice hag can burrow through snow or ice with ease. It can burrow 10' of snow per round. It also may burrow through 3' of ice per round, <b>Tremor Sense</b> – It is highly sensitive to vibrations. It can detect the movements of those above the surface, <b>Presence</b> - The presence of an ice hag is such that its mere gaze causes fear in their victims. Their presence acts as a 4th lvl Fear spell, <b>Hypnotism</b> - An ice vampire can concentrate their gaze on any one victim. The victim will have to resist a 4th lvl attack or else fall prey to the vampire desires, <b>Touch of Ice</b> – Like most undead spirits, an ice touch drains 1-5 points of Co and delivers an "A" Cold Critical, <b>Elements</b> – Ice hags are immune to Cold attacks but take double the hits from all Heat attacks, <b>Immunity</b> – They can only be harmed by magical or holy weapons, sunlight also affects them turning them to ice only to return to normal form at night. <b>Shape-changer</b> – an ice hag may shape change into a large winter wolf or a diseased crow. Directed Spells 100, Base Spells 30. PP140 (70*2). Knows Dispelling Ways, Cold Law, Mind Control and Spell Reins to 14th lvl. <b>Items:</b> Amulet of Gerena- ancient magical device provide the wearer with *2PP for all Essence Spells, confers +20 resist vs Essence spells, poisons and undead presence and provides free use of Light Law up to 7th lvl with PP10 per day. |     |    |      |    |    |      |                |                                                                                                     |

## 7.9 TABLE OF THE ENCOUNTERS ON THE TRIP BACK

**NOTE:** The GM can use any of the already mentioned encounters. The GM should note Gerena is likely to rely on Blue Skuas, wolves, Sulryg and an undead or two to assist her in defeating the PCs. Konihrabn and Gumush will be actively searching for the PCs as well. Konihrabn will rely mostly on Gumush's murderous band of muggers and lunatics to capture the PCs. Konihrabn might request aid from other nearby Black Rangers.

| Name       | Lvl | MM | Hits | AT | DB | Shld | Melee OB       | Notes                                                                                                                                                               |
|------------|-----|----|------|----|----|------|----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Blue Skuas | 2   | 40 | 10   | No | 50 | N    | 25Sbi<br>10SCI | Flocking- Any critical resulting in an "E" allows the Blue Skuas to attack in concert with an added +40 to the OB for the next two attacks. Perception - see 7.11.1 |

## 7.10 TABLE OF THE ENCOUNTERS AT OAKMEADE

| Name                                                                                                                                           | Lvl | MM | Hits | AT | DB | Shld | Melee | OB   | Notes                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|------------------------------------------------------------------------------------------------------------------------------------------------|-----|----|------|----|----|------|-------|------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Nurin                                                                                                                                          | 16  | 5  | 110  | RL | 45 | 5Y   | 91wh  | 72sp | Umli. Animist. Lord of Oakmeade.<br><br>Strength of Trees – Nurin has developed a special relationship with the spirit of Oakmeade, Within the confines of Oakmeade Nurin can sense any Presence. Items: Warhammer +15. Oakmeade Shield - +5 wooden shield with an encrusted yellow oak tree displayed as a symbol, the shield provides its wearer with +10 protection against all elements cold or heat, the shield upon command can also light up acting as a lamp once a day, it is also superlight and does not encumber. Nurin's Gold Ring – This ring allows the wearer to discern the illness of any tree or plant, it acts as *3PP for Channeling users and provides +10 to all healing spells and skills including healing trees and plants. Directed Spells 110, Based Spells 16, PP144 (48*3), knows all Animist lists to 15th lvl and all Closed and Open Channeling lists to 15th level. |
| Tain                                                                                                                                           | 5   | 10 | 100  | RL | 40 | N    | 100ma | 70bw | Umli. Warrior. Will act as PC's liaison while in Oakmeade. He is very formal and polite. Also very curious about the PCs.<br><br>+10 Ivory Mace.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| Old Rook                                                                                                                                       | 4   | 30 | 25   | No | 40 | N    | 30Tbi |      | the oldest Raven in Oakmeade, Speaks a bit of labba and talks to Nurin on any matters of importance                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>Military Table of Oakmeade</b><br>(in times of war Oakmeade can raise a levy of 200 Umli warriors in addition to the below standing force.) |     |    |      |    |    |      |       |      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| Warriors                                                                                                                                       | 4   | 10 | 75   | CH | 40 | 10Y  | 80wh  | 65bw | Umli Sentinels – 45 in all.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| Captain                                                                                                                                        | 7   | 15 | 110  | CH | 40 | 10Y  | 110wh | 80bw | Umli Captains- 9 in all commanding an unit of 5<br><br>+10 equipment                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| Protector                                                                                                                                      | 11  | 5  | 130  | CH | 50 | N    | 140wh | 90cb | Commander of the Oakmeade. Name is Borin. Tall for an Ulmi with shocking red hair.<br><br>+15 dwarven made warhammer of slaying Ocrs, it glows green when goblins and orcs are within 100'. +10 Protector's Helm – this helm negates all head critical and provides clear vision as if in daylight whether in fogs, utterdarkness or magical darkness spells.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

