

# IRONSMITH:



# FOES

**A FAN CREATED REFERENCE TOOL  
FOR THE IRONSWORN RPG AND OTHER SYSTEMS**



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Play Every  
**Role**

## WHAT IS THIS?

**Ironsmith: Foes** gives you more foes that can be used with the *Ironsworn* rules.

While designed for *Ironsworn*, these ideas may be used for any dark, gritty fantasy setting or game at least for concepts if not direct application.

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## LICENSING

This work is based on *Ironsworn* (found at [www.ironswornrpg.com](http://www.ironswornrpg.com)), created by Shawn Tomkin, and licensed for our use under the Creative Commons Attribution 4.0 International License (<https://creativecommons.org/licenses/by/4.0/>).

For details on licenses, the *Ironsworn* SRD, and the *Ironsworn* game, please visit <http://ironswornrpg.com>.

## WRITING, DESIGN AND EDITING

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## ACKNOWLEDGEMENTS

NOTE: This is NOT OFFICIAL *Ironsworn* content! It is fan-made content made available through the generous licensing of Shawn Tomkin, creator of *Ironsworn*. Please support him by purchasing the original *Ironsworn* products!

## IMAGES

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# USING IRONSMITH

All products released under the title of *Ironsmith* are expansions and additional options designed specifically for the *Ironsworn* RPG system by Shawn Tomkin, but they can be used in any RPG set in a gritty, fantasy world.

## USING FOES

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All the foes presented here follow the normal rules for *Ironsworn*. However, one of the beautiful things about *Ironsworn* is the openness and vagueness of descriptions which leaves you room to fill in details. If I have filled in too many details, feel free to modify the foes to fit the design of the world you are playing in.

Beyond the basic description of each foe, a quest starter involving the foe is included. Additionally, I try to ask at least one "Your Truth" question at the end of each foe to help you further refine how these foes can fit into your world.

If you are using these foes for ideas to place into other RPGs, you need only know that the difficulty of foes increases from least to greatest like this:

Troublesome → Dangerous → Formidable → Extreme → Epic

This should give you some idea of the mechanics you'll need to translate these foes into the RPG of your choice.

# KYNGI

# IRONLANDER

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**Rank:** Dangerous (2 progress per harm; inflicts 2 harm)

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**Features:**

- Geared for war
- Battle-hardened
- Battle concoctions in vials

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**Drives:**

- Rid the land of true monsters
- Make right with might

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**Tactics:**

- Mystical power and black iron blade
- Track and trap
- Immediate killing blow

---

Those who travel down the path of the kyngi are feared but usually tolerated by Ironlanders because they have taken on the impossible vow of ridding the Ironlands of all monstrous beings. To complete this impossible task, they undergo strange rituals that mutate their bodies into more powerful killing machines and manifest subtle but distinct physical characteristics such as cat-like eyes, larger nostrils, and tiny protrusions on their eyes that act as sensory organs for movement behind them. These kyngi find themselves constantly on the move without a home both to hunt more monsters and to avoid the fear and loathing their presence produces in most Ironlanders.

Kyngi are not only highly skilled warriors, but they also learn pertinent arcane arts that they can deploy in battle. Their strange ability to meld might with magic makes them uniquely suited to hunting down and ending the darker things of the world. A horror that may only be temporarily driven away by mere warriors can be exorcised completely by a powerful kyngi.

In addition to their battle prowess, they have a knowledge of herbs that they combine with their mystical arts to create powerful elixirs to further enhance their abilities. However, this knowledge comes with a price. The same concoctions that give them strength, stamina, and speed also slowly corrupt their minds. They become more and more nihilistic and have been known to turn towards chaos and preying on innocent people in their later years.

When a kyngi shows up at a settlement, it's always a gamble as to whether their aid will be worth the price they exact. We have a saying in the Ironlands for when people consider a course of action with clearly harmful outcomes: it's like a kyngi arriving with a naked blade.

