

Guardian of the Archive

Solitary, Construct

Damage Hammer 1d8+4 (*close, forceful*)

HP 8 **Armor** 4

Special Qualities Stone

The Guardian will animate when least expected and attack intruders, regardless of their intentions. As soon as no living intruders remain in the Archive itself, the Guardian will resume its original position.

Instinct To defend the Archive

- * Smash their stuff
- * Knock them back
- * Knock them out

Gear None

Disciple of Gildarthe

Group, Intelligent, Organized, Devious

Damage Dagger 1d4 (*hand*)

HP 6 **Armor** 0

Special Qualities None

Disturbed individuals dedicated to advancing the Cinder Queen's desire to set the world aflame.

Instinct To serve Gildarthe

- * Strike from the shadows
- * Carry them off
- * Martyr for the Cinder Queen

Gear Dagger, amulet of Gildarthe (5 coins), 1d6 coins

Devil Dog

Group, Planar, Organized

Damage Bite 1d8 (*close*)

HP 8 **Armor** 0

Special Qualities Flaming, Fireproof

Instinct To pursue

- * Burn them at a touch
- * Bite to the bone
- * Drag them down

Gear None

Assassha • Vampiric Familiar

Intelligent, Organized, Devious, Cautious

Damage Bite 1d4 (*close*)

HP 4 **Armor** 0

Special Qualities Wings

Feeds on sleeping creatures, painlessly draining their blood (1d4 HP at a time).

When you *have been bitten by Assassha*, roll +CON:

10+ You feel a little dizzy, but shake it off.

7-9 You feel weak and disoriented. Take -1 ongoing until you eat a ration.

6- Mark XP, and GM makes a move.

Instinct To serve Thorde Skul

- * Get into their clothes
- * Drain their blood
- * Flee to fight another day

Gear None

Thorde Skul • Sorcerer/Priest

Intelligent, Organized, Devious, Cautious

Damage Staff of Cinders 2D6 (*close, reach, near*)

HP 12 **Armor** 0

Special Qualities Spellcaster

A sorcerer who has pledged his troth to Gildarthe. His Black Gloves allow him to wield the Staff of Cinders without burning himself. Intends to use the Staff and the *Book of Rains* to break the Planar Seal and unleash his betrothed.

Instinct To serve Gildarthe

- * Blind them with smoke
- * Animate dead with eldritch fire
- * Escape in a cloud of sulphur

Servant of the Cinder Queen

Group

Damage Boney hands 1d6 (*hand*)

HP 4 **Armor** 1

Special Qualities Undead

As long as its fire burns, a Servant is supernaturally strong, but its unlife ends as soon as its flame runs out. The fresher a corpse when it became a Servant, the longer its fire will last.

Instinct To serve master

- * Seize them
- * Employ great strength
- * Burn them with eldritch fire

Gear None

Flaming Host of Ellorash

Horde, Intelligent, Organized, Planar

Damage Flaming spear 1d8+1 (*reach, thrown, 2 piercing*) or flaming sword 1d8+1 (*close, 2 piercing*)

HP 7 **Armor** 3

Special Qualities Fireproof

Indefatigable and physically powerful as long as they are near a source of heat, but vulnerable to water and cold.

Instinct To serve Gildarthe

- * Set things alight
- * Fill them with terror
- * Run them through

Gear Iron scale mail (*armor* 2, 3 weight), iron helm (1 weight), iron shield (+1 *armor*, 3 weight) flaming Ellorashite sword or spear (see Item card).

Firedrake

Intelligent, Organized, Solitary, Huge

Damage Claws, bite, or fire breath 1d8+2 (*reach, near*)

HP 12 **Armor** 3

Special Qualities Wings, Fireproof

Instinct To vomit smoke and fire upon lesser creatures

- * Strike fear into their hearts
- * Pluck them from the ground
- * Burn them to a crisp

Gear None

Berta Solsisdottir

A widowed fisherwoman who offers hot tea, a warm fire, and sage advice.

