

Adventurer's Almanac

by Michael Curtis



An entire year's worth of adventure awaits you inside this book, complete with magical items, interesting personalities, strange festivals, and dangerous sites to explore. System neutral for any fantasy campaign.



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WM

THE ADVENTURER'S ALMANAC

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Preface

Salutations and approbations, honored member!

*I gratefully extend my figurative hand to you for your continued participation in and support of our esteemed brotherhood (and now sisterhood as I'm so regularly reminded by our fairer members) the **Order of Adventurers, Explorers, and Treasure Seekers**. Your annual fees and regular tithing of rumors, maps, and lore make it possible for the Order to support all our brave members in their pursuits of wealth, adventure, and glory no matter where they may roam. These generous donations also assist the Order in caring for the less fortunate of our organization or those they leave behind.*

The chapbook you now hold in your hands is another result of your annual contributions. As a member in good standing, your payment of this year's dues entitles you to this complimentary copy of the first-ever Adventurer's Almanac, a new endeavor by the Order of Adventurers, Explorers, and Treasure Seekers. Here, between these covers, you will find a complete calendar of the year to come annotated with important events, feasts, festivals, and holidays. All too often has one of our members perished due to a dearth of knowledge concerning important annual events—the fate of Hogg's Band after deciding to plumb the Lich's Lick during Dead Feast springs to mind—and this calendar hopes to prevent such tragedies in the coming year.

In addition to being a compendium of events both celestial and terrestrial, the Adventurer's Almanac collects an array of current rumors, known adventuring sites, recently unearthed treasures, and other information pertinent to our occupations, all of which have been supplied by members of the Order just like you. Each kernel of knowledge has been checked for authenticity to the best of our ability, but we hope you'll remember that some of our brethren are wont to engage in exaggeration or hyperbole, so always keep your wits about you and never assume such lore to be truthful until verified by your own eyes. If this almanac is successful, the Order will be looking to repeat its publication next year, so please keep your ears open for new rumors, recently discovered ruins, and any other useful lore you encounter on your expeditions.

Good roads to you all and may Chance favor your endeavors.

Vester X. Reodotyl, Grandmaster of the Order of Adventurers, Explorers, and Treasure Seekers.



Introduction

In their rush to create an interesting campaign world for their players to explore, many game masters expend their energies drawing maps, building encounters, and crafting carefully balanced NPCs to challenge the characters. In all the excitement to get to the meat of the encounter—typically combat—it is easy to forget that it is often the little nuances that bring a fantasy world to life and not the pitched battles that play out during the course of a gaming session.

Another problem that plagues many a roleplaying campaign is game master burnout, a phenomenon that usually occurs because the game master has exhausted his creativity in coming up with interesting adventures and new creatures, treasures, and magic to thrill his players. It happens to the best of referees and is one of the hazards of taking responsibility for entertaining your friends around the gaming table on a regular basis.

The *Adventurer's Almanac* is intended to address both of these issues by providing the game master with a bevy of material to add to his campaign, draw inspiration from, and use as adventure seeds to build his own exciting scenarios. In addition, the Almanac introduces a generic yet interesting fantasy calendar with which to organize his campaign world and help breathe life into the setting. It literally gives the game master an entire year's worth of material for his campaign.

The *Adventurer's Almanac* differs from most commercially produced role-playing game supplements. Within these pages you won't find many hard game mechanics or creature attributes. Instead, this book provides the reader with adventure seeds, campaign color, suggestions for new treasures and systems, and other content commonly called "fluff" by role-playing aficionados. Like the author's previous book, *The Dungeon Alphabet*, this almanac is intended to serve as a springboard for your own creativity rather than a hard and fast "this is how you do it" instruction manual.

The material provided in this book is intended to be used with any fantasy role-playing system. To help assist the game master in incorporating it into his own campaign world and rule set, the author has presented the information herein in a system neutral format. Suggestions for how to apply one's preferred rules are provided and mechanical modifiers are given in a two-fold manner that can be used whether your system employs a d20 or percentile dice to determine success. As in all things in the game master's world, he has the final say on how to include the material in the *Adventurer's Almanac* in his own campaign. There is no right or wrong way to utilize the material of this book, so long as you and your players have fun. This material is yours to do with as you wish. Let your imagination run riot.

Although the author is aware that fantasy role-playing games are played throughout the world and that campaign worlds run the gamut from the pseudo-historical to the totally outlandish, some concessions had to be made with the *Adventurer's Almanac* to make the most of the limited space available for new material. This book assumes the game master's campaign takes place in a temperate region in the northern hemisphere of a round world with a revolution similar to that of Earth. The seasons, month descriptions, and many adventure seeds are based on this assumption. Some modifications may be necessary if your game occurs in a significantly different location. Also, the various animals attributed to each day are derived from a wide range of real creatures from various climates and continents around the world. Game masters are free to remove the names of any animal not typically known amongst the denizens of their campaign worlds and replace them with more appropriate mundane and mythological creatures. The Grand Course of Days works best when modified to reflect the world it inhabits.

The book also assumes that there is some large central body of government in your campaign world. For demonstration's sake, the *Adventurer's Almanac* uses the fictional Aeternal Empire, a Rome-like imperial realm that has stood for centuries. Despite its size, most events and adventure seeds situated in the Aeternal Empire can easily be relocated to any (mostly) civilized land with a stable government.



The Grand Course of Days

The *Adventurer's Almanac* is intended to give the game master a calendar that is fantastical enough to allow the players to lose themselves in the game setting without completely losing their grasp on the structure of weeks, months, and years. This calendar, known as **The Grand Course of Days**, is based on our earthly calendar but with enough tweaks and additions to make it seem at home in a game rife with dragons, elves, and magic. Although this calendar makes basic earthlike assumptions about the passage of time (365.25 days to the year) and lunar phenomenon (one moon with a revolution of about 27.4 days), it can be modified by the game master to accommodate more days or multiple satellites by simply adding them to the 13-month calendar.

The Grand Course of Days, was created by the chronologer Phutataes in the year now known as -6 GCY (Grand Course Years). Phutataes based his calendar on a much earlier one whose origins lie with the Ineffable Ancients of the southern jungles. Phutataes combined this calendar with the horoscopy of Ekkim the Strange, an astrologer best known for attributing each day of the year to an animal spirit that influences the events of that day. The result was both simple enough to be understood by common laborers and tradesmen, yet still adequately grandiose-sounding to be used by nobility to record important events. In only a few years after the unveiling of Phutataes' calendar, it was formally adopted by the Aeternal Empire and is now in use in many other lands.