*Quest Starter: A mad kyngi unleashes iron-wracked beasts and monsters on steadings and operates from a nearby Mystical Stronghold. Will you try to redeem this kyngi or see them pay the price for forsaking their sacred vow?*

## YOUR TRUTH

- How does kyngi mysticism manifest? Is it subtle or grand in style?
- What temporary powers do the elixirs give the kyngi?
- Are the kyngi still true Ironlanders or have they been permanently changed into a different type of being altogether?

# VIGGOR

# IRONLANDER

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**Rank:** Dangerous (2 progress per harm; inflicts 2 harm)

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**Features:**

- Clothing adorned with animal feathers, teeth, scales, and claws
- Soul inhabits animals
- Unkempt and gaunt
- Hold a mystic focus

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**Drives:**

- Protect animals
- Live as an animal
- Protect their empty body
- Stay isolated

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**Tactics:**

- Attack as an animal
- Switch quickly between animal bodies
- Retreat back to their own body

---

A viggor is an Ironlander born with beast magic. When their power first manifests, they gain an odd affinity for communicating with animals. As their power matures, they can "push" themselves onto an animal and control the animal directly. They roam the woods as a wolf on the hunt or spy on the neighbors as a rat in the wall. Some animals are easier to push into, but most viggor never push into an unwilling host unless absolutely necessary. The more they push, the more they see themselves as the very creatures they inhabit. The animals themselves will often stay near and guard a viggor's empty body as they become bonded through the pushing process.

When viggor "push" themselves into an animal, they lose all senses and control of their own human body which lies cold and unmoving while their spirit roams. It is like their life essence completely leaves their body to live inside the animal. In this way, their body is vulnerable during a push. If someone were to find their body in this state, they could be killed without ever knowing an attacker was there. This is why viggor tend to isolate themselves in lost caves or hidden huts deep in a forest.

While this type of magic sounds like a fairy tale come true, we ultimately learned to fear the viggor because the more they push into animal minds, the more animal-like they become themselves. They obsess over being inside an animal to the point that their human bodies are often frail and abused. It's an addiction for them that slowly drives them mad. It is best that we excommunicate viggor when they are found and leave them to their own slow death.

*Quest Starter: A woman on her deathbed has requested that you find her lost husband, a viggor who was exiled years ago. She believes that she has discovered the key to breaking her husband free from the beast magic that binds him. Why would you take on this quest for her? Who is she to you? Can her husband be brought to his senses long enough to say goodbye to his wife, or is he lost forever to his beasts?*

## YOUR TRUTH

- What happens when a viggor is killed while still pushed into an animal?
- Can a viggor push into multiple animals at once? At what price?

**Variant:** The viggor's spirit coalesces into an ethereal animal rather than inhabiting a living creature.

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**Rank:** Dangerous (2 progress per harm; inflicts 2 harm)

---

**Features:**

- Snake people with arms and a tail instead of legs
- Thick scaled skin can change colors
- Tails covered in metal for use in battle
- Wield spears tipped with their own fangs

---

**Drives:**

- Respect the Old Ways
- Protect the wilds
- Drive out the interlopers

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**Tactics:**

- Drop from treetops
- Poisoned bites
- Squeeze and suffocate

---

Hofudi are thought to be under the protection of the elves living in the Deep Wilds, but contact with the snake people is even more rare than that with the elves. As such, the descriptions vary of the hofudi. Some say they have deep green and black skin, and others claim to have seen yellow and brown scales. Some say the hofudi are all hooded cobras while others say they have sharp diamond-shaped heads. What is common among all the descriptions is how without legs they glide about using only the S-shaped motion of their tail while keeping their humanoid torso upright.

It is believed that the hofudi have a strict class system with shaman or mystics at the top of the authority structure. They have been spotted in the Deep Wilds holding strange rituals of unknown purpose. The few contacts we've had with them have not gone well as they fiercely guard their secrets and way of life. What we do know for sure is that they have no compunction about killing an Ironlander, and we therefore give them a wide berth.