1d6 Rumor

- 1 *Hvitr has forsaken us.*
- 2 *The Baldesmere will one day boil.*
- 3 *The dead will claim the living.*
- 4 *The monks who lived in the monastery at Kaldhammar were punished for their lack of faith.*
- 5 *Many of those taken yet live.*
- 6 *Holy weapons lie buried within the mountain, awaiting righteous hands.*

Saint Sigrid • Patron of Truth

Divine, Intelligent, Organized

Damage Spear 1d10+2 (*reach, thrown, near, far, ignores armor*)

HP 16 **Armor** 3

Special Qualities Spirit

Canonized for her unwavering defense of the defenseless in their darkest hour. Said to appear in times of great need, answering the prayers of those who stand against the forces of deception and chaos.

Instinct To penetrate the veil of lies

- * See right through them
- * Demonstrate a painful truth
- * Pierce a heart with heavenly fire

Hvitr • Storm of Justice

Divine, Intelligent, Organized

Damage Hammer 2d10+4 (*close, forceful, thrown, near, far*)

HP 48 **Armor** 6

Special Qualities Lightning-proof

Patriarch and Judge of the Gods.

Instinct To pound sense into everything

- * Make them tremble
- * Scatter them like leaves
- * Crush them

Gildarthe • The Cinder Queen

Divine, Intelligent, Organized

Damage Gout of flame 2d8+2 (*close, reach, near, ignores armor*)

HP 24 **Armor** 3

Special Qualities Fireproof

Demigoddess of Ellorash, an Elemental Plane of Fire, where she rules as Queen. Potentially vulnerable to water and cold.

Instinct To burn the world of men to ash

- * Send forth the Flaming Host
- * Draw power from fire
- * Incinerate them

The Book of Rains

2 weight

When you *are faithful to Hvitr and take the time needed to perform the Ritual of Stonesealing*, name a nearby opening surrounded by stone, and roll +WIS:

- 10+ The opening is sealed against enemies of Hvitr. Choose 3 from the list below.
- 7-9 The opening is sealed against enemies of Hvitr. Choose 1 from the list below.
- 6- Mark XP, and GM makes a move.
- * The seal will remain in place for a number of decades equal to your level
- * The seal is strong enough to close off other planes or dimensions
- * The seal will withstand all but the most powerful attempts to break it
- * You retain the power to break the seal from this side

The Black Gloves

worn, 0 weight

When you *wear the Black Gloves*, your hands become impervious to fire of all kinds.

Atgir • Spear of St. Sigrid

reach, thrown, near, +1 damage, 1 weight

When you *have not taken St. Sigrid as your personal patron and you pick up her spear*, you receive an electric jolt for 1d6 damage that forces you to drop it.

When you *invoke the name of St. Sigrid and throw Atgir at a target*, roll +WIS:

- 10+ The Spear becomes a bolt of lightning and pierces your target completely, dealing damage and ignoring all armor. A moment later, it reappears in your hand.
- 7-9 The Spear pierces your target, dealing damage and ignoring all armor, but remains lodged therein.
- 6- Mark XP, and GM makes a move.

Aeven • Glass of Rain

1 weight

When you *invert the Glass of Rain upon the ground so the water within drips downward*, you declare your patience in the eyes of Hvitr. While the water drips, clouds gather and all Lawful creatures nearby have +2 armor as long as they do not attack. When the water runs out, those who have demonstrated their patience take +2 forward to their next attack.

When *the Glass of Rain is destroyed*, Hvitr weeps and the area is subject to a sudden downpour (if out of doors). All who are drenched become immune to fire until the next cloudless day.

Jafnir • Hammer of Thunder

close, thrown, forceful, 2-handed,
+1 damage, 4 weight

When you *call Jafnir by name and it resides in the general vicinity*, it returns to you.

When you *strike stone with Jafnir*, that stone cracks with a sound like thunder.

When you *strike an enemy of Justice with Jafnir*, roll +STR:

- 10+ You deal your damage, and choose 1 from the list below.
- 7-9 You deal your damage, and your enemy makes an attack against you.
- 6- Mark XP, and GM makes a move.
- * Your foe is stunned
- * All Lawful characters take +1 forward against your foe
- * Your foe's armor is reduced by 2

The Staff of Cinders

close, near, 1 weight

When you *hold the Staff of Cinders*, you take 1 damage every few moments.

