

# Longwinter

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Autumn, our poor garden is all falling down,  
the yellowed leaves are flying in the wind.

epigraph by A. N. Tolstoy  
*Tchaikovsky - October: Autumn Song*



The snow is alive. A soft, cold spirit courses through them. Her lace threads the world; watching, drinking, listening, stroking, soothing, killing. Her touch is soft and icy. She is Winterwhite, the daughter of the Waterdrinker and the Northwind, and she is a terrible god. An avatar of ice and hunger, of visions and death.

Longwinter is the TRPG sandbox of a realm that has broken its vows to Winterwhite and will now pay the cold price.

This is update 1 of 3. Updates are published more-or-less monthly on the WizardThiefFighter Patreon. <https://www.patreon.com/wizardthieffighter>.

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Layout: Luka Rejec  
Editing: to do  
Publishing: WTF Studios

*Witchburner*

This one is for the cloaks of elvenkind  
one snowy December in Rut.

This one is for the heroes  
who ran there.

# Welcome to Longwinter

This is a time-limited point-crawl sandbox adventure for a role-playing game. It is an escape room—the heroes are thrown in and they have to figure out how to escape (or beat the overpowered final boss) before they are trapped forever in the cold sleep of Winterwhite.

The book is divided into two parts for players: Common Knowledge and Common Rules, and one part for the referee, Bones for the Referee.

The setting is profoundly close to that of Witchburner.





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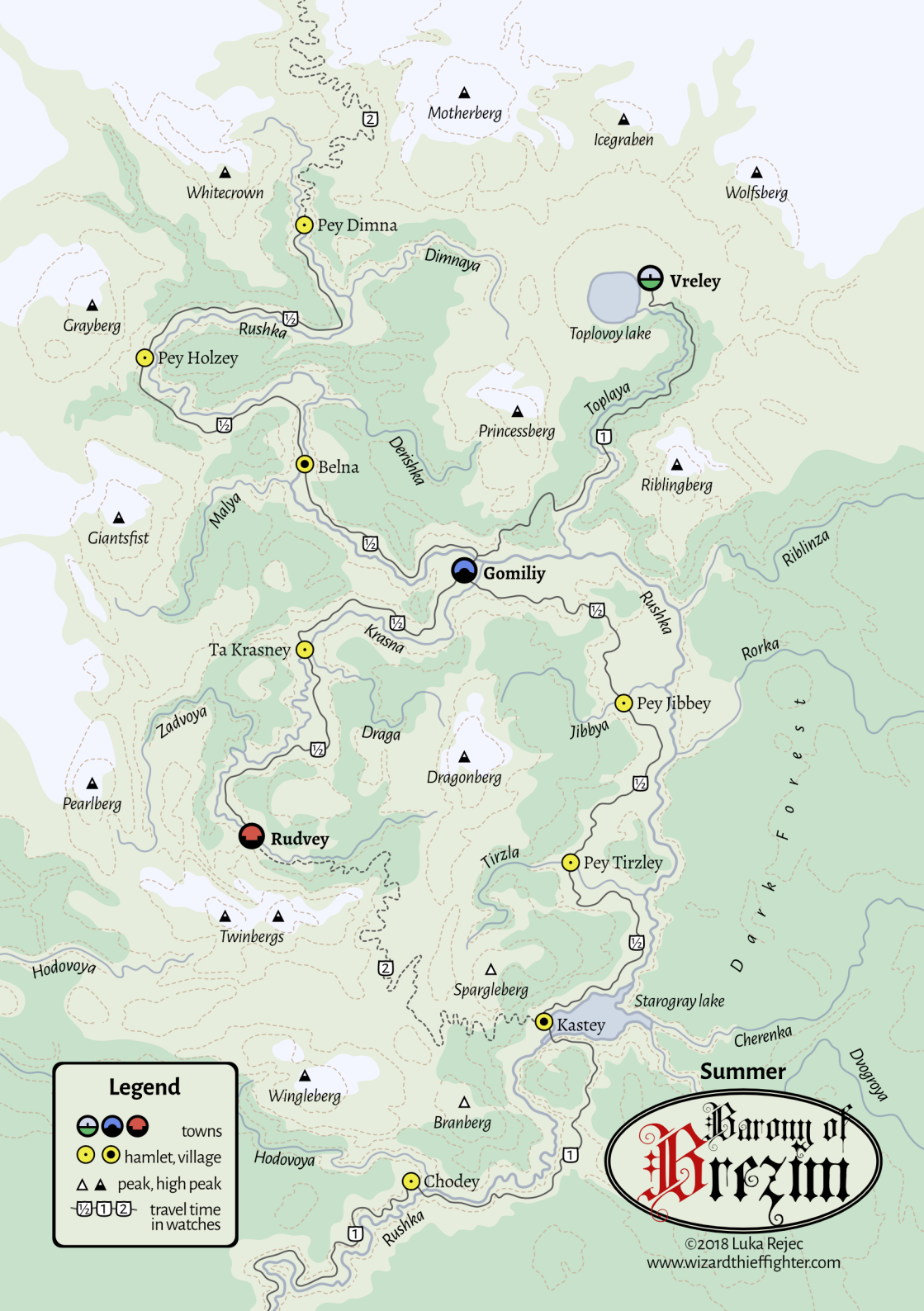
# Common Knowledge

# Why Are You Here?

It's cold and dull here, far from the bright city lights, but ...

## D10 Reasons To Visit

1. Viktor Bluntstone - a cousin - purchased a chalet and found an unusual old laboratory in the basement - a week later a letter arrived stating that he was "missing in unusual circumstances."
2. Ermelina Redwater - an aunt - has decided to purchase a townhouse on the Vreley promenade and needs someone to seal the deal for her.
3. Runo Whitetower - a great-uncle - has died and deeded his holdings in Ta Krasney to "the first of my ungrateful brood to bring this letter to the mayoral office in Rudvey."
4. Sigma Delmar - a proletarian researcher of old architect ruins - has secured funding from the Whiteyes Institute to secure an undisturbed bunker on the Dimnaya stream. She needs spelunkers and specialists.
5. Obol Fastfoot - a childhood friend, now a City investor - has purchased the deeds to several foreclosed holdings in Pey Holzey, but his agent has not reported back. He needs someone to go and explain to the yokels what that means.
6. Zena Blackwolf - a rich merchant - is convinced that her husband's "botanical research vacation" in Pey Dimna is actually a secret tryst with a famous young actress who is known to spend winter there.
7. Andrey Resttree - a nephew - has been diagnosed with a rare respiratory condition and his parents require somebody to accompany him to the Painted Tree in Vreley for treatment.
8. Lena Riflsteel - a famous illusionist - is recording a crystal-film about the Snow Apes of Brezim. She needs mountaineers and adventurers.
9. The heroes - as a reward - received a month's stay at the fabled Painted Tree spa in Vreley. This will be an opportunity to rest, recuperate, move the clock forward, and do a bit of safe carousing.
10. Igor Ironwood - the son of an Eastern City count - has been "allegedly" involved in a ridiculous scandal and is now going to Gomiliy where he is to spend a few months discreetly doing nothing. Somebody needs to keep him there.



**Legend**

- towns
- hamlet, village
- peak, high peak
- travel time in watches



Summer

# Welcome to the Barony of Brezim

“Brezim. The name conjures visions of birch forests and dappled deer, bucolic baronials and alpine pastures, thick pine and gingko forests, hot springs and glittering icefields. Yet the barony also has much more modern conveniences to offer the gentle visitor.

The barony of Brezim is changing fast under the progressive democratic leadership of the good Baron Soren Greencorner II. The reopening of the fabled Mines of King Rudvik is just the most visible

sign of the province’s booming economy and plans are afoot to build an ironway to link the valley with the Eastern and Western Cities.

Surely now is the perfect time to visit Brezim, a safe and prosperous valley, yet still offering a wealth of charming vistas and quaint traditions to amuse even the most jaded palate.”

—*Brezim, Barony of Snow, Spas, and Industry. Gentle Visitor's Guides, Second Federated Edition (new year 120)*





# The Three Towns

## Gomily

Baronial capital - tiers on round hill - sparkling roof tiles - great triple-gate - staircases.

- Fortress: cubist thing - built and rebuilt - expands down into hill - classical library: librarian Irma Loveless - tours Tuesdays and Thursdays.
  - Equestrian Statue: Baron and Warlord Ivan Greencorner, founder of Brezim - sensuous lips, proud ears.
  - Head of State: Baron Soren Greencorner II - courteous, sheltered, and melancholy.
  - Ruler: Vizier Ibrahim Falconsbrood - cosmopolitan and well-traveled.



- Imperial faith: chapel of Saint Nomm: witch-bishop Simon the Wizard - modern crematorium - guided tours of oldsettler crypts and dugouts lacing hill.
  - Baronial Faith: four stones: shaman-healer Isolda Longrocking - seven-span linden to the trinity - meadow of death.
- Guesthouse: Grain King - ale-and-heart pies - house lady: Vizya Aspmilker.
  - Hotel: Great Farrier - decently overpriced - house lord: Yuva Borderer.
  - Beer Hall, baronial: Pey Ivan - cheerful - houseleit: Zoog Godgrain.
  - Beer Hall, rustic: Moldencrust - tar-thick ale - house lady: Ziva Hasbrawn.
  - Cabaret: Peacock's Tail - and other amusements - house lord: Lomo Dealbaker.
- Wednesday Market: Deluvian artefacts and more - everything for sale.
- Resource: workshops, weapons, armors.
- Curio: Pearly Barrow - flanks of Dragonberg - crystalline trilithons on mound - ancient astronomical observatory(?).
- Secret Danger: Elder Things prowl the deep layers of the catacomb-hill - bones of giants lie frozen in stone - deeper: the altar of Winterwhite where Verdek Greencorner sacrificed himself to the White Queen for his brother Ivan's conquest of the valley.



### Rudvey

Industrial town of Brezim - reactivated old architect mine - laborers - new blast furnaces - popular palace crawls up flank of Twinbergs - statue: the Miner and the Virgin by Rivka Woodlip.

- Mayor: grand siro Erik Whiteyes - proletarian engineer.
- Mine: Barony Mining Corporation - privately owned by baron - representative: Neva Longflanks - museum of mining: “fluted mining boy.”
- Inn: Pey Two Devils - bear-porker pie - houselord: Izi Redhairing.
  - Beerhall: Under the Pick - schnapps-laced beer - houseleit: Lun Breakface.
  - Theatre: The Pepita - vaudeville act - houselady: Maya Oldwalker.
- Resource: iron, coal, fuel.
- Curio: Great Pit - ancient open-cast mine - museum - golem-watt pump - deep: ancient mining monsters.
- Danger: proletarian bandits - deep things - mountain apes - urban cultists - banker thugs of the Eastern-Western Organization for Cooperation.

### Vreley

Spa town of Brezim - thermal Toplovo lake: microclimate, never freezes - fruit orchards and greenhouses - poorly defended - Awlschild private palace - lustrous rainbow pines.

- Mayor: fourth sira Ostya Awlschild - old money of the Borderfield-and-Liberia Awlschilds - blinkered.
- Spa: Painted Tree - orange cake and recuperation - owner: the mayor - manager: Zon Butterworth.
  - Inn: The Eagle’s Corpse - pine-nut and dormouse confit - housecorps: the Burner Veterans’ Society.
- Resource: food, heat, medicine.
- Curio: Obsidian and basalt cliffs - above: Wolfsberg icefield barrow - friable basalt depths - deeper: skin-changer temple.
- Ruin: marble small-person town: later oldsettler remains - deeper: grand mechanical man altar.
- Danger: winding road - falling rocks - steam vents - fearless wolves - oldsettler bandits - jagged hiking trails.