*Quest Starter: A hofudi warrior has announced itself outside the settlement and is asking for escort to a secret location in the Hinterlands and protection the igdan hunting it. It says that if its task is left undone, it will have grave consequences even for the Ironlanders. The hofudi holds a large, smooth gray stone tucked under one arm. What task must it complete, and what role does the stone play? Additionally, something strange happened to you previously while you were in the area of the Hinterlands that the hofudi wants to travel to. What was it, and does it relate to the hofudi's current quest?*

## YOUR TRUTH

- What is the nature of the relationship between the elves and hofudi?
- There is one thing or behavior that is so taboo in hofudi culture as to border on sacrilegious. What is it?

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**Rank:** Dangerous (2 progress per harm; inflicts 2 harm)

---

- Features:**
- Humanoid with feathered wings
  - Head of a raptor and clawed feet
  - Chirps and clicks in their speech
  - Bamboo-like armor and bows held with their feet
- 

- Drives:**
- Protect their eyries
  - Hunt worthy prey
  - Harass Hofudi
  - Gather treasures and trophies
- 

- Tactics:**
- Attack from above
  - Draw out the hunt and toy with prey
  - Use vertical terrain against prey
- 

The igdan people prefer the rocky heights at the border between the Tempest Hills and the Veiled Mountains, but their hunting parties range far afield. How their wings are able to sustain them in flight is unknown, but they are experts at gliding and firing their large bows with pinpoint precision. Settlements near igdan eyries tend to have underground shelters for protection when a pack of igdan hunters are spotted.

In mannerism, the igdan are generally haughty towards "earthers" and enjoy demonstrating their superiority. They have a limited concept of ownership and believe they have the right to anything they have the might to take. We fear that may soon lead them to think they own us as well. Our only advantage is that their people seem limited in number, but still we must prepare for the eventual conflict.

*Quest Starter: A settlement close to an igdan eyries was given an ultimatum: "Choose one from among you to act as our prey. If they make it back to the settlement before dawn on the third day, we will not accost your settlement." The settlement has until dusk to produce their token prey. How will this conflict be settled? You have something to gain from an interaction with the igdan. What is it?*

## YOUR TRUTH

- **Igdan hunters have varied numbers of feathers dyed on one side or the other of their necks. What do the color and number of dyed feathers signify?**
- **An igdan legend speaks of a Sky Lord. Who or what is this? Why do the Ironlanders fear the legend may be true?**



# GREEN WOLF

## ANIMAL

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**Rank:** Dangerous (2 progress per harm; inflicts 2 harm)

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**Features:**

- Keen senses
- Leaf-like fur

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**Drives:**

- Protect territory
- Never leave an injured wolf behind
- Revel in the day

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**Tactics:**

- Pack acts as one
- Camouflaged stalking
- Pin to trees

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Less aggressive than most breeds of wolves, the green wolves are known for the strong bonds of loyalty between their pack mates. When they attack large or dangerous prey, each wolf moves in for a single strike and then rotates out to recover so that no single wolf takes the brunt of damage. Another oddity about green wolves is that they tend to attack in the day despite having superb night vision. They seem stronger and more confident when in direct sunlight among low underbrush or grassy plains for camouflage.

Green wolves are also known to be more active near elven steadings or trails and are commonly thought to be servants of the elves. When we are outnumbered in a battle, we often say we're facing "a pack and their pack" in reference to elves who watch over a pack of green wolves. For this reason, we have often taken pains to not hunt too many prey in areas where the green wolves roam.

*Quest Starter: An isolated hermit was known to have befriended a pack of green wolves. Now those wolves have shown up at a nearby stading with howls and whines. They constantly head toward the forest edge and stop to see if any Ironlander follows. If none do, they start the routine again. What fate has befallen this hermit that the pack would be forced to leave them behind?*

### YOUR TRUTH

- Legend says that the leafy fur of some green wolves will flower under certain circumstances. If this is true, what properties does this flower have and what can it be used for?