When you *call forth smoke from the Staff*, the smoke envelopes and conceals you.

When you *send forth fire from the Staff*, declare your target and roll +INT:

- 10+ Deal your damage +INT to your target, ignoring armor.
- 7-9 As above, and choose 1 from the list below. Mark off the thing you chose.
- 6- Mark XP, and GM makes a move.
- ☐ Something unexpected catches fire (GM decides)
- ☐ An additional, unintended target is struck by the flame (GM decides).
- ☐ The staff turns to ash in your hands

Hvitric scroll

0 weight

1d6 Spell

- 1 Guidance (rote)
- 2 Bless (level 1)
- 3 Cure Light Wounds (level 1)
- 4 Cure Moderate Wounds (level 3)
- 5 True Seeing (level 5)
- 6 Weather Control (level 7)

When you *are a Lawful Cleric or Paladin and you read a Hvitric Scroll aloud*, roll +WIS:

- 10+ Scroll crumbles; spell is successfully cast.
- 7-9 Scroll falls to dust, spell is cast, and choose 1 from the list below.
- 6- Mark XP, and GM makes a move.
- * A crack of thunder momentarily deafens everyone in the vicinity, yourself included.
- * You are drained, and become *weak* until the next time you Make Camp.
- * Hvitir doubts your commitment; describe his disappointment and take -1 ongoing until you prove yourself.

Spakri • Cloak of Wind

worn, 1 weight

When you *wear the Cloak of Wind and step skyward*, roll +WIS:

- 10+ You ride the wind to a place of your choosing within a day's journey, but choose 2 from the list below.
- 7-9 You ride the wind to a place of your choosing within a day's journey, but choose 1 from the list below.
- 6- Mark XP, and GM makes a move.
- * You do not arrive utterly exhausted
- * You do not draw unwanted attention
- * You do not overshoot your mark

Flaming Ellorashite sword

close, +1 damage, 1 piercing, 2 weight

When you *pick up a flaming Ellorashite sword without proper protection*, take 1d4 damage from the flames, and another 1d4 every few moments as long as you hold the weapon.

When you *douse a flaming Ellorashite sword with water*, it loses its extraplanar fire, becoming a mundane iron weapon and losing the *piercing* tag. It may then only be reignited on a Plane of Elemental Fire.

Flaming Ellorashite spear

reach, +1 damage, 2 piercing, thrown, near, 2 weight

When you *pick up a flaming Ellorashite spear without proper protection*, take 1d4 damage from the flames, and another 1d4 every few moments as long as you hold the weapon.

When you *douse a flaming Ellorashite spear with water*, it loses its extraplanar fire, becoming a mundane iron weapon and losing the *piercing* tag. It may then only be reignited on a Plane of Elemental Fire.

Skoldir • Shield of St. Sigrid

+1 armor, 2 weight

When you *have not taken St. Sigrid as your personal patron and you pick up her Shield*, you receive an electric jolt for 1d6 damage that forces you to drop it.

When you *raise Skoldir in defense against enemies of Truth*, roll +WIS:

- 10+ You suffer half the attack's effect, and choose 2 from the list below.
- 7-9 The Shield grants +2 armor instead of +1, and choose 1 from the list below.
- 6- Mark XP, and GM makes a move.
- * You completely protect one other nearby person from this attack
- * Your attacker is momentarily blinded by a burst of St. Sigrid's Fire
- * Your attacker's weapon breaks against the Shield

The Libram of Lox Lontoric

1 weight

Lox Lontoric was a wizard who aided the Church of Hvitir in times of need. He bequeathed his spellbook to the monastery at Kaldhammar, where it has resided since his death.

When you *are a Wizard and study the Libram of Lox Lontoric*, you may add these spells to your Spellbook: Contact Spirits, Detect Magic, Telepathy, Invisibility, Alarm, Dispel, Visions Through Time, Mirror Image, Contact Other Plane, True Seeing, and Shadow Walk.