# The Eight Villages

## Belna

Growing market village: wool, wood - filling out prehistoric walls - new government house: crystal clock from Sicher - chapel of Saint Adom Longbeard: Purification Era frescoes.

- Inn: Foaming Giant - buffalo cheese and flat mountain bread - house lady: Kunigunda Tavernborn.
- Resource: Third Vanya wool cooperative, Belnay lumber field.
- Mayor: third siro Bonifas Swiftling - low-born accountant.
- Curio: the Murt above the Derishka - Princessberg just below snowline - History: changeling mechanifex - killed by old settler hero Yamash - corrupted by dark miasma - destroyed by baronials.
- Danger: torrents - wild bees.

## Chodey

Small bucolic village - living wood palisade - hanging bridge: toll.

- Inn: Fat Volecatcher - mountain sausage soup - house lord: Viktor Dormouse.
- Tomb: Kolgar's Barrow - History: pre-human mound reused by old settlers to bury hero Kolgar Bloodkiss who slew three giant brothers - inside: Kolgar's Axe.
- Danger: landslides - playful trees.

## Kastey

Fortified hilltop village - war monument: massive, royalist, ill repaired - new suspension bridge: toll.

- Inn: Hungry Hans - suckling boar and mushrooms - house lady: Luna Sunstringer.
- Resource: first baronial granary.
- Mayor: first sira, Joia Tolltaker - bored conservative reactionary.
- Mountain Pass: two watches across saddle between Twinbergs and Dragonberg to Rudvey - only in good weather - chalet: the Silverhorn operated by the Fraternal Hunters of Kastey and Rudvey.
- Danger: wolffolk and old settlers in the woods - falling rocks.

## Pey Dimna

Last village on the Rushka - steep rise and waterfalls - gorges and pools of the Rushka - very picturesque.

- Inn: Last Hearth - fried potatoes and alpage cheese - house lady: Ilka Ninthling.
- Big Citizen: Nora Huntersdaughter - mountain guide, expert tracker, local shaman. Half-old settler.
- Curio: Iron Palace - rusted twisted ruin spidering along cliff-face of Motherberg - inside: fairy tomb with six sleeping gold-horned virgins of Winterwhite - further: White Shrine.
- Danger: snow apes - mountain savages - snowfolk.

### **Pey Holzey**

Woodcutters' village - sawmill - narrow valley - dark conifer woods - sulphurous springs.

- Inn: Darling Jack - closed.
- Big Citizen: Umo Droopstone - grim prospector and trapper with secret dreamvine fields in narrow valleys beneath the Grayberg.
- Resource: wood.
- Danger: Droopstone gang - thieves - wolves - sulphurous salamanders.

### **Pey Jibbey**

Charming wooden village - sulphurous stream: Jibbya - bridge: flower-covered - solstice bonfires.

- Inn: Bonny Fire - odd Jibbey sausages and herbal tea - houseleit: Vinyo Briskwood.
- Big Citizen: Zora Bearbreaker, soft-spoken, hard-hearted dairy farmer.
- Big Barrow: Veley - in the Dark Forest across the Rushka - inside: dust and crushed oldsettler remains - deeper: petrified changeling garden.
- Danger: aggressive wolffolk in the woods - strong winds.

### **Pey Tirzley**

Picturesque village - views of mountains and gingkos - free baronials: armed.

- Inn: White Boris - deer goulash - house lady: Ines Cashfolk.
- Big Citizen: Roon Southcome, unpredictable but canny geologist and owner of cement manufactory.
- Barrow: Samoyba, lonely barrow - oldsettler burial ground - queer aura - inside: cleaned out oldsettler tunnels - deeper: survivor vault with lonely ghosts.
- Danger: bears in the woods - deadfall - savages across river.

### **Ta Krasney**

Rock village - on ruin of oldsettler village - in husk of old architect palace - confluence: Nuvo Styl bridges across Draga and Krasna rivers

- Inn: Buttery Bear - buffalo-butter coffee - house lord: Igor Holdover.
- Big Citizen: Almira Dustman, kindly-seeming proprietor of general store and chief gold-dust buyer.
- Curio: yellow-flecked blue rock monolith with pictograms.
- Danger: avalanches - flash floods - dire beavers.

# Mountains and Forests

## Branberg

Razor-fractured southern peak - deep gorges.

- Curio: immense cave network - deep inside: translucent skinned degenerates worshipping a great green malevolent orb and feeding on slime creatures.
- Danger: chasms - predatory ape-cats - poisonous vines.

## Dragonberg

Spectacular peak - heart of the barony - forested flanks - small glacier.

- Curio: gold dust in Draga river - Dragon's Hole: the home of the barony dragon.
- Danger: bears and wolves - the Dragon: a great shimmery beast of slate and ice, bloated with deep-ripping magic.

## Dark Forest

Old growth, eastern highland - wild and rough - wolves, wolffolk, and oldsettler hideouts.

- Curio: oldsettler barrows - pre-Purification ruins.
- Danger: malevolent tree spirits - wild animals - labyrinthine woods.

## Giantsfist

Second highest peak - fringe of Western Brezim Plateau - massive glacier - ridge riven by titanic conflicts of a forgotten time.

- Curio: deep wrym holes on north flank - home to bogeymen.
- Danger: snow apes on the alpine tundra - ice-threaded worms - undead giant things in the deep glacier.

## Grayberg

Domed nondescript peak - dull grey rock - extensive rubble slopes.

- Curio: ancient alien pyramids - actually they are rather boring natural formations. A waste of time.
- Danger: glacial winds - landslides - murderous mountain goats.

## Icegraben

Low ridge between Motherberg and Wolfsberg - eerie metal remains.

- Curio: blue-metal installation in dry valley - frozen machines and mummified old architects.
- Danger: rime-heavy vomes - savage snowfolk - demented machines.





### Motherberg

Tallest peak - southern edge of the Spine Icefield - great western and eastern cliffs - curling clouds: "the Mothershroud".

- White Shrine: crystal-skinned children serve at altar of Winterwhite - beyond the portal: the Frozen Palace of Winterwhite.
- Danger: snow worms - great white birds - avalanches.

### Pearlberg

Westernmost peak - spectacular sunrise and sunset hues - dolomite cliffs - pearlescent calving glacier.

- Curio: titanic ruined palace drowned in ice.
- Danger: snow apes - undead giant things - snow vultures.

### Princessberg

Breath-taking central peak - ridge to Motherberg - towers above Gomiliy - reddish flanks.

- Curio: last highland oldsettler fort - abandoned - within: collapsed chthonic temple trapping hundreds of animated frozen children and old people.
- Danger: forest spirits - sudden gusts - bears.

### Riblingberg

Crinkled peak - rib-like ridges - eroded valleys - dark forest.

- Curio: bone morraines of dead land behemoths.
- Danger: wolves - savage oldsettlers - trees falling soundlessly in the woods.

### Spargleberg

Lumpen, half-shattered mountain - scrub - ruins of ancient trench works.

- Curio: extensive Starogray ruins - blasted and weathered remains of a city(?) carved into the flanks of the mountain by celestial forces - inside: oldsettler holdouts.
- Danger: half-animated metal wire traps - old pits and tunnels.

### Twinberg

Glacier-bound twin peaks - roots shot through with mineral veins - large white ape population.

- Curio: great sphinx carved on southern outcrop - inside: graffiti and dirty camp - deeper: caves crawling to Rudvey past old architect engine room.
- Danger: carnivorous apes - great hawks - timberwolves.

### Whitecrown

Numinous cliff-sided peak - edge of Western Brezim Plateau - southern end of Grandfather's Icefield.

- Curio: glistening natural arch - actually a titanic zygomatic arch?
- Danger: white apes - dragon-worms - sudden fog.

### Wingleberg

Many-folded southern peak - dotted with glaciers and forests - caverns.

- Curio: Purification Era city tunnels - collapsed.
- Danger: wolves - bears - giant timber bats.

### Wolfsberg

Looming eastern peak - south-eastern edge of Spine Icefield - crumpled slopes - thick pines - thermal fissures.

- Curio: lost valley - edaphosaurs and moschops browsers - wolffolk dreamwalkers.
- Danger: wolffolk - wolves - crumbling volcanic rocks.



# Rivers and Lakes

## Cherenka River

Peaty water - heavy smell.

- Curio: beaver dams - waterlogged swamps - deep pines.
- Danger: dire beaver - leeches - wolffolk.

## Derishka Stream

Icy torrent - red pebbles - thick forests - waterfalls.

- Curio: breached remains of old architect dams.
- Danger: sulphurous salamanders - hot springs - rusting ferro-ceramic cables and spikes.

## Dimnaya Stream

Rushing torrent - basalts and reddish schists - great boulders.

- Curio: tributary emerges from great cleft - within: deep caverns and a pillaged old architect seed vault.
- Danger: snow fish - rolling boulders - slippery molds.

## Draga Stream

Torrential stream - gold dust - dark water.

- Curio: pools with oldsettler sacrifices - dragon otters.
- Danger: flash flood - torrent - falling trees.

## Dvogroya River

Sour water - old architect ruins.

- Curio: corroded artefacts - eroded ruined dams - further: warding obelisks: changelings - ruined tunnels: dark, dangerous, old - inside: tribe of cancer trolls - bribe with flesh or gold - want: to recover their ancient memories and become giants once again - own: mottled flesh-mother carrying the memories of Long Ago and plundered gold to bind memories within her cancered flesh - magic: pacts with the Devil's Grandfather.
- Danger: troll-otters - toxic mists.

## Hodovoya River

Green water - thich with algae and weeds - shallows and cascades - gorges.

- Curio: Purification Era glass-bottomed lake.
- Danger: giant timber bats - crocodilian salamanders - bears.

## Jibbya Stream

Sulphurous - yellow water - beautiful pebble banks.

- Curio: dragon's sandbox - piles of magic-rich dragon dung.
- Danger: dire dung beetles - quicksand - decayed trees.

## Krasna River

Reddish water - oxide-rich - many dams and water wheels.

- Curio: industrial architecture - dragon scales.
- Danger: toxic minerals - dire leeches.

## Malya Stream

Gentle babbling stream - massive torrent after rains - icy cold.

- Curio: wyrm scales and claws in stream.
- Danger: broken undead carcasses - fishing apes - sharp rocks.

### Riblinza River

Milky water - rustling shallows - deep gorges.

- Curio: bone pebbles and cobbles.
- Danger: dire otters - wolffolk fishers - bone fish.

### Rorka River

Thundering cascades - pure water - dense beech and oak forests - deep pools.

- Curio: giant vegetarian salamanders - coral lotus.
- Danger: giant carnivorous sail-backed salamanders - waterfalls.

### Rushka River

Largest river - swift, rough.

- Curio: trophy granite trout.
- Danger: whirlpools - cascades - current.

### Starogray Lake

Artificial lake - oldglass barrier a mile thick - cold water.

- Curio: old architect ruins - inside: oldsettler dwellings.
- Danger: giant snake fish - gripping mud.

### Tirzla Stream

Laughing torrent - deep gorges - picturesque pools.

- Curio: great old tree - half dead, indeterminate species - inside: restful hollow.
- Danger: bloodthirsty otters - falling boulders.

### Toplaya River

Warm, mineral-rich river - azure waters.

- Curio: Crystal-shelled armored fish.
- Danger: intoxicating fumes - hot vents - rolling mists.

### Toplovoy Lake

Volcanic lake - hot springs - warm water.

- Curio: mineral-loving crustaceans - pale lake kelp - string lotus - hot-water snails - curative for arthritis and gout.
- Danger: predatory lake scorpions - hot steam vents - wolffolk highlanders.

