

How much is one more day worth?

Ironwake needs its roads cleared. The quartermaster offers coin for verified bounties, a purse for the winning company, and Foxwake: a hunting bow worth a week in the cold.

Plan a route across the Rimeplain. Follow tracks, bargain with rival companies, and decide when to rest or push through the night. Every hunt costs time; every trophy still has to make it home.

Includes four finite hunting sites, rival scoreboards, surrender and quick-hunt options, complete custom statistics, magic treasure, four illustrations and sketch plates, four map assets, and player handouts.



Original setting. Young-adult adventure; trophies kept offscreen.
Fifth-edition homebrew; copyedited and reviewed, not human-playtested.

32-page paperback: 23 adventure and handout pages
plus 9 lined session-note pages.

SEVEN DAYS. FOUR HUNTS. ONE PRIZE.

The Ironwake Ear Derby



Push for one more hunt.
Come home before the last bell.

4 LEVEL-5 CHARACTERS | 3-4 HOURS | FIFTH EDITION

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