# IRONCLAW BEAR

ANIMAL

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**Rank:** Formidable (1 progress per harm; inflicts 3 harm)

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**Features:**

- Stone-like skin with occasional gems
- Rock-shattering claws
- Larger than any Ironlander

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**Drives:**

- Delve ever deeper
- Hibernate
- Find food
- Protect cubs

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**Tactics:**

- Overrun
- Overpower
- Claw and bite

---

Ironclaw bears live in the Hinterlands, Tempest Hills and even the Veiled Mountains. They make their homes in stone caves that they carve themselves with their iron-like claws and can sleep for years at a time. As they hibernate, tiny stalagmites form on their skin giving them a protective coating of armor. Rarely, an ironclaw bear will have the beginnings of a gem form on its skin if it's a particularly long hibernation period. Among some Ironlander subcultures, these gems are sought after as the prize of a true warrior.

When they are not hunting for food, ironclaws are often found inside their caves digging deeper and deeper. We know not what they are digging for, but stories abound of evil things coming out of particularly old ironclaw caves. We fear they seek to uncover things that are best left lost to time.

*Quest Starter: A party of warriors went out with the intent of prying a gem from the body of an ironclaw bear and succeeded at their task. Now, that bear is tracking them and killing them one by one, and their party of ten is down to three. What will it take to make it home safely?*

## YOUR TRUTH

- What is it that ironclaw bears instinctively seek underground?

# ROCK PANTHER

## ANIMAL

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**Rank:** Dangerous (2 progress per harm; inflicts 2 harm)

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**Features:**

- Fur that blends in with stone
- Larger back legs for jumping
- Eyes the color of amethyst

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**Drives:**

- Hunt

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**Tactics:**

- Lie in wait on a boulder
- Pin and rend
- Jump and bite

---

Rock panthers are famous for their ability to hunt birds in the mountain regions. They sit atop rocky peaks for hours without moving and then lunge across chasms catching a low-flying bird mid-jump. While stealth is a powerful weapon for these creatures, it is their speed that is particularly dangerous. When they tire of birds or seek larger prey, they will chase deer, mountain goats, or other animals up a slope where they use their large hind legs to outpace the prey less adapted to uphill movements.

At first, we thought to simply kill or drive off any rock panthers found in the mountain passages we needed to use, but we quickly saw this as futile. Any arrow shot or spear thrown at them is easily avoided by a powerful and well-timed jump. We now carry deer haunches with us to throw out as a distraction when we need to traverse an area in rock panther territory. Every time, we hope that the panther is more in the mood to eat our meat than hunt us, and unfortunately, sometimes we find that hope untrue.

*Quest Starter: A particularly large rock panther has been seen taking down igdan warriors, yet they do not retaliate. They instead have led the animal down to an Ironlander steading where it is harassing livestock and people alike. Can the animal be stopped? What stake do the igdan have in this dangerous game?*

### YOUR TRUTH

- Rock panthers have an uncanny ability to maintain balance and climb near vertical rock faces. What physical adaptations do these animals have to live in the mountains?

# WEAVER FOX

## ANIMAL

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**Rank:** Troublesome (3 progress per harm; inflicts 1 harm)

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**Features:**

- Gray and white fur
- Tail overflowing with gossamer threads
- Create large webs in undergrowth

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**Drives:**

- Trap food
- Protect the den
- Drive out the interlopers

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**Tactics:**

- Throw their voice to confuse
- Stay hidden, stay safe
- Charge from hiding to push prey into webs

---

Weaver foxes are not inherently aggressive but are superstitiously viewed that way because of their spider-like nature. Each hair on their long tails is actually a tiny strand of webbing like that of a spider which they rub on the trees and bushes near their dens as a defense and hunting mechanism. Smaller animals, such as a young fawn or squirrel, will get caught in the webbing and wrap themselves up tighter as they thrash to escape. After these poor victims die, the weaver fox will eat them at their leisure so that the closer you get to a den, the more webbing and remains of prey you find.

Due to the fact that their hair is the webbing, the weaver foxes do not get caught in their own webs. They have been known to leave open paths through their webbing in hopes of leading other animals to their demise in a dead end of sticky webbing. If need be, the foxes leap out of hiding and throw their body into a creature to try to push them into their webs. Because it is nearly impossible to see a weaver fox in its own webbing, we have learned to give these dens a wide berth.