### Zadvoya Stream

Mineral-rich stream - pyrite nodules - refreshing waters.

- Curio: ape-built shrine in middle of pool - inside: meats and machines from the glacier.
- Danger: fishing apes - tangled water plants - calving rocks.

# People of Brezim

## Baronials, Goodfolk

The civilized inhabitants of the barony of Brezim, who restored many of the old ruins and brought wealth and culture back to the valleys under the Motherberg.

### D10 Stories of the Baronials

1. Their ancestors were the lost legion of Adam Goldenmouth.
2. They were stranded in the Sea of Grass after the Centaur Khan destroyed the twin dragons.
3. They are common miners, woodsmen, and shepherds with pretensions beyond their class.
4. They are proud of their freedoms and willing to defend them to a man.
5. They are a fractious lot and the only people they hate more than each other are outsiders.
6. They do not bow to their rulers and drown them if they fail to bring the blessings of the gods.
7. They have worshipped their old gods since before the Federation, before the Empire, before the Republic, before the Kingdom.
8. Without gold and industry their lands are poor and for many years they sent their sons away to serve as merchants and mercenaries.
9. They know how to whisper to trees and plants, making them grow in strange or useful shapes.
10. Their "nobles" are all nouveau riche upstarts.

## Oldsettlers, Oldfolk

The pre-civilized inhabitants of Brezim, who dwelled in rude dugouts and subsisted as impoverished gardeners and hunters. They were dying out before the baronials arrived, but since then many have adapted to the higher culture of the civilized peoples, adopting modern dress, dialect, and habits.

### D8 Stories of the Oldsettlers

1. The baronials know that they oldsettlers are less intelligent than them and incapable of true civilizations.
2. The oldsettlers never tell the truth to the baronials.
3. The oldsettlers are nearly extinct. Serfdom has saved those who are civilized enough to contribute to the new federal order.
4. Many oldsettlers remain, submerged within the baronial population, emigrated to the cities, living within the deep woods.
5. The oldsettler shamans could walk with the forest spirits and take the shapes of beasts and birds.
6. There are still oldsettler shamans and priests and witches, hidden among the free baronials.
7. The oldsettlers are the descendants of the Purification Era survivors who hid in the tunnels and time machines.
8. The oldsettlers are newcomers to the federal lands who arrived after the Dragonbreath Plagues.

## Wolffolk, Skintakers

Monstrous savages, born of oldsettlers gone feral and wild, they are more beast than human. Some still exist in the Dark Forest and the deepest tortured valleys, but bounties have thinned their bestial packs.

### D8 Stories of the Wolffolk

1. There is no difference between wolffolk and oldsettlers, every oldsettler reverts if let off their leash.
2. They can speak to wolves and bears and foxes.
3. They do not really think the way real humans do, they are beasts of instinct and savagery.
4. They can turn into wild, hairy creatures, similar to two-legged canines.
5. They eat the flesh of humans, which gives them monstrous strength.
6. They flay their victims and wear their skins to pass in normal society.
7. They hibernate in deep caves under the hills after eating. That's why they're so hard to root out.
8. They have a secret city beyond Wolfsberg.

## Old Architects, Spiral Square Culture

The wondrously accomplished builders of many livingstone and everglass ruins in Brezim and the wider area. Their remains are quite easily distinguished by their use of spiraling rectangular patterns, which reflect a ponderous obsession with the interplay of the organic and the mechanic. They are extinct.

### D10 Stories of the Old Architects

1. They could whisper stone into motion, making it flow like honey.
2. They knew how to build on the ghost of ground now gone.
3. Their hands had six fingers.
4. Their mouths had no teeth and they only drank juices and soups.
5. They had abandoned their humanity to escape the Purification.
6. They knew how to knit living creatures into stone and earth.
7. They tried to challenge the gods and failed.
8. They had built flying chariots and walking skyscrapers.
9. They were evil and lived on the blood of humans, parasites on the body politic.
10. They had sacrificed their health and wealth to build vaults to survive the Purification.





## Histories of Brezim and Civilization

The Barony of Brezim is a mountainous province of a larger world. It is a world that has risen and fallen and risen again, like an ark sailing the seas of time and chaos. History mostly passed the mountains by. There are too few people there. The bones are too strong. The rocks are too high.

But still, history lapped against Brezim, high tides brought invaders and trader, low tides let the old,

eternal truths crawl back from beneath rock and tree.

Fortunately the federal order has broken the cycles of the past and the current civilization will never decline again.

Still, it is good to know whence the order came.

### **Federation**

The Common Congress of Cities and Provinces is strong and stable, bound by the cunning of the bourgeoisie, the traditions of the nobles, the dynamism of the industrialists, and the passions of the working classes. This order will last a thousand years.

### **Empire**

A single autocrat ruled the civilization. While the first autocrats restored peace after the excesses of the Republic and its wars, the world was too old and too wise to rest for long in the hands of an absolute ruler. Repression mounted and eventually exploded in the Trenchant Wars. The Common Congress was only possible solution to that terrifying time.

### **Republic**

The new classes overthrew the monarchs, taking civilization into their own hands. Alas, they were unschooled in administration and restraint, and their fervor led them too far. After initial success, the Republic and the remaining Royals destroyed each other in the bloody Leveller Wars.

### **Kingdom**

Once upon a time there had been a single good kingdom, united under a single good ruler. Alas, humans are animals, and animal morality cannot be counted on. The descendants of the good ruler grew fat, lazy, greedy, and vicious. As the fringes strained forward, the center pulled them back. In the end the leash snapped and the Newfolk Revolution engulfed civilization.

### **D6 Older Times**

1. The Green Flag Rebellion of the centaurs was the last spasm of the steppe peoples against the ordered might of civilization.
2. The Success Wars devastated civilization as the three great generals fought each other after defeating the anti-civilization.
3. The Night of Tight Nooses saw the new gods die and the old gods reassert the primacy of natural ways.
4. In the Hungry Days the monasteries were cracked open and their marrow used to feed the commonfolk.
5. The Division Bell Prophets split civilization between the old gods and the new.
6. In the time of the Awakening Libraries scholars emerged from beneath the frozen mountains to restore vigor to civilization.

### **Oldest Times**

1. In the Era of Giants great human-shaped beasts built cities of cloud and iron, while true people hid like mice in the undergrowth.
2. In the Silent Era the gods turned away and monsters crawled from the corners of the world to drown the wizards and priests in their own hubris.
3. When the Turning Wizards promised life everlasting they turned the world into a shadow realm of soulless bodies working to keep the wizards' palaces lit and warm.
4. In the Forging Era the dark took away another half of all humans, but the gates of the Former Afterlife were closed and the dead were lost.
5. In the Purification Era the light took away half of all humans into the Former Afterlife.
6. When the Hot Winds blew, crops wilted and whole cities died under the Green Sun.

# Common Rules

The Barony of Brezim is a mountainous place. The terrain is harsh, building and maintaining infrastructure is expensive, travel is slow, going off the beaten path is difficult, bad weather makes everything much worse.

To simulate this environment in a game set in the barony, time is the crucial constraint and measurable distance on a map is almost irrelevant.

Encounters happen regularly to make it clear that time is a serious constraint, relentlessly depleting heroes resources.

Space is relevant as scenery for encounters, providing opportunities and obstacles for the heroes, and to set the mood. The referee can use the terrain tables to make encounters more or less challenging.

# Time

## Time in the game.

- A minute or less - usually rounds or turns in combat. Treat them however you like.
- **An hour** - this is the basic unit of time for any activity. Whether the heroes bind wounds after a fight, explore an abandoned house, visit a blacksmith for a chat, or make diagrams of a creepy idol, this is how long it takes. This is an obvious abstraction. Use a d6 to tally hours up to the watch.
- **A watch** - 6 hours long, this is the basic unit of time for travel, short rest, and encounter checks. Heroes should sleep at least one watch per day. Every watch missed applies penalties to activities.
- **A day** - 4 watches long, the day is the basic unit of time for weather, environmental modifiers, and events.
- A week - 7 days. The length of a long rest and some solid carousing.

## Distance is Time

The map of Brezim shows settlements, mule-roads and travel times between them, the major mountains, rivers and forests. Travel times include basic preparations, packing, sandwich stops, and time to gawk at panoramic scenery.

Points of interest and curios are not marked. Add them to the map if you decide to visit them. Roll d6 twice to determine how far the location is from the nearest settlement and what the best path is like.

### D6 Distance and Path Type

1-4:	half a watch	hunterway
5:	one watch	beastway
6:	two watches	mule-road

Mountains are hard to climb. For peaks, double the time required. For high peaks, triple the time required.

Going off trail, say to avoid an obstruction or enemy, is always slower.

### D6 This is not a shortcut

1-3:	x2 travel time
4-5:	x4 travel time
6:	x8 travel time

# Encounters

In the wilderness an encounter occurs **once per watch, every watch**. A player rolls d100 and the referee consults the appropriate encounter table (p. XX). Every encounter table in Longwinter is 'overloaded,' like the Summer/Autumn Daytime Encounters table on this page. This means that something happens every time it is checked. The referee section has nighttime and winter encounters.

Remember that not every encounter with a creature should result in combat. And if the party encounters The Dragon, they should probably just stay still and not move. Apparently dragons have frog DNA and can't see immobile objects. Ok, that's not true, probably.

Sometimes it matters *when* an encounter takes place—whether the heroes can run back to their point of origin, or press on to a safe house. In that case **roll 1d6 to determine the hour of the watch when the encounter takes place**—1: first hour, 2: second hour, and so on.

Encounters put pressure on the heroes to get somewhere safe fast.

In an enclosed dungeon or city environment, encounters might occur more often. Individual modules or locations usually have specific encounter rules. Otherwise, roll a 1d6 every hour: on a 1, an encounter occurs. Shockingly, this still results in exactly one encounter per watch.

## d00 Summer/Autumn Daytime Encounters

01	The Dragon, flying surreally (HD 20).
02	Older Thing, a flesh machine moaning and hiding itself (HD 10).
03	Forest Spirit, gracefully patrolling (HD 8).
04	Woodland Wyrms, crawling for prey (HD 7).
05	Mountain Apes, playing monkey games (HD 6).
06	Aurochs, browsing coolly (HD 5).
07	Bears, stuffing themselves (HD 5).
08	Dire Lynx, stalking prey (HD 4).
09	Wild Boars, digging nuts and roots (HD 3).
10	Deer, a herd nervously awaiting winter.
11	Gnome Monkeys, squirreling away food (HD 2).
12	Mountain Goats, giving the evil eye (HD 1).
13	Wolffolk, shying from humans (HD 3).
14	Rabbits, multiplying.
15	Oldfolk, serfs slinking (HD 1).
16	Baronial, freesettlers working their holdings (HD 1).
17	Outlander, craftsmen and tourists (HD 1).
18	Baronial, official patroleurs keeping the peace (HD 2).
19	Cityfolk, merchants or specialists (HD 1).
20	Baronial, families enjoying the autumn, picking mushrooms.
21–30	Interaction: roll 1d20 twice.
31–40	Corpse: roll 1d10+10
41–60	Traces: roll 1d20.
61–70	Hunger: use food or lose 1d4 health.
71–80	Terrain: use survival gear or lose 1 stat.
81–90	Heat: use water or lose 1d4 health.
91–95	Soothing rest: spend 1d6 hours to regain 1d6 of one stat.
96	Wonderful spot: regain 1d6 of one stat.
97	Panorama: advantage to one mental check.
98	Delicious berries: advantage to one physical check.
99	Forgotten goods: roll on "loot the body."
00	I needed this! Pick a common item. You've found it.



# Space

## Paths

Going anywhere in a mountainous landscape means following paths and trails, because every other option is harder.