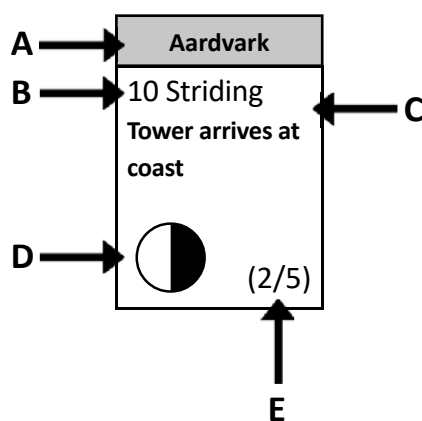
The Grand Course of Days is a lunar calendar, dividing the year into thirteen months with one day (and sometimes two) which falls between the years. A month is comprised of twenty-eight days, of which each is named after a particular animal as well as having a numerical designation. However, in daily usage, due to the sheer number of animal names, days are only called by the numerical designation followed by the month's name, such as "the 11th of Drawblade." Amongst sages, wizards, and hierarchs, as well as in legal and royal documents, days are always given in a day name/number/monthly fashion, such as "Day of the Owlbear, 17th day of The Shroud." Weeks are not formally acknowledged in the Grand Course of Days, but are sometimes used by the general populace. When so used, they are called "faces," which either refers to the changing appearance of the moon or is a corruption of "phases." An example of such usage would be: "I'll have payment to you by the second face of Starfall."

Each year is separated by one or two days that occurs, for all intents and purposes, outside of the annual course of time and is not considered part of any particular year. This period always contains one of these days, called "The Day of the Phoenix" or "The Day without a Year," which is used to plan for the year to come as well as having legal implications. Every four years, a second day is added to keep the Grand Course of Days calibrated to the passage of time, much like a leap year does to our own calendar.

The Grand Course of Days is also associated with the alignment of the heavens and most cultures who utilize the calendar also use it for astrological determination, with dwarves being the sole exception due to their predominantly subterranean existence. This astrological system, along with a system for game masters looking to introduce it to their campaign, is presented in greater detail below.

Calendar Format

Each month of the Grand Course of Days is given its own chapter in the Almanac. At the start of each chapter a monthly calendar is presented to give the game master an overview of that month's events, much like the average wall calendar. Each day on this calendar contains up to five useful pieces of information for the game master. Not every day contains this data, but the format in which it is presented remains unchanged throughout the calendar. The information includes:



A) The day's name, which is always prefaced with "The Day of the..." when spoken.

B) The numerical date of the day.

C) Any holiday or event occurring on that date.

D) The phase of the moon (if applicable).

E) That day's equivalent in the Gregorian Calendar presented in a month/day format. This is useful if the game master needs to make an off-the-cuff estimation of weather, temperature, or other seasonal-based determinations.

Following the monthly calendar is a short description of each month that gives a broad picture of what life is like at that time of year and the activities that typically occur during this time. This description is followed by an astrological précis covering the sign that governs that month (more on this below).

The month is then further broken down into a day-planner format with each individual day containing some adventure idea, holiday, festival, or natural or magical phenomenon that occurs on this date. The day-planner also serves as a numerated table should the game master need to generate a random event using a d%. This allows the referee to generate an adventure idea randomly, determine the birth days of player characters, locate the date of some impromptu historical event, or even determine on what day the campaign begins with a roll of the dice.

Feasts, Festivals, and Holidays

In a time when regulated work weeks were yet undreamt of, special days were often the only ones that laborers, tradesmen, and other “working class” individuals were allowed to rest. Suffice to say, festivals, holy days, feasts, and celebrations were observed both eagerly and often. In a pseudo-medieval fantasy world, this should also be the case.

Due to space limitations, the *Adventurer’s Almanac* only details special days that are either likely to affect professional treasure-hunters or are weird enough to bring fantastic detail and adventuring opportunities to one’s campaign world. These holidays should certainly not be the only ones celebrated in your world; people love a good party!

The game master is encouraged to create many additional special days and place them within his own world’s calendar. No less than one additional and unique holiday a month should be created, with a new one for each week being an even better option. They should run the gamut from the ecclesiastical to the ordinary and from the solemn to the outrageous. No reason is too mundane or outlandish to base a special day around; just look at our own real world holidays.

To get the game master started or if there is the need to suddenly create a spur of the moment celebration, the table below provides 100 events or activities that might occur during a feast, festival, or holiday. Simply roll on the table 1d3 (or more) times and combine the results to determine what happens during the festival. That should be enough to get the creative juices flowing or at least make for an interesting backdrop against which to carry out the session’s activities. Game masters are free to ignore conflicting results or to build upon the conflict to create even wilder kinds of celebrations.



Random Festival Creation Table

D100 Roll	Festival Event	D100 Roll	Festival Event
1	Saints venerated	51	Hide-and-go-seek challenge
2	Animals driven out to/brought back in from pasture	52	Ceremonial singing
3	Pilgrimage to holy site	53	Weapons broken
4	Reenactment of famous important battle/event	54	Animals ceremonially married
5	Weightlifting	55	Free love practiced
6	Celebrated only by one gender	56	Consumption of sacred hallucinogenic substances
7	Bonfires lit	57	Bullwhip fights
8	Costumes worn	58	Miracles (real or imagined) occur
9	Fire-walking	59	Sins atoned for
10	Bull-fighting	60	Slaves freed
11	Ceremonial dancing	61	Special animal or person hunted
12	Animal sacrifice	62	Clowns/mimes run amok
13	Snake-handling	63	Sleep is forbidden
14	Binge drinking	64	Sex is forbidden
15	Buildings/people/animals decorated	65	Fasting
16	Effigies burned	66	Circumcisions performed
17	Gender roles reversed	67	People blessed
18	Age roles reversed	68	Greased pole-climbing
19	Money collected	69	Mock/real combat
20	Money burned or melted	70	Insult contests
21	Horsemanship contests	71	Riddle challenges
22	Wrestling	72	Storytelling
23	Temporary shrines constructed	73	Pyrotechnics (explosive or magical)
24	Ancestors venerated	74	Local monster appeased
25	Animals venerated	75	Other races venerated
26	Human sacrifice	76	Mock/real spell duels
27	Criminals sentenced/pardoned	77	Unquiet dead appeased
28	Ceremonial tokens sold	78	Scapegoat elected
29	Flower petals showered on all	79	Special foods eaten
30	Special lights or lamps lit	80	Certain class/people mocked
31	Temporary ruler elected	81	Foreign deities defiled
32	Ceremonial marriages arranged	82	Juggling
33	No alcohol is allowed	83	Mock jail for those not having fun
34	Marksmanship contests	84	Tug-of-war across river/mud pit
35	Turtle hurling	85	Games of chance
36	Sculptures created	86	Animal wrestling
37	Ritual cleaning/cleansings	87	Goods and wares for sale
38	Foot-racing	88	Tattooing
39	Mock serpents/dragons paraded	89	Fertility encouraged
40	Mud-hurling/egg-throwing	90	Fires forbidden
41	Certain colors forbidden	91	Omens interpreted/fortunes told
42	Parades	92	Natural object (tree, moon, lake, etc.) venerated
43	Ceremonial structures/vessels built	93	Beauty pageant/beard contest
44	Flagellation	94	Lottery held
45	Ceremonial "battles" between groups	95	Indulgences sold
46	Fields/streams/forests blessed	96	Ritual prostitution
47	Theatre performed	97	Torture conducted
48	Music concerts held	98	Ceremonial recitation
49	Ritual masks worn	99	Arguments mediated
50	Gifts exchanged	100	Mock funeral/execution