*Quest Starter: A child wandered alone into the woods and is thought to have gone in the direction of three large weaver fox dens. The settlement needs help to save this child, but many say disturbing the foxes will bring a curse and refuse to help. What other dangers lurk here that saving a child is considered too risky?*

### YOUR TRUTH

- What creature has a symbiotic relationship with weaver foxes?

# TUMULUS

## BEAST

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**Rank:** Extreme (2 ticks per harm; inflicts 4 harm)

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**Features:**

- Creature of pure stone
- Moss growing on skin
- Mistaken for boulders
- Giant sized when awake and standing

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**Drives:**

- Unknown

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**Tactics:**

- Accidentally trample
- Inadvertently crush
- Double armed smash

---

The tumulus, or living rocks, are largely an unknown entity. They appear to be made entirely of stone and spend most of their time rolled up into a ball sleeping where they are mistaken as giant boulders. Perhaps the tumulus are responding to tremors in the earth for their awakening and ensuing destructive behavior usually herald an earthquake.

While seemingly not malevolent, tumulus are huge and possess incredible strength. When awakened, they appear to be headed to a specific location and let nothing stand in their way. They destroy trees, rocks, settlement, beasts, and people who are in their way. Fending off various roaming tumulus, we've discovered that a tumulus can be harmed at its joints in the arm or leg. Even though they typically do not attack unless provoked, tumulus are nonetheless dangerous particularly when pointed towards a settlement. This makes violence the only option for our protection.

*Quest Starter: The settlement of Jarlsford was recently beset by a group of five tumulus that all approached from different directions and set themselves down in the ford. Shortly after, the earth began to shake tremendously. Between these two events, the course of the river now flows around the settlement rather than on the edge of it where the ford was. There is no longer an easy passage across the river, and the overseer of Jarlsford has put out a call for anyone who can help put the river back in its rightful position.*

### YOUR TRUTH

- Are tumulus sentient?
- What is the driving force behind the actions of tumulus?

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**Rank:** Extreme (2 ticks per harm; inflicts 4 harm)

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- Features:**
- Wolf-like head that swivels further than it should
  - Hump above shoulders
  - Tusks of a boar
  - Fangs of a saber tooth tiger
- 

- Drives:**
- Protect territory
  - Dominate others
  - Hunt
- 

- Tactics:**
- Charge and gore
  - Pin and bite
  - Jump and rend
- 

When we first saw the giant wargs of the north, we thought it a wolf warped by mystic energies. This may be its true origin, but regardless, it stands a full head taller or more than the largest Ironlander. Their mouths are wider than they should be and open almost all the way back to their ears. Between the tusks on the side of the jaw, the sword-sized fangs on the front, and the razor-like daggers for teeth, anyone caught near the mouth of a warg is in grave danger. Wargs are vicious hunters who aggressively defend their territory and actively seek out competitors to challenge and bully. No Ironlander is safe from a warg who has caught their scent.

Strangely enough, some clans of giants have been able to domesticate a few wargs and increase their size to the point that the giants can use the wargs as mounts. While giants usually try to avoid violence, knowing that their steeds are swift killers is a further deterrent to combat. Since the Vargr clan giants utterly annihilated a group of raiders by charging out of their steading astride huge wargs, no one has dared cross them.

*Quest Starter: Trying to follow the Vargr giant example, a local hunter stole some warg cubs in an attempt to raise them as faithful companions and steeds. If the messages are to be believed, the warg mother has been spotted headed toward the settlement. Worse yet, the young cubs have escaped their pen and are beginning to ravage the settlement from the inside. Can more needless bloodshed be avoided?*

## YOUR TRUTH

- Do wargs have thick fur or the hide of a rhino?