- **Beastway** - a narrow trail, ill-maintained and used more by beasts than humans. A single infantry must watch their footing carefully. Most forest or mountain trails are of this sort. - Impassable for vehicles without extreme effort, pack animals double travel time.
- **Hunterway** - a narrow trail kept in good condition by the local hunter society. A single infantry can easily fight on such a trail. — Almost impassable for vehicles, quadruple travel times.
- **Mule-road** - a modern mountain road, specifically made for the narrow front-and-rear steering mechanical mules originally made by the Ovestá company. Two or three infantry can easily fight side-by-side on such a path. - Normal travel times. Mule-roads connect most major settlements in Brezim.
- **Livingstone road** - a wide road built long ago, in the time of the Old Empire. Most are long dead, but some are still usable. As many as ten infantry could easily fight together on such a behemoth. - Halve travel times for vehicles. - There are no such roads in Brezim, but everybody knows about them and dreams about the day they might reach Gomilyi or even Rudvey.



## Terrain and Weather

Whenever something happens in the mountains, the land is always an antagonist. Players or referees roll on the relevant terrain and weather feature tables to figure out what is going on, and the referee decides what kind of penalties and bonuses this applies.

### Terrain Features

d20	Icefield	Mountain	Forest	River
1	Crevasse	Slippery slope	Great linden tree	Beaver dam
2	Slippery	Grassy hummocks	Overgrown pit	Rapids
3	Deep snow	Shattered terrain	Leaf-filled trench	Cascades
4	Pitted	Narrow ridge	Ravine full of broken wood	Waterfall
5	Rotten	Friable rocks	Fallen pines	Confluence
6	Avalanche danger	Falling stones	Overgrown dwarf-pines	Bridge
7	Sharp shards	Unstable boulders	Dense ferns	Massive boulders
8	Rocks in the snow	Cliff	Barrier of raspberry bushes	Sandy beach
9	Ice cliff	Overhang	Dark fir grove	Pool
10	Frozen slope	Cave	Ivy-choked larches	Tangle of lilies and frogs
11	Smoothed boulders	Pinnacle	Rocks broken by oaks	Exposed riverbed
12	Overhanging ice	Massive boulder	Tangled woody vines	Pebble stream
13	Icicles	Crevasse	Barrow with hazel thicket	Slippery clay banks
14	Briny pools	Natural bridge	Clearing with mushrooms	Uprooted tree
15	Pink algal ice	Ravine	Somber beeches	Ruins of dam
16	Powder drifts	Chimney	Flash-flood debris	Gorge
17	Ice cave	Hole	Storm-broken trees	Spring
18	Ice bridge	Small lake	Quiet meadow, flowers	Deep water
19	Broken blocks	Rocky outcrop	Slippery mosses	Rushing shallows
20	Gravel and ice berms	Plateau	White birches, long grass	Gravel banks

## Weather Features

d20	Wind	Cloud	Rain	Snow
1	Rustling	Rolling banks of fog	Humid	Sparkling crystals
2	Gentle	Crawling mist	Drizzle	Floating snowflakes
3	Whipping	Dull grey	Pelting droplets	Flurries
4	Howling	Ominous bruised	Gentle	White feathers
5	Murmuring	Heavy	Cool mist	Fine
6	Pelting dust and leaves	Towering	Showers	Light
7	Tossing sticks	Oppressive	Clammy	Like flower petals
8	Shaking treetops	Climbing hillsides	Remorseless	A white veil
9	Rattling shutters	Tumbling down slopes	Morose	Heavy flakes
10	Flying snow	Dropping	Heavy	Sticky wet flakes
11	Stabbing like ice	Gathering	Sour	Dry
12	Squalling	Breaking	Slow	Powdery
13	Screaming	Rising	Ominous	Glutinous
14	Ripping foliage	Scattered	Freezing	Gathering in drifts
15	Scouring soil	Drifting	Sleeting	A duvet of snow
16	Booming	Diaphanous	Thunderous	Silent
17	Hollow	Gauzy	Exhausting	Rushing
18	Ceaseless	Icy	Unremitting	Blizzard
19	Gusting	Cold	Dark	White out
20	Laughing	Thick	Torrential	Howling snowstorm

## Encounter Mishaps

Mud, rain, wind and snow make combat difficult. Ridges and slopes make falls dangerous. In the mountains, almost no encounter happens on a simple flat square. Encounter mishaps roughly model the inherent difficulty of getting anything done in such terrain.

Whenever a character rolls a 13 during a physical check, including combat, they suffer a misfortune depending on the environment. Apply effects after resolving the check. The character may lose 1 point of Charisma instead of suffering the misfortune.

### D10 Mud Misfortunes

1. Mechanism jams.
2. Character slips.
3. Slips and falls.
4. Stuck in place or loses shoe.
5. Splashes into puddle.
6. Falls into puddle.
7. Slowed by sticky mud.
8. Blinded by flying mud.
9. Choked by flying mud.
10. Injured by hidden rock.

### D10 Rain Misfortunes

1. Ammo wet.
2. Food wet.
3. Lamp wet.
4. Clothes wet.
5. Character blinded.
6. Character deafened.
7. Splashes into puddle.
8. Slips.
9. Slips and falls.
10. Stumbles on hidden rock.

### D10 Wind Misfortunes

1. Attack blown widely off mark.
2. Hit ally or attack blown off.
3. Light item blown away.
4. Clothes blown away.
5. Character blinded by debris.
6. Confused, thinks someone is behind them.
7. Deafened.
8. Injured by debris.
9. Thrown off balance.
10. Stumbles.

### D10 Snow Misfortunes

1. Weapon dropped and lost.
2. Ammo wet.
3. Food wet.
4. Lamp wet.
5. Character blinded.
6. Deafened.
7. Slips and falls.
8. Slowed by drift.
9. Dazed and confused.
10. Injured by hidden rock.

**D10 Ice Misfortunes**

1. Weapon dropped and lost.
2. Clothes damaged.
3. Shoe caught.
4. Character injured by ice shard.
5. Slips and falls.
6. Stumbles.
7. Slips and wheels arms comically.
8. Breaks through into pit.
9. Stumbles off ledge, hanging on.
10. Stumbles off ledge and goes flying.

**D10 Rocky Slope Misfortunes**

1. Weapon damaged.
2. Clothes damaged.
3. Armor damaged.
4. Equipment damaged.
5. Character injured by sharp rock.
6. Falls painfully.
7. Knocked out by fall.
8. Sprains ankle.
9. Slowed.
10. Stumbles off ledge, hanging on.

**D10+Charisma Flying Off A Cliff**

- 1 or less Lethal. Gruesome. Combat pauses as everybody watches, suddenly aware of their own mortality. Human combatants can call off the fight.
- 2-3 Long, steep, and probably lethal. Fall seems to take forever. 2d10 x 10 damage at the end.
- 4-5 Gruesome, tumbling fall. Takes three rounds, 1d6 x 10 damage per round. After taking damage, character can check to see if they catch themselves on a shrub or rock.
- 6-8 Painful tumbling slide. Takes three rounds, 1d6 x 5 damage per round. After taking damage, character can try to stop themselves.
- 9-10 Slide down gravel slope in tangle of limbs and small landslide of loose rocks. Takes three rounds, 1d6 damage per round. After taking damage, character can try to stop themselves.
- 11 or more Flies off the edge, takes 1d6 damage and is caught in a convenient tree or eagle nest about 10' below the ledge.

# Survival and Inventory

There is no bad weather, there is only bad equipment.

This is usually a fact, but sometimes lightning strikes a hero exposed on a hilltop. Then again, is lightning even weather?

To simulate the hardship of watch-by-watch survival in the winter environment, Longwinter details inventory in greater detail than the UVG.

The basic rule remains: a human can carry one sack unencumbered and two sacks encumbered.

## Each sack breaks down into 10 stones.

One stone is about 15lb: one generic significant item, like a sabre or spear or short sword or shovel.

Leave aside one stone for 10 'soaps': generic small items, like a signal whistle or signet ring or spike. Or bar of soap.

Add or subtract stones equal to the character's Strength bonus.

Ranger and barbarian types gain three free "survival inventory slots" which can only be used for warm clothes, food, or survival gear.

## Resources

The following are crucial in winter.

### Warm Clothes

Coats, caps, mittens, parkas, scarves, leggings, and more. A human who is not the Michelin man cannot wear more than 5 units of warm clothes. Warm clothes work as "heat points," insulating the character against the cold. Cold checks are rolled every watch that the hero spends outside. Mark clothes as chilled when the cold gets through.

Warm clothes may also double as survival supplies for encounters. Slashing weapons, explosions, and fire ruin warm clothes. Water makes them ineffective (they get chilled and wet).

### Meals

Bread, water, cheese, schnapps, butter, sausages. Staying warm takes a lot of energy. One day's meal

takes one stone, travel rations may be more compact. Some encounters require characters to eat meals or lose health.

A character must eat one meal per day or they lose 1d4 hit points.

### Armor

Keeps white apes and ice worms from hitting the hero. Armor is also bulky. Light armor takes one stone. Medium is two, and heavy is three. A shield takes another stone.

### Weapons

To kill wolffolk and skintakers. If weapons need ammunition, it runs out when a 13 is rolled on an attack. The hero may choose to miss instead of using their last piece of ammo. Each weapon takes one stone. Each pack of additional ammunition takes another stone.

### Survival Gear

Tents, ropes, sleeping bags, pitons, walking sticks, crampons, axes, ladders, picks, carabiners, axes, harnesses and more. At any time, a hero may use up a unit of survival gear to reroll a failed mountaineering or climbing check. One unit of mountain gear is always used up when a 13 is rolled on a check. In this case, the hero may choose to fail the check instead of using up their gear. Some encounters require characters to use survival gear to avoid losing health or stats.

A character can use one unit of survival supplies per short rest (one watch) to recover 1d4 hit points.

### Lamps

Fuel, oil, wood, torches, batteries, coal braziers. Something that gives off light and usually also heat. Lamps are often used up by night time encounters. Lamps can be used to attack undead and cold creatures, dealing 2d6 damage when used up.

# Rest and Recovery

Longwinter assumes gritty realism rules with slight modifications. Resting rules are a little more forgiving, but the environment is a lot harsher.

## Short Rest

Lasts one watch (6 hours). After a hero can:

- Use Hit Dice to recover hit points.
- and one of the following:
- Recover one point of a lost stat (Str, Dex, etc.).
- Remove one exhaustion level.
- Regain one heat point.
- End one harmful effect.

Heroes should sleep once a day or else:

- 1 day: Disadvantage on social activities.
- 2 days: Disadvantage on all activities.
- 3 days: Disadvantage on all activities and all saving throws, every watch save or fall asleep.
- 4 days: Disadvantage on all activities and all saving throws, halved hit point maximums, every watch save or fall asleep.

## Long Rest

Takes five full days, leaving a weekend for carousing. After a long rest a hero:

- Recovers all their hit points and heat points, and half their Hit Dice.
- Recovers 1d6 points in every stat (Str, Dex, etc.).
- Removes all exhaustion levels.
- Ends all harmful effects, including sleep deprivation.
- Checks to end all illnesses.

If a hero is being cared for by another character, they recover more quickly.

## D10 Resting in Horrible Conditions

Heroes should avoid sleeping in here. Hero:

- 1 Contracts pneumonia (max hit points halved) or flu (disadvantage to all checks). Marks corresponding exhaustion level. Cure requires

a long rest and care.

- 2-4 Sleeps poorly, dreaming of white birds and laughing death. Cannot recover any lost points or remove exhaustion levels. Can still use HD.
- 5-9 Sleeps ok.
- 10 Wakes up surprisingly refreshed. One chronic ache is gone or one disease is cured or gains 1 temporary point to a random stat.