Astrology for the Grand Course of Days:

The belief that the heavens forge our destinies is a common one, and most races and cultures have developed astrological systems designed to read the intentions of the stars. Although all these cultures share the same night sky, the manner in which they interpret the stars and name the heavenly bodies varies from place to place. The following astrological system is that of the Aeternal Empire, being the most common one used by humans. Game masters are free to rename the astrological signs to fit their own campaigns.

Astrologers believe persons born during the year share certain characteristics based on what constellation of stars was predominant in the sky at that time. These individuals are said to be of the sign of that constellation. In the Aeternal Empire, there are fourteen such constellations spread throughout the year: Wolf, Wraith, Cat, Dryad, Soldier, Mage, Coin, Torch, Shield, Wyvern, Beggar, Witch, Bear, and Dragon (although Dragon is not a true constellation but rather a single star that is most brilliant at one point in the year).

Each of these signs shares personality traits called either day traits (positive personality attributes) or night traits (negative personality attributes). While not everyone who shares a sign has all of these traits or even some of them, enough do to make such gross generalizations somewhat true. If a player or game master is at a loss to determine the personality of a PC or NPC, they can simply choose any three of the six traits given for each sign below and use those as a starting point. Note that some day and night traits are direct opposites, so the game master or player should avoid choosing traits that contradict one another.

In addition to these personality traits, those born under each sign occasionally possess certain quirks that either help or hinder their journey through life. Each PC or NPC has a 20% chance of beginning play with one of these quirks. If the dice indicate the character possesses one, roll a d%. On a roll of 01-60, the character has the positive quirk. On a roll of 61-00, he starts play with the negative one. The game master can adjust these chances as he desires and the exact game benefits of each is left to him to adjudicate.

To find what sign a character is, roll a d% on the table below. Players or game masters who want to determine the birthday of the character can also roll a d% on the indicated month's day-planner table or use a d4 to find the week of the character's birth and a Zocchi d7 to decide the day of that week on which it occurred.





Astrological Sign Table

D% roll	Birth Month	Sign
01-04	Hardfrost	The Wolf
05-09	The Shroud	The Wraith
10-16	Galehome	The Cat
17-23	The Bloom	The Dryad
24-30	Drawblade	The Soldier
31-37	Magus Birth	The Mage
38-44	Wealwind	The Coin
45-55	The Blaze	The Torch
56-67	Starfall	The Shield
68-78	The Reap	The Wyvern
79-85	Cofferfill	The Beggar
86-92	Emberfade	The Witch
93-99	The Rime	The Bear
100*	Day of the Dragon or the Day of the Cicada	The Dragon

* Roll d% again. If the result is 01-90, birthday is on the Day of the Dragon. On a result of 91-00, birthday is the Day of the Cicada (the leap year).



The Grand Course of Days Calendar

Hardfrost						
Rooster	Ant	Ox	Donkey	Shrew	Reindeer	Gnat
1 <i>Vestibule</i> (1/1)	2 (1/2)	3  (1/3)	4 (1/4)	5 (1/5)	6 (1/6)	7 Aurora Terribilis' First Appearance (637 GCY) (1/7)
Yak	Pigeon	Ice Bear	Wolf	Lemming	Elk	Rabbit
8 Weird of Wolves Begins (1/8)	9 Fall of the kingdoms of Kryhiss (11,278 GCY) (1/9)	10 (1/10)	11 Dead Moon Night  (1/11)	12 (1/12)	13 (1/13)	14 Weird of Wolves Ends (1/14)
Ermine	Remorhaz	Lynx	Wolverine	Gull	Skunk	Walrus
15 Tanner's Rest (1/15)	16 (1/16)	17 (1/17)	18 (1/18)	19  (1/19)	20 (1/20)	21 Rime King's Palace Raised (15 GCY) (1/21)
Musk Ox	Bonnacon	Yeti	Antelope	Panther	Trout	Horse
22 (1/22)	23 (1/23)	24 (1/24)	25 (1/25)	26  (1/26)	27 Potter's Rest (1/27)	28 (1/28)

Hardfrost

The first month of the Grand Course of Days, Hardfrost marks the middle of winter, a time when the northern lands are locked in ice and snow, and commerce and adventuring grind to a halt. Further south, the inhabitants crowd into cozy tap rooms or around their blazing home hearths to escape the chill, and even in the tropics the temperature is balmy rather than sweltering. As the first month of the year, Hardfrost is usually used to prepare for new ventures, attend to matters at home, and as a period of introspection for those looking to improve themselves in the months ahead. This does not mean that adventuring opportunities cease to occur, but those seeking fortune and glory may have to travel some distance to find them.

Hardfrost Astrological Traits

Sign: Lupris the Wolf

Known as: Wolves

Day Traits: Sociable, clever, brave

Night Traits: Crudeness, bullying, violent

Positive quirk: Survival (character gains a bonus against temperature extremes and inclement weather)

Negative quirk: Pack mentality (character suffers a minor penalty on any rolls made while alone)

Astrologically, the month of Hardfrost is associated with the sign of Lupris the Wolf, the Great Grey Wolf that Chases the Sun. Those born under this sign are called “Wolves” and naturally seek out the company of others. Many make good leaders as well: They fight tenaciously for what they believe in, and woe is he who threatens what a Wolf deems precious.

