

A small illustration of an iceberg with icicles hanging from its base, positioned in the top left corner of the page.

Frozen in Time

Perilous Paths

As the heroes set forth from Tamalir to investigate the source of this strange phenomenon, the roads seemed to becoming more dangerous.

Cautious travellers gave way to an uprising of opportunists and highwaymen who preyed on those unable to help themselves.

The heroes determined to work quickly lest the citizens bring about their own ruin...

The unnatural ice had made even normal travel to nearby destinations treacherous.

When heroes cross an Icy Path, increase the color of the path by one (green to yellow or yellow to red). Red paths gain an extra power die when rolling for an encounter.