## D10 Resting in Ordinary Conditions

Most nights should be uneventful. Hero:

- 1 Sleeps poorly, dreaming of an ice princess and bleeding eyes. Cannot recover any lost points or remove exhaustion levels. Can still use HD.
- 2-8 Sleeps ok.
- 9 Wakes up eager to change the world. Gains 1d4 temporary hit points.
- 10 Wakes up refreshed and ready to attack the day. Gains 1d8 temporary hit points or 1 temporary heat point.

## D10 Resting in Excellent Conditions

Everybody wants to rest this way. Hero:

- 1 Dreams of bloody slaughter and frozen children clinging to the bosom of a graceful ice goddess. Cannot remove any exhaustion levels. Gains 1 temporary point of Charisma.
- 2-5 Wakes up with +1d4 temporary hit points.
- 6-8 The effects of rest are doubled.
- 9 The effects of rest are doubled and gains 1d6 temporary hit points or 1 temporary heat point.
- 10 Wakes up feeling blessed by wealth and kindness of the Firebringer and the Green Sun. Rest effects are doubled and gains 2 temporary heat points or 1d6+6 temporary hitpoints.



# The Cold

As far as the human body is concerned, the weather can be infinitely bad. In game, the referee estimates how cold it is based on the described weather.

Heroes wandering around outside in the cold have to make a check

If a hero is wearing more units of warm clothes than the cold level, they do not have to roll a cold check. Their body heat is enough to keep them going.

## Cold Level and Cold Checks

1	Cool	Survival DC 5
2	Cold	DC 10
3	Bloody Cold	DC 15
4	Siberian	DC 20
5	Frozen Hell	DC 30 (auto-fail, basically)

- A roll of a 1 is always a failure.
- Wind imposes a disadvantage on survival checks against the cold.
- Digging into snow or leaves gives advantage to the cold checks.
- Rain and damp means the cold effects are doubled.
- A character in cold water makes an immediate cold check, and then another cold check every few minutes. The water soaks 1d4 items of warm clothing per round. Wet clothes provide no heat points and impose a disadvantage to cold checks out of water.

## Failing the Cold Check

When a character fails the cold check they lose a heat point (two if it is raining). Medium animals like humans and wolves start with one heat point. Big animals like horses and bears start with two.

Warm clothes, fluffy fur, or winter feathers add additional heat points.

When a hero has no heat points left, any additional heat points lost translate directly into fatigue.

## Fatigue

As a hero gets colder, sicker, and more tired, they grow more fatigued. Soon enough, they're dead.

0. It's fine.
1. Disadvantage to all checks.
2. Speed halved.
3. Current and max hit points halved.
4. Comatose, unresponsive, 'sleeping.'
5. Dead.

A short rest can remove one level of exhaustion.



# Homes for the Refugee

# How to Referee the Icebox

The Barony of Brezim is an rpg sandbox. As the referee, let the players weave their own adventures out of a mix of strange locations, sidequests, and random encounters.

However, Winterwhite's curse provides an overarching narrative: survival in the face of an unending winter. As the barony gets colder and darker, Winterwhite snaps the trap shut. Ice worms crawl down from the peaks and up from the rivers to lock the valley in ice.

Do not make this immediately clear to the players or the inhabitants of the Brezim, announce it with portents and growing danger.

As the trap closes, the environment becomes harsher. Travel becomes more difficult. The weather kills faster. Food becomes scarcer. The baronials grow weaker. The monsters grow stronger.

When the players decide to escape, it will be possible, but hard. They will lose NPCs and friends along the way. Think of the movies *K2* and *Alive*.

# The ‘True’ History of Brezim

The snow is alive. A soft, cold spirit courses through them. Her lace threads the world; watching, drinking, listening, stroking, soothing, killing. Her touch is soft and icy. She is Winterwhite, the daughter of the Waterdrinker and the Northwind, and she is a terrible god. An avatar of ice and hunger, of visions and death.

The ice-drowned mountains that spread behind Motherberg are her home. Brezim and other mountain valleys grow and quietly die at her whim.

A hundred years ago Verdek and Ivan Greencorner came up the valley with four hundred civilized soldiers. The oldsettlers met their muskets and maces with bows and traps.

That first summer the Greencorners burned oldsettler villages and fields, tore down the henges and crucified the men, bayoneted the babies and kidnapped brides for themselves.

That first winter the oldsettler shamans called and the wolffolk and the skintakers came. Children and grandmothers crawled out of mass graves to drown the soldiers in their own blood. One after another the wood-whispered invader forts cracked and broke.

At last the oldsettlers pushed the Greencorners to the great barrow hill between the Rushka and the Krasna rivers.

The frozen ancestors claimed the kidnapped brides for themselves. The skintakers took the enslaved and rode them. The oldsettlers howled to the moon, for never could they be unfree.

The Greencorners retreated up that hill, among ruins like fangs and ribs. The horde came for them. Their bullets ran out and they dropped their guns. Skintakers whipped amalgamated horrors of flesh and wood across the old living walls at the hills’ crown. Their swords grew as blunt as their maces as they staggered back into mist-laced bowel of the hill. Roaring worms of flesh and bone battered down

metal hatches and stone doors as the oldsettlers followed.

The last dozen soldiers fled deeper and deeper, until they reached a white room with black tapestries, and an altar of crystal-clear ice. On the altar stood a white bird with red eyes and a bloody beak.

“You are new,” said the bird.

The soldiers ignored it and heaved the mighty white stone door shut.

“That won’t stop them,” said the bird.

“It talks,” said Verdek.

Ivan grunted and squinted with as the doc tightened the tourniquet on his left leg.

“The bird, it talks,” repeated Verdek.

A couple of the warriors inched towards the altar. The bird flapped into the air and perched on a frost-rimed chandelier. Its talons left a bloody stain.

“Stop, guys,” said Mira Falconsbrood, “I’m as hungry as you, but eating the magic white bird won’t do anything. The savages are coming for us with their needle teeth.”

On cue there was a hollow thump as something broke through a barricade, getting closer.

“So it talks,” said Ivan.

Verdek stepped under the chandelier and craned his head, “Bird! Who are you?”

“Oh, questions! I like that game,” said the bird, “I am the soft hand of winter, and who are you?”

Mira squinted thoughtfully.

“We are the brothers Greencloak, rulers of this land,” announced Verdek.

“We are supplicants to the lady,” added Mira.

Verdek frowned, “We’re republican soldiers, we don’t...”

“Shut up,” she hissed.

The bird made a rattling cough. The warriors stopped.

“It’s laughing,” said Ivan.

“Yes! The one-foot is right, I am laughing,” said the bird.

Verdek leapt onto the altar, windmilling his arms to keep his balance on the ice. Mira reached out a hand to steady him.

“Get down here, you feathered mockery,” shouted Verdek. With his numb fingers he fumbled for the throwing knife at his side. It wasn’t there.

His leg buckled under him and he fell hard onto the ice altar.

“Oh, Winterwhite, we beg you! Save us!” cried Mira and plunged Verdek’s throwing knife into his throat, “Accept our sacrifice! Accept our ruler’s youngest kin! Accept our worship!”

The white stone cracked and the survivors crawled out from under the barrow as winter squeezed the valley. For three months the winter did not let up. The oldsettlers starved. The soldiers ate the dead.

That second summer Greencorner and his soldiers went to the cities to tell their stories of oldsettler savagery and cannibalism.

That second winter the Emperor of the Republic bestowed a baronage on Ivan Greencorner and a posthumous order of valor on his brother Verdek, who gave his life to save his companions. At the same time the Generalissimo of the Western City made Mira Falconsbrood the treasurer of the Brezim Burners.

That third summer Ivan and Mira returned to the valleys with the Brezim Burners. White birch gibbets full of oldsettler savages greeted the first snows that year.

Every year after that the gun and the axe pushed the savages further into barren highlands and dark forests.

The whispered wood pallisades and the warding runes went up. The second baron of Brezim sacrificed her youngest nephew to Winterwhite. The mule-roads were built. The third baron of Brezim sacrificed his twin sons to Winterwhite. The great ancient silver mine was reopened. The fourth baron of Brezim quietly sacrificed her younger

sister to Winterwhite. Traders and craftsfolk came. The fifth baron quietly sacrificed his baby niece to Winterwhite and said she had died of measles. Guesthouses and spas opened. The sixth baron, Soren Greencorner II, ascended to the silver-bone throne.

Soren did not sacrifice his daughter to Winterwhite. His vizier, old Negra Falconsbrood begged him to reconsider.

Soren refused and Negra died in an unfortunate motoring accident. Her nephew, Ibrahim Falconsbrood, a well-traveled ethnologist from the Eastern City took her position.

Years passed and nothing happened, and Soren realized that the terrible family stories of sacrificing their children to the laughing ice goddess were just superstition and lies covering up the bestial cruelty of his ancestors.

Soren opened orphanages and schools for oldsettler children, to integrate them into society as upstanding citizens, free from the savage superstitions of their ancestors.

He lobbied the Kings’ Council to open equal education to all children, regardless of ethnicity. The industrialist conclaves supported him and he achieved a modicum of fame.

Then his daughter turned eighteen and Winterwhite sent her insistent dreams.

Soren ignored the ice queen.

They all ignored her.

## Winterwhite Aggrieved

Winterwhite, daughter of the Waterdrinker and the Northwind, is a terrible god, the bringer of ice and hunger and visions and death. She rules her peaceful white domain with a soft, cold touch.

She smiles as she inhales the souls of the dead and covers their cold corpses with a gentle shroud.

She is never angry when somebody breaks their vow.

No, she is glad.

For then neither Firebringer nor Green Sun, neither Devil's Grandfather nor Doctor Love can guard her prey from her.

Her white birds carry her dreams to her subjects, witting and unwitting.

They visited Soren, the baron of Brezim, and whispered, "Soren, your ancestors' vow still binds you, the Lady remembers."

Soren ignored them.

They flew again, "Soren, your great uncle's shadow begs you consider, the Lady remembers."

Soren visited the apothecary and took sleeping draughts.

Winterwhite's birds flew again, "Soren, summer is turning and the Day of All Ghosts will come. Your vow-given ancestors will gather at the altar of ice to see you renew your vow to the Lady."

Soren drank the best vintages brought by long-haired traders from the sun-kissed hills.

The birds left hoarfrost where they stepped, "Soren, tomorrow is the last day. Pay your blood debt, or the Lady's interest will be steep."

Soren awoke on the Day of All Ghosts with a pounding headache and went hunting. He bagged a five-tine stag on the ridge behind Gomiliy, while his friend Lazar Woolmaker bagged an incredible eight-tine hart. It was a good day.

When the sun set, Winterwhite sent her white birds to Northwind and Waterdrinker. The birds announced that the winter of her content had come.

## Winterwhite's Curse

"The gods stitch our human world together, but they are not human." —Vedom the Iskari Wolf Prophet.

The vow of Mira Falconbrood was simple: save us, and we will give you our youngest and bravest. The vow amused Winterwhite, but she took it seriously nonetheless.

The vow has been broken, and now she will destroy everyone in the land she gave to the Greencorners. It's nothing personal, it's just a vow.

This year the winter will not end. The north wind will blow. The snow will fall. The rivers will freeze. The ice worms will crawl. Frost will choke the sky.

Darkness will come and everybody in the valley will come to sleep with Winterwhite.

Best not fight it.

After a year and one winter, the spring will come again. Winterwhite is not all powerful, after all, and the Firebringer would have words with her if she overstepped her prerogative.



## Portents of Winterwhite

Portents will come. The foolish modern rulers will ignore them until it is too late, of course, but these things must be done properly.