D% Roll	Random Dates, Events, and Adventure Ideas for the Month of Hardfrost
01-04	<i>1st of Hardfrost: Vestibule</i> (see p. 13).
05-07	<i>2nd of Hardfrost:</i> A normally quiet volcano rumbles menacingly and produces goutts of purple smoke and silver ash. Great eye beasts hover about the smoldering mountain’s rim, excavating the rock with their deadly rays. They seek something, which is undoubtedly bad news for all other races.
08-11	<i>3rd of Hardfrost:</i> The giant polar bear, Pale Doom, terrorizes Qusimax villages. Legend says that riches beyond imagination lie within his glacial den.
12-14	<i>4th of Hardfrost:</i> Furred serpents are attacking travelers with almost diabolical cunning. Previously unknown in this region, these creatures must be a new species, a magical creation, or something that slithered in from another world.
15-18	<i>5th of Hardfrost:</i> A yeti horde led by spell-hurling abominable snowmen lay siege to a remote castle. They demand the fortress be turned over to their lord and master, the Haired Rajah of the Dead Night.
19-21	<i>6th of Hardfrost:</i> Avalanches in the mountains decimate winter elf villages, forcing them to come to the human lands seeking aid.
22-24	<i>7th of Hardfrost: Aurora Terribilis</i> (see p. 10) first appeared on this day in 637 GCY.
25-28	<i>8th of Hardfrost: Weird of Wolves</i> begins (see p. 13).
29-32	<i>9th of Hardfrost:</i> The last crystal wands (see p. 10) are forged on this date -11,278 GCY as the Kingdom of Kryhiss collapsed into open rebellion and the wands’ makers perish in the conflict.
33-36	<i>10th of Hardfrost:</i> Wererats kidnap the Lord Executioner’s daughter with the intent to infect her with lycanthropy unless he frees their imprisoned leader.
37-40	<i>11th of Hardfrost: Dead Moon Night</i> (see p. 10).
41-43	<i>12th of Hardfrost:</i> The PCs wake up one morning, dead—or at least that’s how it appears. No one pays attention to them, their efforts to draw people’s attention fail, and physical attacks pass through their bodies without effect. What happened? Just when all seems hopeless, one man speaks directly to them and offers to introduce the PCs to a group who can help them.
44-47	<i>13th of Hardfrost:</i> Barbarians come to town with a never-before-seen creature encased in a block of ice. They reveal there are more where they found this one and will direct others there for a fee.
48-50	<i>14th of Hardfrost: Weird of Wolves</i> ends.
51-53	<i>15th of Hardfrost: Tanners’ Rest</i> (see p. 8); The Tanners Guild announces they are seeking exotic hides to meet special orders and will pay top coin to those who provide them with skins.
54-56	<i>16th of Hardfrost:</i> Pods of titanic whales have been driven south by the ice and are now attacking ships in the warm southern waters. Reports say that scaly humanoids are seen swimming amongst them.
57-60	<i>17th of Hardfrost:</i> First ice eyrie (see p. 11) was encountered on this date in 127 GCY.
61-64	<i>18th of Hardfrost:</i> Treasure hunters spend the evening in a cozy inn competing against each another in various contests to win a map carved on a piece of exotic scrimshaw. Some are poor losers.
65-67	<i>19th of Hardfrost:</i> Frost giants come to a remote northern village looking to trade exotic commodities (mammoth furs, giant walrus tusks, ice emeralds, etc.) or at least that is what they claim. Their motives may be more sinister.
68-71	<i>20th of Hardfrost:</i> The residents of an ice-bound manor begin dying of hypothermia in well-heated rooms. A vampire who subsists on body heat instead of blood is the culprit.
72-75	<i>21st of Hardfrost: Rime King’s Palace</i> (see p. 12) raised with powerful sorcery on this date in 15 GCY.
76-78	<i>22nd of Hardfrost:</i> A ship from foreign lands blows ashore, its crew entombed in ice. Although it contains a few riches, the ship’s still living and dangerous cargo escapes and begins to terrorize the locals.
79-82	<i>23rd of Hardfrost:</i> The last of the Ice Knights was laid to rest on this date in -3746 GCY He was buried in his Frost-Guard (see p. 11) armor. Many still seek his ice-bound tomb.
83-85	<i>24th of Hardfrost:</i> Someone or something is impersonating public figures, using their identities to collect money, sow discord, and otherwise tarnish the reputation of these individuals. A reward is being offered for the culprit(s), but the PCs may find themselves victims of the scams first.
86-89	<i>25th of Hardfrost:</i> Ice golems commanded by a mysterious, fur-clad woman tear down the walls of a frontier outpost and carry off the fort’s winter rations and most of the armory.
90-93	<i>26th of Hardfrost:</i> Hearth fires around the city turn into infernos as fire elementals spontaneously appear in them. Who or what is to blame?
94-96	<i>27th of Hardfrost: Potter’s Rest</i> (see p. 12); Poltergeist run amok, destroying the Potters Guild’s inventory during the celebrations.
97-100	<i>28th of Hardfrost:</i> A notorious pirate plans to sail into the pack ice to find a legendary treasure. She needs brave souls to accompany her, but will treachery or riches be their reward?

Interesting Events, Places, and Things for the Month of Hardfrost

Aurora Terribilis: These seem to be magical curios, suitable for display in any home with more wealth than sense. An aurora terribilis is a clear glass bottle whose mouth is sealed with a cork and dipped in black wax. Small arcane symbols pertaining to weather, containment, cold, and the sky are inscribed on the wax. Within the bottle, blue and green lights, like those that appear in the cold northern skies, flicker and dance, casting a faerie-like display on the walls and faces surrounding the bottle. It is a captivating display and an entire evening's entertainment can be had simply watching the lights writhe and swirl.

Aurora terribilis are enchanted creations and emit a magical aura that can be detected by the appropriate spells and methods. They also radiate a faint nimbus of evil, which can also be discerned with magic or by those steeped in holy righteousness. This evil aura is a byproduct of the aurora terribilis' manufacture and true purpose.

The bottles, as beautiful and harmless-appearing as they are, are creations of the frigid demons that cavort on the cold northern winds. Known by a variety of names (wendigo, lthha, valkyrior, etc.), these fiends enjoy the taste of human flesh yet seldom encounter mortals on the northern ice. To correct this paucity of meals, the demons craft aurora terribilis and arrange for them to infiltrate the southern marketplaces, where the unsuspecting buy them as curiosities. Once the bottle is in the hands of a mortal, it is only a matter of time before the demons receive a fresh meal delivered directly to their awaiting maws.

Each time an aurora terribilis is viewed for more than an hour, there is a cumulative 1% chance that the viewer is suddenly spirited away by demonic magic to find himself atop a frigid, wind-swept plateau surrounded by a sea of ice. Overhead, the northern lights dance and flicker, and the screams and howls of the demons are heard as they ride the night winds. Eventually one of the fiends notices the new arrival, after which the poor soul is doomed. Back in his now-empty home, only a gust of cold air, evidence of a brief, yet powerful wind and an empty bottle with its lights permanently dimmed remain.