# BANSHEE

## HORROR

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**Rank:** Dangerous (2 progress per harm; inflicts 2 harm)

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**Features:**

- Ethereal and vaguely humanoid body
- Screams of torment
- Floating off the ground

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**Drives:**

- Torment the living
- Find escape through thin places

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**Tactics:**

- Ear-piercing screams
- Touch of madness

---

Banshees are spirits of those killed unjustly who also suffered traumatically before death usually at the hands of an oppressor. Their scream is just as powerful as any blade and has been known to shatter teeth and bone of those who attempt to fight them. Not only that, if touched on the head by one of these spirits, a person goes mad for a time sharing in the grief and torment of the banshee.

Banshees usually stay in the location of their death and take out their grief and rage on the living who happen by, but they can leave the location if they are following and harassing a living target. While a banshee cannot truly be defeated in this world, only driven away temporarily, they can be lured towards the thin places between worlds where they may pass through and never return.

*Quest Starter: The overseer of Lowbrook had refused to give in to the demands of the raiders and was forced to watch the slaughter of his people before experiencing a slow death of his own. It took months to stop the raiders, and now the few survivors of the Lowbrook attack want to rebuild but found the overseer returned as a banshee in the ruins of the settlement. They seek help to put down this evil remnant of their overseer and end the legacy of pain and suffering the raiders caused.*

### YOUR TRUTH

- Some claim that banshees can be invisible to all but the one person they haunt and never cause physical damage but psychological trauma as they constantly harass the person in their mind. Is this true? If so, how are these banshees forced to physically manifest so that they can be driven away?

# EMBER

# HORROR

---

**Rank:** Formidable (1 progress per harm; inflicts 3 harm)

---

**Features:**

- Smoldering flesh
- Blazing eyes
- Smoke slowly curling upwards

---

**Drives:**

- Burn the living

---

**Tactics:**

- Embrace of flames
- Rake with claws

---

An ember is created when someone dies in a fire or occasionally when someone unjustly killed has their corpse burned in a pyre. They normally appear in settlements ravaged by forest fires or torched by raiders. Their grief and rage compel them to consign others to the flames. Embers have the appearance of a blackened body burnt down to the bone in some places and continuously smoke and smolder.

Because they are still literally on fire, embers have been known to spawn whole outbreaks by creating other embers. If a home burns down and a single ember is created from that tragedy, that ember can spread fires to more homes and create even more embers. Yet in other cases, an ember will not rise from the ashes until days later.

Sometimes once an ember emerges, it will follow the one responsible for their death and leave a trail of singed destruction in their wake. While the ice and snow ever threatening the Ironlands can limit the damage a roving ember like this can do, many a town's fields have been set ablaze by a fresh ember only compounding that place's loss.

*Quest Starter: Lightning started a forest fire on the edges of the Deep Wild near the settlement of Grimhall. The main hunter for the settlement was in a small hunting hut at the time and quickly arose as an ember. The forest fire is now raging in one direction while the ember burns in another threatening to surround Grimhall in flames. One of the fires will need to be stopped to have the time necessary to evacuate the settlement. The hunter who is now an ember was known to you. In what way did your paths intersect?*

## YOUR TRUTH

- Are the embers of your world smoldering corpses or are they instead ghostly spirits of flame? If the latter, increase the rank of embers to Extreme.



# GLADE OF ETERNAL REST

ANOMALY

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**Rank:** Dangerous (scene challenge; mark 2 progress)

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**Features:**

- Lush fruit trees
- Otherworldly, musical sounds
- Visions of peace and plenty

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**Drives:**

- Drain the life energy of the living
- Enforce peace

---

**Tactics:**

- Lure with illusion and compulsion
- Darken the outside world
- Overcome with weariness and content

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Long before we arrived on these shores, glades of eternal rest were possibly created by some species of firstborn as a safe space that they could sign treaties and conduct business with each other. They imbued these areas with mystic power that sent out overwhelming waves of peace to wash over those in the glade. Perhaps this led to more mutually beneficial pacts and less bloodshed, or perhaps they were just waypoints for the firstborn to find rest and relaxation.