## 7.11 GAMEMASTER'S NOTES ON CREATURES

In addition to white wolves (or winter wolves as they are sometimes called), musk oxen, snow hares, fell bears, snow fox and reindeer, Northern Waste is also home to other unique beasts. This adventure mentions two such beasts, the Blue Skuas and Leopard seals. Each beast possesses distinctive powers that separate it from the natural fauna in Northern Waste.

### 7.11.1 BLUE SKUAS

Blue Skuas are large piratical predatory seabirds with a nefarious relationship with the servants of Darkness. Some among the Wise insist that a dark sorcerer long ago corrupted seagulls to form the blue skuas. They seemed to possess some level of intelligence, and are apparently used as spies by servants of the Dark Lord. While nowhere near the size of birds such as an eagle, the blue Skuas make up for it in sheer aggression towards their prey. This avaricious bird seems

not to care about food, but instead enjoys the act of harassing their prey whether it is man or animal. Blue Skuas have been known to fly in large groups (dubbed 'wolf packs' by Cardolanian whalers who observed the birds in action from afar) and literally hunt other sea-birds, including other animals much larger than themselves (such as reindeer). They have been known to attack men, especially children. In appearance, skuas look like immature large gulls, although heavier, more robust and menacing in mien. They have conspicuous white patches at the base of their flying feathers, wedge-shaped tails, and a black, longish bill with a hooked tip. Their plumage is dark blue and their feet are webbed with sharp claws. Their flight is heavy, with relatively little gliding and much flapping. The blue skuas have the following powers:

**Flocking** - Blue skuas form orchestrated aerial 'wolf packs' when assaulting prey. This has the effect of negating their small size and allows them to strike at large prey such as reindeer, strengthening their attacks. Any critical resulting in an "E" allows the blue skuas to attack in concert with an added +20 to the OB for the next two attacks.

**Perception** - Although not as perceptive as crebain, they still have great eyesight. They receive a +20 to perception rolls when gathering information.

### 7.11.2 LEOPARD SEALS

For the Lossoth, seals are considered a main source of food, clothing and other household stuff. Not true with the leopard seal. Leopard seals are considered one of the most ferocious beasts in the Northern Waste. They can reach up to 12 feet/3.5 meters long and weigh nearly 850lbs/450kg. The seal is named for its black-spotted coat. The pattern is similar to a snow leopard, hence the name. The seals possess a muscular reptilian like head and a sinuous long neck, highly arched back and long powerful flippers. The leopard seals have impressively long sharp teeth, which could easily tear an arm from a man. They possess a very mannish like intelligence. Although they cannot speak they have been known to coordinate ambushes and assaults on fishing boats. Unlike other seals, they prey on other seals, birds and anything else that might fall their way.



Wise have stated this animosity was a result of the Elder Days, when the seals acted as agents of the dark lord and the Orcas, guardian servants of Namo, the Valar of the Halls of Mandos. Leopard seals are found among the pack ice in winter and on the Finger Bays and the Shelter Bay in summer searching for prey among the rookeries.

Sea Leopards have the following power:

**Passions** - Leopard Sea can sense intense emotions of hatred and sorrow of up to one league. They will be 'pulled' to the source of the passion. In cases of sorrows they will congregate with the grieving person trying to console the person as best they can. In cases of hatred they become susceptible to the person's nefarious ways. Because of this they receive a -20 to all Essence mind attacks.

The Lossoth tell many tales about their harrowing encounters with leopard seals. They have been known to swim up beneath a boat and rock it in the hopes that something falls out. They then snatch anything with their powerful jaw dragging it underneath the ice to drown it. They have no fear of man. However they do tend to fear and hate killer whales. Killer whales go to great lengths to destroy leopard seals whenever they find them. Lossoth have recounted several instances where their fishing boats were attacked by leopard seals only to be saved by a pod of killer whales. The