Because years can sometimes go by between the purchase of an aurora terribilis and the disappearance of its owner, it is difficult to connect the two events. Only when a buyer vanishes soon after its purchase or when the entire guest list of a "viewing party" (an event where the privileged gather at the buyer's home to watch the lights, drink wine, and indulge in other diversions) is the cause readily apparent. This subtlety allows the aurora terribilis to continue to appear in witch markets, bazaars of the bizarre, and curio shops without suspicion.

Crystal Wand: This magical object is a blue-white rod that measures 1.5 feet in length. It appears to be formed from a steel-hard crystal similar to quartz. The tip of the wand is encased in a 2-inch sheath of silver etched with prehistoric glyphs, and the butt of the rod is encased in amber. The grip of the wand is wrapped in a strip of tanned hide with a pebbly texture, the skin of some extinct beast.

The history of the crystal wand is hazy, but the glyphs on its tip and the hide-wrapped grip suggest it came from the ancient kingdom of Kryhiss that once lay north of the Peaks of Starvation. Kryhissic sorcerers achieved hitherto unmatched excellence with magics that altered crystalline structures, and the gemstone guardians that once served as bodyguards to nobility are still encountered in forgotten barrows.

A crystal wand has the ability to transform one type of crystal into another, provided the item or its owner fails a resistance check against magic. The wand's power decays any substance with a crystalline structure, changing it into another, less durable material. Diamonds can become snowflakes, sand can become glass, salt can become ice, etc. Each use of the wand effects one cubic foot of matter and expends a single charge of the wand. Each wand contains half the normal number of charges for the game's rule system. Any transformation enacted by the wand is permanent (barring another use of the wand), but the matter altered might not be (ice will melt, glass can break, salt can blow away, etc.).

Dead Moon Night (Day of the Wolf, 11th of Hardfrost): Not all cultures in and around the Aeternal Empire utilize the Grand Course of Days. Nearly all humanoids such as goblins, ogres, trolls, and orcs, and several indigenous nomadic tribes mark time solely by the changing of the moons rather than the more detailed creation of Phutataes. This cruder but no less accurate method of time keeping is called the Parade of Thirteen Moons.

The Parade of Thirteen Moons measures the year by its thirteen full moons, with each one given a title based on its appearance, properties, or season. Each lunar period lasts from the new moon to new moon, with the full moon it is named for occurring in the middle of the indicated time cycle. The exact start and end of each lunar period varies from race to race with some counting the night before the new moon as the end of one cycle while others mark the day after the new moon as the beginning of a new period. To further complicate matters, not all species refer to each moon by the same title, and this presents difficulties for scholars attempting to pinpoint specific events dated with the Parade of Thirteen Moons.

Dead Moon Night is the first moon of the Parade of Thirteen Moons. Its name comes from the shared opinion that the moon assumes a cadaverous appearance at this time of the year. Passing clouds and shadowy patches on the moon's face give it a skull-like look, and it is certain there is unexplained phenomenon affecting the dead on this night. Whether there is a direct connection between those morbid events and the moon's visage yet eludes sages.

The barriers between the living and the dead are thinner on Dead Moon Night, and necromantic magics of all types enjoy the benefit of amplified power. All spells that affect dead flesh or deceased spirits work at full efficiency on this night. There is no need to roll to determine damage, area of effect, duration, or any other randomly determined elements on this night—simply use the maximum possible for each. In addition, any attempts to resurrect the dead are always successful when invoked under the Dead Moon.

This is a mixed blessing, however, as the abilities of the undead are also more potent on this evening. All damage done by the undead as well as other special abilities they may possess that have random variables are treated as if the maximum possible result was rolled. For this reason, it behooves necromancers to not become complacent with their own power on this night.

Frost-Guard: Ages ago, long before the founding of the Aeternal Empire, the frozen glaciers of the north lands had advanced much further south and most of the continent was shrouded in a perpetual blanket of snow and ice. Life was harsh in this frozen age. Hordes of monsters prowled the lands, attacking lone, snow-bound settlements. Cities were rare and economies poor, for much of the resources that man now takes for granted were buried under massive glaciers. It was in this frozen epoch that the Ice Knights arose to do battle against the forces of evil which plagued the land.

These noble warriors roamed the land astride woolly mammoth mounts and soared through the skies on tamed snow drakes. With iron deposits locked under the glaciers, the Knights used potent enchantments to forge weapons and armor out of magically-tempered ice. Stronger than steel, these arms and armaments turned back the forces of the cold north and aided the Knights in restoring hope and warmth to the southern lands. The Ice Knights pursued their quarry north, sacrificing their lives to end the frozen age once and for all. Many were buried along with their armor and weapons in secluded barrows in the icy wastes.

Frost-Guard appears to be plate armor forged from a dense blue-white ice. Magically enchanted, the armor provides protection three steps better than normal full plate and reduces any cold-based damage inflicted on the wearer by half. If the cold attack allows a resistance check against the damage and this check is successful, the wearer takes no damage. The icy armor also has the chance of refracting beam or ray attacks, causing them to be dispersed into harmless rainbows. Any such attack has a 50% chance of unafflicting Frost-Guard's wearer.

Predictably, the armor is very vulnerable to heat, and the wearer suffers a -2/-10% penalty against heat-based attacks and the possibility of resisting them. Each heat attack also reduces the armor's defensive power by two levels as the armor melts. Additionally, for each day the armor spends in temperatures above freezing, it loses a single level of protective power. This melting damage can be repaired by returning the armor to a cold climate, where it will recover one level of protective power each day it remains in those temperatures, or by casting cold-based magic upon it. For each 10 points of damage or fraction thereof the spell would normally inflict, Frost-Guard regains one level of protection. Note that if these spells are cast upon the armor while it is being worn, the wearer suffers damage from the spells, but with the benefit of the armor's protection against frost attacks as mentioned above.

Ice Eyrie: The world is much older than most people care to consider, especially those who dwell within the seemingly immortal grandeur of the Aeternal Empire. These citizens delude themselves into thinking that the laws, boundaries, and culture that nurtures and protects them always were and shall always be. If they cared to scrutinize the moldering histories and ancient maps, they'd see that the Aeternal Empire is not the first great realm—nor will it be the last.

Of these antecedent empires, the greatest were lost when the world turned cold and the ice and snow covered the once-lush lands which they occupied. Even the great magics that these ancient people commanded was insufficient to halt the frigid doom that destroyed them, leaving their magnificent artifacts of power entombed beneath mile-deep sheets of ice. There, these magical items slumbered, potent but inaccessible.

