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About This Content

Into the Wintery Gale

The arrival of the celestial event known as the Ohjaslange heralds the return of the dreaded Jötunn—skeletal ice giants—and with them a curse of endless winter.

The adventurers have unwittingly stepped into the role of saviors to the Vikmordere people as the curse descends around Serpent Lake. Summoned by an ancient goddess, the adventurers join forces with the tribes of the Vikmordere to uncover lost artifacts necessary to triumph in this classic battle of good versus evil.

A war must be waged against the mighty Jötunn as they march down from their great stronghold on the towering peak of Ighdenholm. If the adventurers are not up to the challenge, then winter may forever reign in the valley.

This adventure is designed to accommodate five to six PCs of levels 9–10 and advance them through 15th level.

This massive mega-adventure book includes:

- 5 full-sized dungeon adventures including top-down and isometric cartography
- A highly-detailed overworld, including over 30 ready-to-run encounters

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- Hundreds of prepared read-aloud descriptions
 - Optional rules for handling hypothermia and frostbite
 - Detailed Vikmordere culture information, including new gear and equipment
 - Rules for magical runepainting, including new feats and skills. Comes with a runepainter's record sheet
 - A new spell, Arurún's Durable Dwelling
 - 10 new magic items including: the hero's receptacle, the legendary sword Vlfberht, the ancient aegis known as Skjold Rustning, and the Wintyrstyrd
 - New detailed traps and hazards including "The Growling Lake" and deadly "Ice Fog"
 - Dozens of complex puzzles to challenge both players and player characters
 - Nordic-style hauntings, including "Sounding of the Jötunn," "Brimnar's Haunt," and "The Wrathful Witch"
 - A dozen all new monsters, including ice maidens and skeletal ice giant berserkers, as well as villains like the Ice Queen of Meyla Isle and the dreaded Jötunn King, Krumma

Released on September 02, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included Pathfinder Ruleset.

Title: Fantasy Grounds - Into the Wintery Gale (PFRPG)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 14 Sep, 2017

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Minimum:

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

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SIDEBAR OF: NINGATHA (DEMI-GODDESS)

- **Lair:** copper-trimmed red robes and a resonance cape
- **Favored Weapon:** Longpear
- **Favored Animal:** Owl
- **Art:** Ningatha

In Vikmordere legend, it is said that Ningatha brings the words of the ancestor to the ears of kings, jacks and chieftains. It is also said that she guides the spirits of the Vikmordere warriors who die bravely and honorably to join their ancestors in the afterlife.

Ningatha typically takes the form of a gray owl with feathery glowing embers beneath her feathers which burst into vibrant flames as she takes flight. She has also been known to assume a less fantastical appearance, sometimes choosing to manifest as a young and beautiful Vikmordere maiden with fiery red hair and gray eyes. Her human form always appears dressed in sheer red robes while wielding a copper-headed longpear.

When it comes to the will of the ancestors, it is usually the demigoddess Ningatha who intervenes on the physical plane. She is utterly devout to the great Ancestor Spirit and bears no agenda of her own other than to faithfully serve them. For this reason, despite being the patron spirit of the clan leaders, she has few devout followers of her own (though some fringe Vikmordere shaman do directly commune with her). Most Vikmordere see the Ember Owl as a tangible extension of the Ancestor Spirit, and thus include her by proxy when honoring the whole.

Her origin remains a mystery, but some speculate that Ningatha, like the souls that comprise the Ancestor Spirit, was one of the original settlers of the region. However, unlike her kin, she elected (or was selected) to remain apart and serve as a direct conduit between the prime material and positive energy planes.





10 Wilderness Special Events

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1430 Event

- 1 The Abominable Stalker
- 2 Dazzling Rifts
- 3 The Wayward Traveler
- 4 Dragon's Gully
- 5 Beauties in the Snow
- 6 Firelight Tales
- 7 The Wall of Rebirth
- 8 Hobbling Hunter Hans
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- 15 Winter Wyrm Pass
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- 17 Arts Vault of Vibhorik

Bear Rune

Mighty H Rune

Noble Maiden Rune

Mischief and Warrior

Warrior Rune

Great Ancestor Rune

APPENDIX E. VIKMORDERE RUNEPAIN

- Application Time:** 60 minutes
- Visual Appearance:** This confusing rune consists of an exceptionally intricate lattice of lines and curves that never quite connect. There is no starting point and no end, and the shape somewhat resembles a jumbled knot.

The Warrior's Rune

- Associated Spell:** migr armor
- Center Level:** 5
- Stat(s) Required:** head, neck, chest, abdomen, back, left arm
- Application Time:** 60 minutes
- Visual Appearance:** A single round rune encircles and more elaborate knotwork circle. The emblem resembles a round wood shield of vikmordere design.

Rune of the Blindfold Man

- Associated Spell:** nondetection
- Center Level:** 3
- Stat(s) Required:** head, neck, chest, back
- Application Time:** 30 minutes
- Visual Appearance:** A complex knotwork design depicts a single eye. Across the pupil of the eye is a bold emblem depicting a sea serpent.

Blessing Rune of the Great Ancestor Spirit

- Associated Spell:** remove curse
- Center Level:** 4
- Stat(s) Required:** head, neck, chest, abdomen, back
- Application Time:** 60 minutes
- Visual Appearance:** A series of twelve circles interlock to form a larger circle. The edges weave over and under each other to create an endless path.

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