At some point in history, the mystic energies began to deplete or perhaps a more malevolent force twisted their initial purposes. No matter how it happened, these places now lure in travelers with the promise of rest only to slowly them drain them of life. People will enter the glades, lay on the lush grasses, and contentedly stay there until death. They say that if you are far enough away to see inside a glade without being under its influence, you would see the bones of animals and people alike that have happily entered fully into the glade and surrendered themselves to the false comfort found there. As things go, it is not a bad way to die, but you will still be dead.

*Quest Starter: A group of zealots who worship the firstborn stumbled upon the location of a glade of eternal rest. Now they offer the glade as a humane end to the toil of life in the Ironlands and say it's the only way that the land will be restored to its rightful owners: the firstborn. The zealots view themselves as righteous warriors on a sacred mission to rid the land of the cancerous existence of humans and travel to settlements offering the people a choice of purification by the glade or purification by the blade. What power do they wield that has caused whole settlements including strong warriors to volunteer to enter the glade?*

## YOUR TRUTH

- What corrupted these once peaceful places?

# INSECT SWARM

## ANOMALY

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**Rank:** Dangerous (scene challenge; mark 2 progress)

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**Features:**

- Thunderous sound of millions of wings
- Undulating sea of earth-toned insects

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**Drives:**

- Consume all
- Migrate

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**Tactics:**

- Envelop and feed
- Blot out the sun
- Death by a thousand cuts

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Even here in the frozen Ironlands, there is enough vegetation and animal life to feed a swarm of insects. There are some swarms that we have learned their cycle and can predict their coming. But it seems every handful of years that a new type of insect is discovered that was lying dormant in the frozen earth until their pre-ordained time.

We have found little that we can do to dissuade a swarm from their feast. While stone and iron are unpalatable to a swarm, we cannot cover every surface in stone. Sometimes the best that we can do is survive with what meager supplies we can and try to rebuild after their passing.

*Quest Starter: This winter a swarm was due to pass near the settlement of Stormfield. While the people have prepared as best they can, they were not prepared to hear news of a second swarm headed towards them from the opposite direction. This new swarm is of a type of insect never before seen and is particularly aggressive. Stormfield citizens are fighting between the options of evacuating or riding out the swarms. Time is limited to bring the settlement safely through this disaster.*

### YOUR TRUTH

- Are all swarms natural, or does another power control their seasons?

# UNDEAD UPRISING

## THREAT

TENS	ADVANCE THE THREAT	ONES	ACCOMPANYING SIGNS OR PORTENTS
00	Unleash a horror not seen before	0	Cold fog that won't disperse
10	Expand territory lost to undeath	1	Chants on the wind
20	Curse a place through magic	2	Blood red moon
30	Force a horrible decision	3	Sun blotted out for days
40	Create mystic wards or protection	4	Water sources spoil
50	Obtain a powerful artifact	5	Prophetic shared nightmares
60	Attack in overwhelming numbers	6	Shadows move independent of bodies
70	Isolate an important person or community	7	Feeling of suffocation and anxiety attacks
80	Corrupt the environment	8	Animals flee and stampede
90	Reveal the true nature or source of power	9	Trees ooze black bile

There are few unwise enough to explore the Shattered Wastes and simultaneously lucky enough to return from such an expedition. Those who did brought back terrible stories of horrors lurking below the ice and making their way toward the surface. We scoffed at their tales and relegated them to fiction useful for scaring children into good behavior. Unfortunately, we were wrong.

Those who keep watch from the Veiled Mountains report large hordes of undead and other horrors making their way south to the Ironlands. At first, we thought the mountains would hold them back, but again we were wrong. Their unrelenting nature has allowed them to find tunnels and passages through the mountains to continue their never-ending march south.

As more and more settlements fall, signs and portents point to the growing influence these creatures have over the remaining life in the Ironlands. They will not rest until the living are no more.

*Quest Starter: The undead are making their way through the Veiled Mountains and into the Tempest Hills attacking the living wherever they go. Can they be stopped?*

### YOUR TRUTH

- Does undeath affect animals and beasts as well?

**NOTE:** When you *Advance a Threat* for the Undead Uprising, treat your percentile dice (2d10) as two separate rolls using the tens digit as threat advancement and the ones digit as signs that accompany this advancement.