As the millennia pass, the old ice slides towards the sea, melting and breaking as it reaches the coast, and occasionally a slab of glacier containing one of these prehistoric artifacts breaks free. Most fall into the sea to ultimately melt and deposit the item on the sea bed, but some exhibit strange behavior. Powered by the capabilities of these entombed items, the ice breaks free from its earthly bonds to take to the air, floating aimlessly on the winds until the sun turns them to mist and cold, gentle rain. Thus, the ice eyries are born.

These flying icebergs entice both monsters and adventurers to their cold surfaces. Flying monsters, especially those acclimated to the cold, enjoy using the eyries as secure roosting grounds. Ice drakes, hoarfrost wyverns, snow harpies, and cold gargoyles will all take roost on an ice eyrie when one floats by, hunting unsuspecting prey as the iceberg enters new territory. Since ice eyries are short lived

phenomenon, these creatures seldom have time to accumulate much treasure, but the very nature of the eyrie's creation is enough to entice adventurers to take to the air and risk their lives against the beasts who make their homes upon them.

These adventurers search out the item or items that give the iceberg its gravity-defying power. Often, in addition to these entombed artifacts, ruins and other prehistoric structure remain intact within the ice. The relics, riches, and magic contained within these prehistoric buildings outstrip those found in dungeons of more recent excavation, and wealth-seeking adventurers use whatever means they can to reach an eyrie in search of plunder. Once upon the flying ice, these adventures discover that threats older than the newly-arrived flying creatures lurk in the ruins. Undead, cryogenically preserved dinosaurs, slumbering sorcerers, and constructs of terrifying power and incomprehensible terror await intruders in the frozen corridors beneath the ice.

Ice eyries typically last 1d3 weeks, less if they drift into extremely warm climates. When an ice eyrie is encountered, there is a 75% chance that monsters have taken up residence upon it. Roll a d4 to determine how many types of creature currently occupy the eyrie with a roll of 1-3 indicating a single species and a roll of 4 indicating two. Determine or choose what type of creature is present as per your preferred game system. There is an additional 1 in 6 chance of the eyrie containing a ruin or mini-dungeon within the ice. Create and stock this site as normal

Ice eyries typically come into play in the campaign in one of two ways. The first is when they drift into an inhabited region and the creatures roosting upon it begin attacking local livestock and residents. PCs with the ability of flight are likely to be hired to ascend to the eyrie and slay or drive off the threat. The second method of using an eyrie is to have the PCs learn that one is in the vicinity and encourage them to plunder it for its ancient and forgotten magic and wealth. In this manner, eyries are perfect for introducing strange, homebrewed magic and monsters from the campaign world's dim past. The game master is free to use ice eyries in other scenarios. One suggested manner would involve the residents of a drought-stricken region hiring adventurers to track down an eyrie and arrange for it to somehow be brought to their land. Once there, the farmers hope to tether it above their fields and use the melt runoff to irrigate their crops.

[Profession] Rest (various dates): These labor holidays occur throughout the year and each is named after the professional guild which benefits from it. There is Beggar's Rest, Wheelwright's Rest, Cooper's Rest, Smith's Rest, etc., and each is listed by that name on the Grand Course of Days calendar. This description applies to all of them regardless of their exact name.

On these days, all members of the appropriate guild are granted a day of rest. From the lowliest apprentice to the guild grandmaster, no one goes to work. Instead, the guild traditionally hosts a feast at their guildhall, which is attended by all members in good standing and their families. Games are played, musicians perform, and awards and gifts are given to outstanding members of the guild. The day ends with dancing and drinking, but not to overabundance, for tomorrow it is back to work.

Other than possibly attending the Adventurers, Explorers, and Treasure Seekers festival (see **Adventurer's Carouse** on p. 104), these holidays will seldom affect the PCs. However, the game master should remember that on these labor holidays no business owned by the appropriate guild's members will be open. This could inconvenience the party should they be ready to venture forth on a new quest and find that the weaponsmith who promised them that new sword is off carousing at the guildhall. Strict application of these labor holidays is a good way to remind the PCs that the campaign world does not revolve around their needs and that NPCs are living, breathing people, too.

The Rime King's Palace: North of the Glacier of Blades lies the Rime King's Palace. This structure is a strikingly beautiful site: constructed entirely from ice, the Palace reflects and refracts the eerie, shifting colors that mysteriously appear in the sky at these northern latitudes, giving it an unearthly appearance amongst the stark white landscape. On nights when the skies are clear, the palace seems to glow from within with molten red illumination.

The palace is home to the self-proclaimed Rime King, a fearsome ice giant who rules the surrounding glaciers with cruel tyranny. Under his command are a battalion of frost ogres, snow drakes, rime hounds, and other cold-climate monsters. More interesting to adventurers and treasure-seekers are the rumors of the Rime King's treasury, which stories tell is laden with precious ice diamonds, cold gold, mammoth furs, and the ivory tusks of giant walruses.

The Palace itself predates the king's occupation. Sculpted from the surrounding ice by magic, the palace sits above a rift filled with roiling lava, and it is this pit that gives the palace its molten inner glow. Despite the great heat emerging from this rift, the same powerful magics that formed the palace also protect it from melting. In the lowest depths of the palace's dungeon, creatures born from the fiery pit cavort amongst the frosty halls and delight in tormenting the King's less intelligent servants.

As of late, rumors have drifted south to the warm lands along the coast. The Qusimau people, a rugged race of polar barbarians, have observed great numbers of fearsome frost monsters gathering at the palace. Mammoths drawing siege equipment of tremendous size are seen crossing the glacier, and the sound of pounding metal rises from the magma forges beneath the frosty fortress. The Rime King

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has conquest on his chilled brain, but none know where he plans to strike first. Great glory and ample rewards await those who could return with this much-desired intelligence.

Vestibule (Day of the Rooster, 1st of Hardfrost): One of the few holidays celebrated across nationalities and social standing, Vestibule is the celebration of the new year. On this day of fresh starts and new beginnings, most households engage in a symbolic cleaning of the hearth, sweeping away the ashes of the previous year in preparation for the new. Doors and windows are opened to the cold air and children run through the house banging pots and skillets together to drive the previous year out of the home. Celebrants dress in white linen (or silk if they can afford it) before journeying to their local temple to swear oaths of self-improvement in the year to come. All day long, seers, fortune-tellers, and astrologers travel from house-to-house making a tidy profit off the curious who wish to know what the coming year holds.

It is widely believed that what occurs on Vestibule is a portent of the coming year, so celebrants do their best to encourage good fortune in the months to come. They wear their finest, newest clothes, give gifts to family members, neighbors, and close friends, visit loved ones, and eat well and drink heartily, all in the hopes that these fortunate occurrences will be revisited upon them again and again during the year.