In the end, the sun will close its eye over Brezim and darkness and cold and soft silence will reign until the next solstice.

### D30 Portents

1. White faces float beyond windows at night.
2. Pale icy ghosts crawl from frozen puddles to accuse the living.
3. White foxes dig holes in the cemeteries.
4. White crows land on the temples.
5. Frozen birds on the trees in the morning.
6. Fish frozen in streams.
7. Frogs turned to ice together with their ponds.
8. Tree trunks snapped open by the sudden cold.
9. Barrows ploughed open by upthrusting ice.
10. Tinkling laughter on the icy wind.
11. Crawling shadows leaving rime behind them.
12. White wolves whose shaggy manes drip hoarfrost.
13. Shattered corpses of birds frozen mid-flight.
14. Glaciers slithering down mountainsides like icy worms.
15. Powdery snow that refuses to melt.
16. Whistling wind that steals voices.
17. Dead leaves that crumble to snow.
18. Ornaments on the yule trees turn to ice.
19. Dead trees that sweat ice.
20. Flowers of snow and vines of ice grow in gardens.
21. Hoarfrost spreading in starbursts from the graves of the recently deceased.
22. Fog and mist dropping suddenly to the ground as a thick layer of hoar frost.
23. Frosted handprints and footprints on doors and windows.
24. Clouds that freeze in place.
25. The sun crawling, purplish as though bruised.
26. The moon eclipsed by blackish ice.
27. The moon disappears.
28. The sky turns white, as though it is a dome and frost is crawling up its sides.
29. The days grow shorter after the winter solstice.
30. The sun weeps ice.

## Days of White Snow and Red Ice

Longwinter covers 100 days—3 months and change—that take the Barony of Brezim from late autumn to the dark year of Winterwhite’s curse, when the sun is obscured until the solstice returns again. You can use the three months as an actual calendar, or as a random table to generate weather and events.

Where events are large-scale, encounters affect only the heroes. Like the weather, the encounters are also split by month and time of day, to model how Winterwhite’s curse changes the land.

Roll encounters every watch. Until half way through the second month there are two daytime watches and two nighttime watches, after that, as the darkness gathers, there is only one daytime watch per four watches.

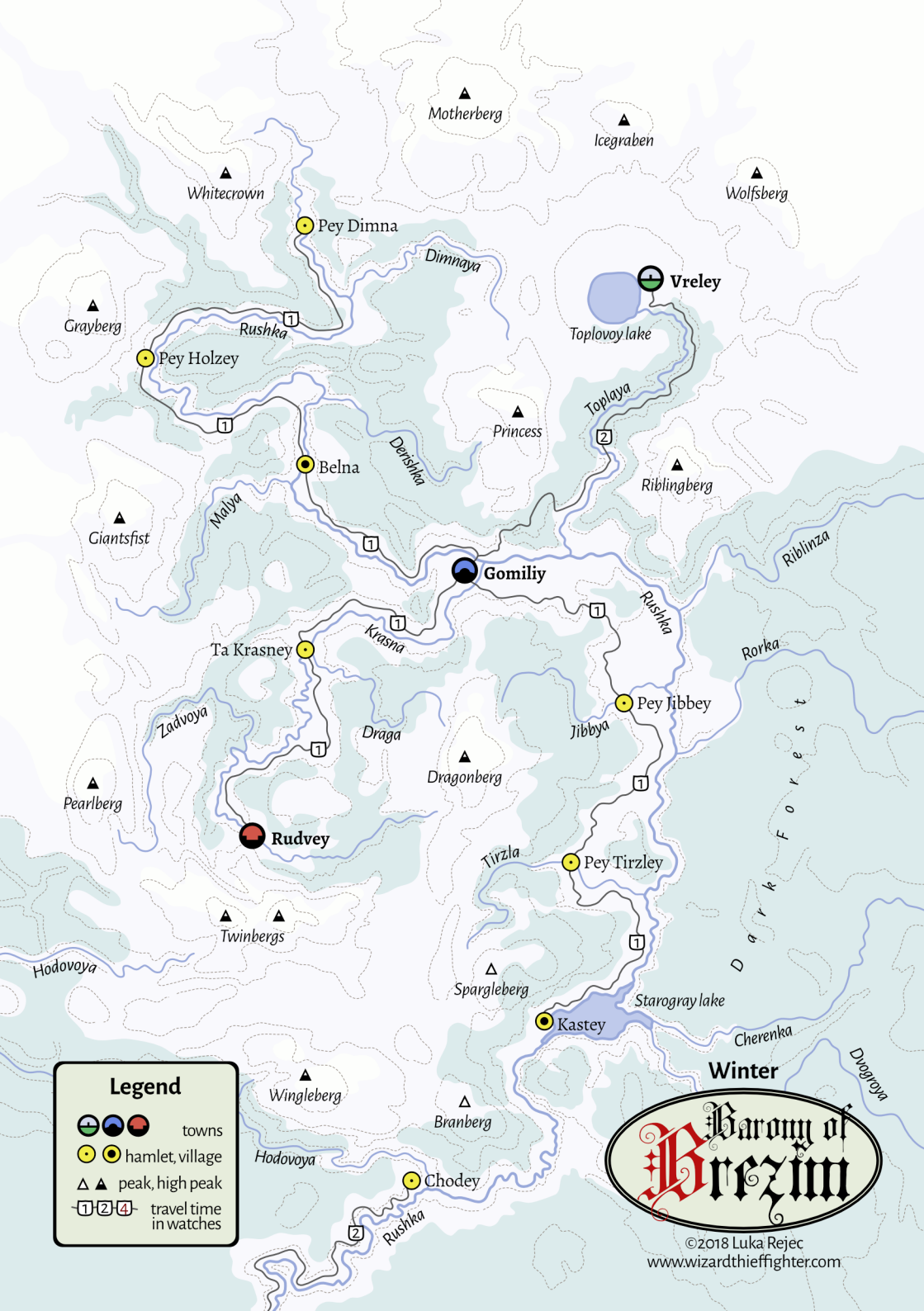
Some encounters cause stat loss. A stat is any number on a character sheet, health refers to any health stat. In a D&D-type game, the stats are Str, Dex, etc., while health is usually hp. One point of damage should suffice in most games that do not have ready access to infinite healing. If you are using 5E, Longwinter assumes gritty healing rules.

## Days of Autumn

Before Winterwhite tightened her grip, autumn seemed normal. It was cold. It rained. Sleet and leaves fell. Start your icebox here if you want a slow lead up to winter. Use the standard map.

### November - Leaffall - Autumn

d30	Weekday	Day Weather (Cold Level)	Night Weather (Cold Level)	Events
1	Thursday	Fine and sunny. (0)	Cold and clear. (2)	Day of All Ghosts.
2	Friday	Bracing and cool. (1)	Windy, cold. (2)	Rudvey market.
3	Saturday	Stiff breeze. (1)	Still, very cold. (2)	
4	Sunday	Cloudy and ominous. (0)	Foggy. (1)	
5	Monday	Lashing rain showers. (1)	Bone-chilling rain. (2)	Belna farm market.
6	Tuesday	Persistent heavy rain. (2)	Breaking clouds. (1)	Pey Dimna pass cut.
7	Wednesday	Dull fog. (1)	Pea-thick fog. (1)	Gomiliy market.
8	Thursday	Oppressive fog. (1)	Frost. (2)	Last Quarter.
9	Friday	Clear day. (0)	Wood smoke and frost. (2)	Rudvey market.
10	Saturday	Smell of snow on breeze. (1)	Skins of ice on troughs. (2)	
11	Sunday	Pillows of building clouds. (1)	Surprisingly warm night. (1)	
12	Monday	Lightsnow and steady wind. (2)	Clammy, cold night. (2)	Kastey farm market.
13	Tuesday	Clinging fog. (2)	Rime crawls up windows. (2)	
14	Wednesday	Cool, humid day. (1)	Woodsmoke crawls low. (1)	Gomiliy market.
15	Thursday	Heavy rain. (1)	Sleet falls. (3)	
16	Friday	Freezing rain. (2)	Ice storm. (3)	Rudvey market. New Moon.
17	Saturday	Gelid showers. (2)	Long icicles grow. Freezing. (3)	Earthquake. Branberg landslide cuts off southern mule-road.
18	Sunday	Grim mists. (1)	Tinkle of breaking ice. (2)	Landslide investigation.
19	Monday	Strong winds. (2)	Gale-force gusts. (2)	Belna farm market.
20	Tuesday	Calm, cold day. (2)	Cold night. (2)	
21	Wednesday	Bright and icy day. (2)	Mild night. (1)	Gomiliy market.
22	Thursday	Towering clouds in the west. (1)	Heavy fog wreathes the valleys. (1)	
23	Friday	Flurries of snow. (2)	Eerily calm night. (2)	Rudvey market.
24	Saturday	Blizzard. (3)	Whiteout. (3)	Trolls attack landslide area. First Quarter.
25	Sunday	Lonely snow flakes falling. (2)	Clear night, diamond stars. (2)	Spargleberg pass cut.
26	Monday	Blindingly bright day. (1)	Cloudy night. (1)	Kastey farm market.
27	Tuesday	Hot wind and grey clouds. (0)	Misty night. (1)	
28	Wednesday	Slow, heavy drops of rain. (1)	Freezing rain showers. (2)	Gomiliy market, a damp affair.
29	Thursday	Reletnless rain. (1)	Driving sleet. (3)	
30	Friday	Heavy wet snow. (2)	Gelid cold snap. (3)	Rudvey market cancelled.