Because the year is fresh and new, it has yet to become cluttered with the psychic debris that impedes divination. As such, the game master should allow any divinations or auguries which are performed on Vestibule to be slightly more accurate or detailed than normal. Vagueness isn't completely banished, but the cryptic answers these divinations normally produce aren't quite so muddled during Vestibule.

The superstition about one's behavior during the holiday influencing their fortune throughout the year is precisely that—unless the game master wishes otherwise. At his or her discretion, the game master can reward those PCs who attempt to curry the good will of the Powers That Be with fine dress, small favors and gifts, and friendly visitations to loved ones. In this case, a small reward should be given to those PCs once in the coming year. This reward could be meeting an influential NPC who grants them a boon, doubling (or tripling) the treasure found in one encounter, receiving an unexpected gift of fine clothes or master-crafted arms and armor, or some similar event. No more than one of these events should occur for each PC, and they may be spread out throughout the year.

Weird of Wolves (Day of the Yak—Day of the Rabbit, 8th—14th of Hardfrost): For the last decade, the northern lands have been plagued annually by packs of ferocious wolves that terrorize the land for a seven day period. Travel abroad during this time, especially at night, is dangerous, and wolf packs have even broken into homes to feast upon those within. These attacks appear to be focused around the tiny village of Lurach nestled deep in the Chiming Peaks.

Because of these attacks, a form of subtle totemic worship has arisen in these secluded villages, cut off as they are from the rest of the civilized lands by dense evergreen forests, rocky crags, and snow-filled valleys. For these seven days, wolf worship becomes the norm and missionary priests of the more civilized southern gods are given little choice but to turn a blind eye.

Each night during the Weird, a small number of livestock is driven into the pastures outside of the villages and left staked out for the wolves. Each herdsman and farmer in the village must surrender one of his animals to fill the nightly quotas during the Weird, donating even more if the attacks are especially ferocious. As the wolves tear these sacrifices apart, great fires are lit throughout the villages and prayers of deliverance are offered up to Lupris the Wolf. While most villagers refuse to speak of it, there have been cases where the yearly attacks were so fierce that livestock were not the only offerings left staked out in the night.





These rites came into being after the villages failed to stop the wolf pack attacks by conventional means. The wolves outwitted all attempts to trap them or to track them back to their dens. More disturbing was that the animals shrugged off wounds inflicted by spear, sword, and arrow. Now the villagers endure the attacks each year and pray for small losses.

The reason that these attacks occur is Lurach's dark secret. Ten years ago, the local patriarch of the Robaun family came into conflict with his neighbors over property boundaries. Robaun was a spiteful old codger and largely disliked by the village, so when his neighbors decided to accuse Robaun of being a werewolf, thinking that he'd be forced to leave the village for good, many accepted the charge without question—too many, in fact. As hysteria gripped Lurach's villagers, these false accusations resulted in not only Robaun but most of his family being burned at the stake. Only the patriarch's younger brother and niece escaped the fires. They are believed to be the cause of these yearly attacks and a bounty exists on both of them.

This belief is correct. The surviving Robauns escaped into the surrounding wilderness and took shelter in a remote cave. There they called blindly upon whatever powers would aid their vengeance against their accusers. One sinister power responded to their pleas by making the villagers' accusations true, turning the two surviving Robauns into especially fierce lycanthropes. The lycanthropy strain they carry is so virulent that the two spend most of the year in their wolf form and possess none of their mortal memories. Only on the nights near the anniversary of their family's incineration do they return to human form and remember their former existence.

The Weird of Wolves is a fine adventure scenario for game masters and players who enjoy a multi-layered story where things are more complex than they first appear. The PCs can hear of the attacks or get hired by one of the villages to put an end to them. Once in the area, they will hear the villagers blame the Robaun werewolves for the attacks and become drawn into conflict with the lycanthropes and their wolf minions. It is likely the PCs ultimately learn the truth about the false accusations against the Robaun family and that the villagers are to blame for that which now threatens them. Neither side is wholly innocent, leaving the PCs to make a decision as to who should be brought to justice. The original accusers are still alive, as are many of the residents who willingly looked the other way when the Robauns were burned. Still, while these locals deserve some punishment, the two surviving Robauns quest for vengeance has not only resulted in the deaths of Lurach's villagers but spilled over into neighboring settlements as well. They, too, must pay for their crimes.

Because of the unusual nature and origin of the Robauns' lycanthropy, the wolves that accompany them during the Weird gain some of the benefits of the curse. Although their game stats remain those of normal wolves, they receive the same immunity to normal weapons as lycanthropes and are only affected by silver and wolfsbane. They also will never flee from a fight unless the Robauns do first.

The Shroud						
Cod	Mink	Porcupine	Beaver	Flounder	Goat	Swan
1 (1/29)	2 (1/30)	3 (1/31)	4 First Gnaw Massacre Recorded (265 GCY) (2/1)	5  (2/2)	6 Athollos Gresades Slain; Helm Goes Missing (884 G.C.R) (2/3)	7 (2/4)
Pig	Badger	Moose	Weevil	Asp	Ferret	Vulture
8 Cartographer's Rest (2/5)	9 Ootabayuck Goblins Get a Good Idea (904 GCY) (2/6)	10 (2/7)	11 Porter's Rest (2/8)	12 Geyst's Strange Demise (898 GCY) (2/9)	13 Famine Moon Night  (2/10)	14 (2/11)
Mouse	Camel	Owlbear	Clam	Bobcat	Owl	Otter
15 (2/12)	16 Camelmeet (2/13)	17 (2/14)	18 (2/15)	19 (2/16)	20 Unfurling of the Eightfold Path Begins (2/17)	21  (2/18)
Leopard	Mole	Seal	Blue Whale	Halibut	Caribou	Wyvern
22 (2/19)	23 (2/20)	24 (2/21)	25 Malak Histthorns "Dies" (-7840 GCY) (2/22)	26 Nivaluvas Wine Appears in The Empire (878 GCY) (2/23)	27 Unfurling of the Eightfold Path Ends. (2/24)	28  (2/25)

The Shroud

The Shroud is the second month in the Grand Course of Days and is regarded as the beginning of winter's end. The month gets its name from both the fierce blizzards that seemingly envelop the northern regions and from the dense, frigid mists that arise in the southern lands when warm and cold air collides. These fogs are especially prevalent along the coast and near the Aeternal Capital.