**Legend**

-    towns
-  hamlet, village
-  peak, high peak
-    travel time in watches

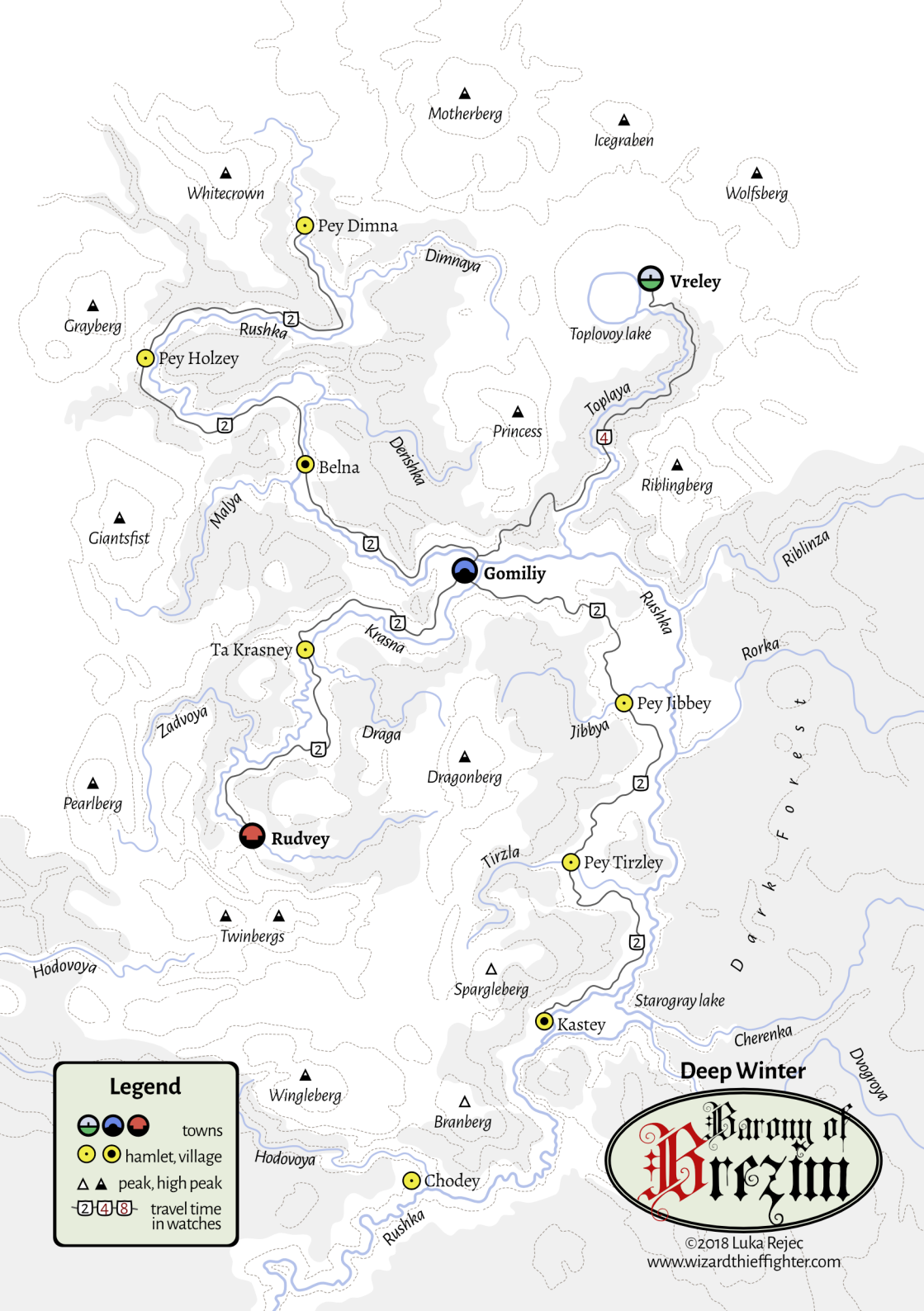


## Days of Winter

As the winter descends on Brezim, the mule-roads begin to fight the traveller and the passes out are cut. Start the icebox here if you want to go straight for the survival horror as the sun fails to be reborn at the winter solstice.

### December - Rawsoil - Winter

d30	Weekday	Day Weather (Cold Level)	Night Weather (Cold Level)	Events
1	Saturday	Icy crust on heavy snow. (2)	Freezing winds. (4)	Full Moon.
2	Sunday	Howling winds, clear skies. (3)	Silent and freezing. (3)	
3	Monday	Clear and silent day. (2)	Silent night. (3)	Belna farm market.
4	Tuesday	Ice melts in weak sun. (1)	Icy night. (3)	
5	Wednesday	Gusting north winds. (2)	Icy winds. (4)	Gomiliy market, flapping awnings.
6	Thursday	Gentle flurries. (2)	Silence and clear skies. (3)	
7	Friday	Heavy snowfall. (2)	Heavy snowfall, whiteout. (3)	Rudvey market cancelled.
8	Saturday	Whiteout. (3)	Light snow. (2)	Last Quarter.
9	Sunday	Gray skies, whistling wind. (2)	Temperatures plummet. (4)	
10	Monday	Cold snap, streams freeze. (4)	Cold takes breath away. (4)	Kastey farm market.
11	Tuesday	Sun, hazy veils. (2)	Stars like cold hatred. (3)	Days shorten and have one daylight watch.
12	Wednesday	Cool steady chill breeze. (3)	Painfully cold. (3)	Gomiliy market.
13	Thursday	Powder falls steadily. (3)	Powder and darkness. (3)	
14	Friday	Powder fall, clouds darken. (3)	Dark, cold, winter night. (3)	Rudvey market.
15	Saturday	Thundersnow and powder darken the day. (3)	Lightning crackles in the clouds. (3)	
16	Sunday	Storm dies down, powder continues to fall. (3)	Wind picks up, tossing snow. (4)	New Moon.
17	Monday	Gelid north wind howls, piling up snow drifts. (4)	Winds die down, temperatures grow cruel. (4)	Belna farm market cancelled.
18	Tuesday	Silent gray day. (3)	Silent black night. (4)	
19	Wednesday	Silent slate gray day. (3)	Silent purple night. (4)	Gomiliy market.
20	Thursday	Quiet, freezing day. (3)	Spittle freezes in the air. (4)	
21	Friday	Ice cracks like bells. (4)	Gelid night. (5)	Rudvey market.
22	Saturday	Sun blazes, wind whips snow. (3)	Gentle snow, cool night. (3)	Solstice.
23	Sunday	Blizzard. (3)	Mocking blizzard. (3)	First Quarter.
24	Monday	Howling blizzard. (4)	Quiet blizzard. (3)	Kastey farm market cancelled.
25	Tuesday	Laughing blizzard. (3)	Sudden silence, freezing. (4)	Avalanche cuts road south of Chodey.
26	Wednesday	Cold snap, small rivers freeze. (4)	Evil stars and rising wind. (5)	The day has not started getting longer! Gomiliy market.
27	Thursday	Wind howls in the pines. (4)	Booming wind, vicious cold. (5)	
28	Friday	Gusts of wind continue. (4)	Biting icy wind. (5)	Rudvey market.
29	Saturday	Steady north wind. (4)	Still night, groaning ice. (4)	
30	Sunday	Fluffy clouds, frozen landscape. (3)	Cruel, icy night. (4)	Full Moon.



**Legend**

-    towns
-  hamlet, village
-  peak, high peak
-  travel time in watches



**Deep Winter**

## Days of Deep Winter

They rail against the fading light, but it is too late. Start here if you want forty days of bleak despair and a game focused on scrounging the resources required for escape.

### January - Iceling - Deep Winter

d30	Weekday	Day Weather (Cold Level)	Night Weather (Cold Level)	Events
1	Monday	Wet snow falls patchily. (3)	Ice coats the forests. (3)	Belna farm market.
2	Tuesday	Snow blankets the land. (2)	White night. (3)	
3	Wednesday	Temperatures plummet, icy wind roars down mountains. (4)	Wind-blown snow obscures the night. (4)	Frost crawling up the sides of the sky. Gomiliy market cancelled.
4	Thursday	Clear skies, whistling wind. (3)	Lakes freeze. (4)	
5	Friday	Clear skies and silence. (3)	Icy quiet. (4)	Rudvey market.
6	Saturday	Gauzy clouds and silence. (3)	Frost-growing night. (4)	It's like a snow globe freezing over!
7	Sunday	Hazy skies and silence. (2)	Rime spreads. (4)	Third Quarter.
8	Monday	White skies and silence. (2)	Snow and cold, silence. (3)	Kastey farm market.
9	Tuesday	White skies, light snow. (2)	Silent, white night. (3)	
10	Wednesday	White skies, heavy snow. (2)	Whiteout. (3)	Gomiliy market.
11	Thursday	Whiteout. (3)	Whiteout. (3)	
12	Friday	Whiteout. (3)	Cruel mocking snowflakes. (4)	Rudvey market cancelled.
13	Saturday	Silvery sky, gusting winds. (4)	Gusts shiver the stars. (5)	
14	Sunday	Custing icy winds. (4)	Still horribly cold. (5)	
15	Monday	Thundering gelid winds. (5)	Dark and windy night. (5)	Belna farm market cancelled. New Moon.
16	Tuesday	Sustained icy winds. (4)	Wind. Cold. Cruel. (5)	
17	Wednesday	Laughing icy winds. (4)	Gleeful stars like cold hell eyes. (5)	Gomiliy market.
18	Thursday	Barreling icy winds. (5)	Trees break under ice & wind. (5)	
19	Friday	Icy gale. (5)	Wind stops. Waters freeze. (5)	Rudvey market cancelled.
20	Saturday	Silence. Rivers freeze over. (5)	Freezing continues. (5)	
21	Sunday	Silence and ice. (5)	Ice worms crawl out. (5)	
22	Monday	Ice and silence. (5)	Ice worms crawl down hills. (5)	Kastey farm market. Panic.
23	Tuesday	Sparkling snowflakes. (4)	Ice worms crawling. (5)	First Quarter.
24	Wednesday	Mocking snowflakes. (4)	Ice worms reach Rushka. (5)	Gomiliy market.
25	Thursday	Ice and sun. (3)	Hoar frost grows long. (4)	
26	Friday	Wansun and building clouds. (3)	Icicles grow like fangs. (4)	Rudvey market.
27	Saturday	Rag clouds, slight warming. (3)	Snow falls from branches. (3)	
28	Sunday	Reddish sun, slight warming, icicles drip. (2)	Puddles and ice freeze again. (4)	Avalanche cuts several roads.
29	Monday	Clear sky and crackling ice. (3)	Clear, cruel night. (4)	Belna farm market.
30	Tuesday	Clear sky and silence. (3)	Shredded clouds chase moon. (4)	Full Moon. Lunar eclipse.



## Encounters of Autumn

Do	Day	Night
01	The Dragon, flying surreally (HD 20).	The Dark Father, spirit of the First Baron (HD 15).
02	Older Thing, flesh machine moaning and hiding (HD 10).	Undead Troll, drawn from its unquiet rocky rest (HD 13).
03	Forest Spirit, gracefully patrolling (HD 8).	Wild Spirit, looking for mad fools to possess (HD 11)
04	Woodland Wurm, crawling for prey (HD 7).	Skeleton Thing, eyes afire with calcified passion (HD 9).
05	Mountain Apes, playing monkey games (HD 6).	Night Wisps, flickering with the red of fast decay (HD 7).
06	Aurochs, browsing coolly (HD 5).	Werewolves, prowling and hungry (HD 6).
07	Bears, stuffing themselves (HD 5).	Heart Owl, looking for souls and loves to steal (HD 5).
08	Dire Lynx, stalking prey (HD 4).	Dire Wolf, howling for hell (HD 4).
09	Wild Boars, digging nuts and roots (HD 3).	Wolves, hunting fools (HD 3).
10	Deer, a herd nervously awaiting winter.	Lonely Dead, begging to be near light, food, life (HD 2).
11	Gnome Monkeys, squirreling away food (HD 2).	Gnome Monkeys engaged in bloody sacrifice (HD 2).
12	Mountain Goats, giving the evil eye (HD 1).	Fairies, promising lies with mirror eyes (HD 1).
13	Wolffolk, shying from humans (HD 3).	Foxes, laughing and bewitching.
14	Rabbits, multiplying.	Scurrying Rodents, fearful and hungry.
15	Oldfolk, serfs slinking (HD 1).	Changelings, singing like dogs in the night (HD 2).
16	Baronial, freesettlers working their holdings (HD 1).	Oldfolk separatists pretending to be cultists (HD 1).
17	Outlander, craftsmen and tourists (HD 1).	Wolffolkskin-takers, looking for skins (HD 3).
18	Baronial, official patroleurs keeping the peace (HD 2).	Baronial cultists, appeasing old gods (HD 1).
19	Cityfolk, merchants or specialists (HD 1).	Baronial smugglers (HD 2).
20	Baronial, families, picking mushrooms.	Baronial Dark Rangers (HD 3).
21–30	Interaction: roll 1d20 twice.	Interaction: roll 1d20 twice.
31–40	Corpse: roll 1d10+10	Corpse: roll 1d10+10
41–60	Traces: roll 1d20.	Traces: roll 1d20.
61–70	Hunger: use food or lose 1d4 health.	Dark: use lamp or lose 1 stat.
71–80	Terrain: use survival gear or lose 1 stat.	Dark: use lamp or survival gear or lose 1 stat.
81–90	Heat: use water or lose 1d4 health.	Cold: eat meal or lose 1d4 health.
91–95	Soothing rest: spend 1d6 hours to regain 1d6 of one stat.	Soothing rest: spend 1d6 hours to regain 1d6 of one stat.
96	Wonderful spot: regain 1d6 of one stat.	Wonderful spot: regain 1d6 of one stat.
97	Panorama: advantage to one mental check.	Friendly spirits: temporary +1d4 to one mental stat.
98	Delicious berries: advantage to one physical check.	Friendly bear: temporary +1d6 health.
99	Forgotten goods: roll on "loot the body."	Forgotten cache: roll on "loot the body" twice.
00	I needed this! Pick a common item. You've found it.	I really needed this! Pick a common or rare item.