The month's name has a grimmer meaning as well. This late in the winter, food stores are depleted and hunger is a constant companion to the poor. Many unfortunates do not live to see the spring and finish the winter wound in a burial sheet, waiting to be interred once the ground has thawed. Such delays between death and burial make this month a fertile period for the spontaneous formation of the restless dead.

The Shroud Astrological Traits

Sign: Desulina the Unquiet

Known as: Wraiths

Day Traits: Quiet, tireless, and caring

Night Traits: Moroseness, selfishness, and cowardice

Positive quirk: Unobtrusive (character receives a positive modifier to surprise or hide rolls)

Negative quirk: Unsettling (character suffers a minor penalty to any social interaction rolls)

Born under the sign of the infamous “Woman in White” of myth, wraiths are emotional contradictions. Often possessing great empathy, wraiths shun society to spare themselves the emotional pain of personal relationships. The ultimate wallflowers, wraiths are prone to melancholy and exude an almost alien awkwardness when dealing with others. Wraiths make excellent scholars, as once they fixate on a problem, they are relentless in finding its solution.



D% Roll	Random Dates, Events, and Adventure Ideas for the Month of The Shroud
01-03	1st of The Shroud: Villagers begin to go missing, only to be found drowned beneath the ice-locked surface of a local lake. With no visible holes in the ice, how did they get there and who is responsible?
04-07	2nd of The Shroud: Parliaments of snow owls start attacking nocturnal travelers, rifling through their belongings as if searching for something. They return to a barren wood outside of town each dawn.
08-11	3rd of The Shroud: A travelling mage is earning good will by feeding the hungry with a magical bag of endless food. He is actually an unscrupulous illusionist whose meals are phantasmal creations.
12-15	4th of The Shroud: Each winter since 265 GCY, gruesome cannibalistic massacres have been reported around the empire. These horrific murders are the work of gnaws (see page 19), which were first documented on this day of that year when thirty-six of the creatures ran wild in the capital.
16-18	5th of The Shroud: Ice trolls cross a frozen river to wreak havoc on a frontier town. Finding civilization to their liking, they take over the settlement and invite more of their kind to set up residence.
19-22	6th of The Shroud: Athollos Gresades of Jodo Pharr was slain on this day in 884 GCY. His Helm of Woeful Visage (see p. 19) goes missing in the aftermath of his death. It is believed to have been spirited away by a loyal follower, but its current whereabouts are unknown.
23-25	7th of The Shroud: Giant seals infest the waters of a seaside town, devouring the already depleted schools of fish. Would-be heroes must overcome a zealous druid and an aquatic race who consider the seals allies if they want to drive off the great whiskered anglers.
26-28	8th of The Shroud: Cartographer's Rest (see page 12); A down-on-his-luck dealer in paper and ink comes into possession of secondhand parchment from an uncertain source. To his surprise, each page is a palimpsest containing anything from a treasure map, a spell, or the lost work of a famous playwright. Adventurers line up to purchase his wares or to discover where the parchment originated from.
29-32	9th of The Shroud: The tribe now known as the Carpenter Goblins (see p. 18) became inspired on this date in 904 GCY. They continue to be a menace to wooden structures everywhere and their predations have become a nuisance to all who dwell near their tribal lands.
33-36	10th of The Shroud: An enemy of a local burgher has laid an enchantment on his household, causing his furniture to animate and run amok, leading to embarrassment and property damage. The burgher wants the enemy revealed and his heirloom furniture returned unmarred.
37-39	11th of The Shroud: Porter's Rest (see page 12); Servants in noble houses and rich merchants' villas belong to an evil sect, one dedicated to their masters' destruction. On a certain night, the footmen and chamber maids will rise up to sacrifice their employers, but one acts too soon, exposing the cult. But can it be stopped before the night of the rite?
40-42	12th of The Shroud: On this date in 898 GCY, the wizard, Geyst of the Bones, was slain. His strange demise (see page 21) placed a horrendous curse on the Castle Haglair and its riches remain untouched within.
43-46	13th of The Shroud: Famine Moon Night (see p. 18).
47-49	14th of The Shroud: A crack in the earth spouts a growing pool of hot lava, shrouding the region in mist as it melts the snow. Strange shapes lumber about within the mist, howling unearthly shrieks.
50-53	15th of The Shroud: The sea starts giving up its dead as the corpses of drowned sailors shamle ashore and begin preying on the locals. Is this the work of an evil cleric or a portent of the apocalypse?
54-56	16th of The Shroud: Camelmeet (see page 17).
57-60	17th of The Shroud: New, monstrous hybrids of animals are preying on woodcutters in the forest. Is the same demented genius who birthed owl-bears now crafting panthersnakes, wolfvultures, gorillaeagles, badgerbats, and deertigers?
61-64	18th of The Shroud: A casket bound in iron and covered in warding glyphs washes ashore near a tiny fishing village. Days later, the hamlet is found deserted, but with newly-dug tunnels leading deep into the earth. Who or what is down there?
65-67	19th of The Shroud: The ghosts of frozen explorers ride the frigid northern winds of a blizzard, slaying those who venture forth from their snow-bound homes. One man knows the secret of their rage and how to stop them, but doing so implicates him in a horrendous crime.
68-70	20th of The Shroud: Unfurling of the Eightfold Path begins (see page 21).
71-74	21st of The Shroud: Soldiers and adventurers alike suffer injury when their metal arms and armor abruptly turn searing cold. A mastermind has plans for conquest, but can the PCs stop him without relying on iron or steel?
75-78	22nd of The Shroud: Rumors of a secret, well-stocked food storehouse lead hungry individuals into the sewers to search for its location. There they find that the "food" stored within eats the hungry.
79-82	23rd of The Shroud: A dead angel falls to earth in the middle of town. His blood has restorative powers, which causes civic unrest as different factions fight for possession of the corpse.
83-85	24th of The Shroud: A prominent silversmith goes missing and his family offers a generous reward to find him. His kidnappers are a tribe of kobolds whose warren is under siege by wererats.
86-89*	25th of The Shroud: One this date in -7840 GCY, the great sorcerer-priest Malack Histthorns (see page 19) is believed to have died and been encased in a crystal pyramid of his own creation. The moving tomb is still sighted from time to time.
90-93	26th of The Shroud: Nivaluvas (see page 20) wine appears in the empire for the first time on this date in 878 GCY. To this day, a shipment of nivaluvas arriving in town sparks heated and sometimes violent bidding wars between vintners.
94-96	27th of The Shroud: Unfurling of the Eightfold Path ends.
97-100	28th of The Shroud: Giant snow apes kidnap a halfling duchess and carry her off to their mountainous lair. There they worship the diminutive noble as a goddess, a role she finds quite to her liking.