## Encounters of Winter

Doo	Day	Night
01	The Dragon, flying nervously (HD 19).	White Giant, beard of rime, eyes of silver fire (HD 20).
02	A Giant, skin dead ice (HD 16).	Frozen undead horde (HD 18).
03	Shaggy Bone Spirit, confused (HD 13).	Crawling Glacier Wyrms (HD 16).
04	Ice Wyrms, stalking (HD 10).	Winter Spirit, possessive (HD 14).
05	Great White Birds, cruel (HD 7).	Skeleton Troll, dripping ice and acid (HD 12).
06	Desperate Snow Apes (HD 6).	White Shadows, stealing breath (HD 10).
07	Hoary wired ghouls (HD 5).	Skintaker Shamans, riding great beasts (HD 8).
08	Snow Vultures (HD 5).	Werewolves, stealing the young (HD 6).
09	Ice-threaded Worms (HD 4).	Dire Wolves, eyes aglow (HD 5).
10	Savage Boars, bloodthirsty (HD 4).	Frigid oldsettler ghoul children (HD 3).
11	Dire Lynx, leaving (HD 4).	Ice-stiff Salamanders (HD 2).
12	Savage Wolves (HD 3).	Great White Bats (HD 1).
13	Ape-cat Hunters (HD 3).	Two-legged Foxes, performing magic (HD 2).
14	Elk, rutting (HD 3).	Sad Dead, splintering and decaying (HD 2).
15	Oldfolk, hunting (HD 2).	Oldfolk, saboteurs (HD 3).
16	Oldfolk, rebels (HD 2).	Oldfolk, runaways (HD 1).
17	Baronial, trappers (HD 2).	Wolffolk, assassins (HD 4).
18	Wolffolk, spies (HD 4).	Baronial, possessed cultists (HD 2).
19	Baronial, patroleurs (HD 2).	Baronial smugglers (HD 2).
20	Baronial, vigilantes (HD 3).	Baronial Dark Rangers (HD 4).
21–30	Interaction: roll 1d20 twice.	Interaction: roll 1d20 twice.
31–40	Corpse: roll 1d10+10	Corpse: roll 1d10+10
41–60	Traces: roll 1d20.	Traces: roll 1d20.
61–70	Hunger: use food or lose 1d4 health.	Dark: use lamp or lose 1 stat.
71–80	Terrain: use survival gear or lose 1 stat.	Dark: use lamp or survival gear or lose 1 stat.
81–90	Cold: eat meal or lose 1d4 health.	Cold: eat meal or lose 1d4 health.
91–95	Soothing rest: spend 1d6 hours to regain 1d8 of one stat.	Soothing rest: spend 1d6 hours to regain 1d8 of one stat.
96	Healing shrub: regain 1d6 of one stat.	Healing shrub: regain 1d6 of one stat.
97	Awesome vista: advantage to two mental checks.	Frightened spirits whisper warnings: temporary +1d6 to one mental stat.
98	Frozen 'meat': advantage to two physical checks.	Frozen potion of the bear: restores 1d6 health.
99	Beast-torn corpse: roll on "loot the body."	Frozen well-armed corpse. Roll on "loot the body" twice.
00	I needed this! Pick a common item. You've found it.	I really needed this! Pick a common or rare item.

## Encounters of Deep Winter

<b>DoD</b>	<b>Day</b>	<b>Night</b>
01	The Winterbird, croaking doom (HD 20).	Winterwhite's Angelhunt, freezing blood and smashing bone (HD 20).
02	A Flayed Ice Giant, awake again (HD 17).	Snow-driven undead horde (HD 18).
03	Avalanche Horses, galloping (HD 15).	Loping Glacier Wyrms (HD 16).
04	Ice Worms, soothing the land (HD 13).	Winterwhite's Ice Skeletons (HD 14).
05	White Knights with glass swords (HD 11).	Shadow Troll, dripping hoar and hate (HD 12).
06	White Apes with mechanical implants (HD 8).	Death Fairies, in for the fun (HD 10).
07	Great White Oxen (HD 7).	Ice Troll, eyes drooling (HD 9).
08	Worm-riddled Ghouls (HD 6).	Werewolf Skintakers (HD 8).
09	Undead oldfolk warriors (HD 5).	Skintaker Necrodancer (HD 7).
10	Snow Vultures (HD 5).	Undead wolffolk (HD 6).
11	Wolffolk riding dire wolves (HD 5).	Slippery snow whisps, eyes red and dead (HD 5).
12	Great White Hart (HD 5).	Undead baronial ghouls (HD 4).
13	Shaggy Ice Apes (HD 4).	White Foxes sacrificing changelings (HD 3).
14	Dire White Boars (HD 4).	Hungry Shadow Bats (HD 2).
15	Pack of fresh-frozen undead (HD 3).	Troop of icy undead villagers (HD 3).
16	Oldfolk, soldiers (HD 3).	Oldfolk winter soldiers on sled (HD 4).
17	Baronial, traitors (HD 2).	Wolffolk, burners (HD 4).
18	Baronial and oldfolk rabble, starving (HD 1).	Baronials mad with hunger (HD 1).
19	Baronial, cultists (HD 2).	Baronial, defenders (HD 2).
20	Baronial White Rangers (HD 4).	Adventurers, looters (HD 3).
21–30	Interaction: roll 1d20 twice, once for Day, once for Night.	Interaction: roll 1d20 twice.
31–40	Corpse: roll 1d10+10	Corpse: roll 1d10+10
41–60	Traces: roll 1d20.	Traces: roll 1d20.
61–70	Gnawing hunger: use food and lose 1d4 health, or lose 1d4+4 health.	Grim Dark: use lamp and lose 1d4 health, or lose 1d6+4 health and 1 stat.
71–80	Brutal terrain: use survival gear and lose 1d4 health, or lose 1d4+4 health and 1 stat.	Grim Night: use two lamps or survival gear, or lose 1d10 health and 1 stat.
81–90	Very cold: eat two meals or lose 1d10 health and 1 stat.	Very cold: eat two meals and lose 1d4 health, or lose 1d10+4 health and 1 stat.
91–95	Warm and dry: spend 1d6 hours to regain 1d6 of two stats.	Warm and dry: spend 1d6 hours to regain 1d6 of two stats.
96	Frozen dragon's tear: regain 1d8 of one stat.	Frozen dragon's tear: regain 1d8 of one stat.
97	Dead troll: melt its blood to create 1d6 healing potions (heal 1d6 health each).	Echo of hibernating spirits. Regain 1d4 of one mental stat.
98	Dead unicorn: eat its heart to gain advantage to three checks.	Frozen dragon blood: restores 1d8 health.
99	Cannibal-eaten corpse: roll on "loot the body."	Flash-frozen hero. Roll on "loot the body" twice.
00	I really needed this! Pick a common or rare item.	Treasure in the snow. Roll on "magic items" table.

# Appendix: Music of Longwinter

A curated selection of songs to capture the slide from light into darkness, from harvest to hunger.

Antonio Vivaldi - Winter - The Four Seasons (1725) - <https://youtu.be/TZCfydWF48c> - a classic, in all senses of the word.

Bijelo Dugme - Hajdemo u planine - Pljuni i zapjevaji moja Jugoslavijo (1986) - <https://www.youtube.com/watch?v=CAFE6UZ8DHk> - going to the mountains because there is no winter there. Sure.

Black Sabbath - Fairies Wear Boots - Paranoid (1970) - <https://youtu.be/ab-ZNU76UDE> - fairies? Yes, fairies. Scary fairies.

Devin Townsend - Juular - Deconstruction (2011) - <https://youtu.be/n-DKsoqfdEk> - It's cold inside the worm.

Ennio Morricone - Complete Album - The Thing OST (1982) - <https://www.youtube.com/watch?v=zgiSXR0G2tQ&t=1336s> - Something about the ice and snow.

Ghost - Rats - Prequelle (2018) - [https://www.youtube.com/watch?time\\_continue=2&v=C\\_ijc7A5oAc](https://www.youtube.com/watch?time_continue=2&v=C_ijc7A5oAc) - In times of turmoil.

Grand Magus - Hammer of the North - Hammer of the North (2010) - <https://youtu.be/gGBpOZpmqIU> - This list would be dull without a bit of epic viking doom.

Iced Earth - I Died For You - The Dark Saga (1996) - <https://www.youtube.com/watch?v=mUGuF8hpMQs> - Something about sacrifice and death and mistakes? Well, why not? Was the pain just too much?

If These Trees Could Talk - Iron Glacier - The Bones of a Dying World (2016) - <https://youtu.be/IdqRK7D3Qyc?t=1668> - Ominous post-rock for ominous times.

Jim Reeves - The Blizzard - Tall Tales and Short Tempers (1961) - <https://www.youtube.com/watch?v=H2fyFumisiU> - Encapsulates Longwinter.

Joe Satriani - Ice 9 - Surfing With the Alien (1987) - <https://youtu.be/eyVWQH7jIg8> - Intense riffage and the name. Blunt.

Led Zeppelin - Immigrant Song - Led Zeppelin III (1970) - <https://youtu.be/RIhDooS5pk> - Of course a song that starts with "We come from the land of ice and snow" has to go on this list.

Mephistopheles - Devotional Doom - album (2017) - [https://youtu.be/Rf4f\\_wBXaIk](https://youtu.be/Rf4f_wBXaIk)

Simon & Garfunkel - A Hazy Shade of Winter - Bookends (1968) - <https://youtu.be/bnZdlhUDEJo> - Because it weeps.

Stoned Jesus - I Am The Mountain - Seven Thunders Roar (2012) - <https://www.youtube.com/watch?v=iW1jxJ6ISks> - Because it is excellent.

Stribog - Morana - U Okovima Vječnosti (2010) - <https://www.youtube.com/watch?v=iuSWgAUb9cU> - In the realms of ice she disappears.

The Sword - Age of Winters - album (2006) - <https://youtu.be/eEsmxJvgcIU> - Slower and noisier than you would expect of the Sword.

Tchaikovsky - November - The Seasons (1875) - <https://youtu.be/h5fMMaF8pPo> - Autumn, our poor garden is all falling down, the yellowed leaves are flying in the wind.

The Unseen Guest - Let Me In - Out There (2004) - [https://www.youtube.com/watch?v=FBGOoVrA\\_g](https://www.youtube.com/watch?v=FBGOoVrA_g) - A terrifying song.

Van der Graaf Generator - White Hammer - The Least We Can Do Is Wave To Each Other (1970) - <https://www.youtube.com/watch?v=t-6QXVFcczw> - Well, this could have gone for Witchburner, too.

Vangelis - Other Side of Antarctica - Antarctica (1983) - [https://www.youtube.com/watch?v=Mkq\\_Ep5daTM](https://www.youtube.com/watch?v=Mkq_Ep5daTM) - Instrumental.

Witchcraft - full album - Firewood (2005) - <https://www.youtube.com/watch?v=5P8oDrCZcQ4> - Have to include Witchcraft, because of Witchburner.

# Credits

This whole adventure, this whole creative endeavor, has been made possible by 261 supporters at the WizardThiefFighter patreon (<https://www.patreon.com/wizardthieffighter>). The heroes and metaheroes will be listed in the complete work.

- Luka Rejec, Seoul, November 2018

# Long winter

