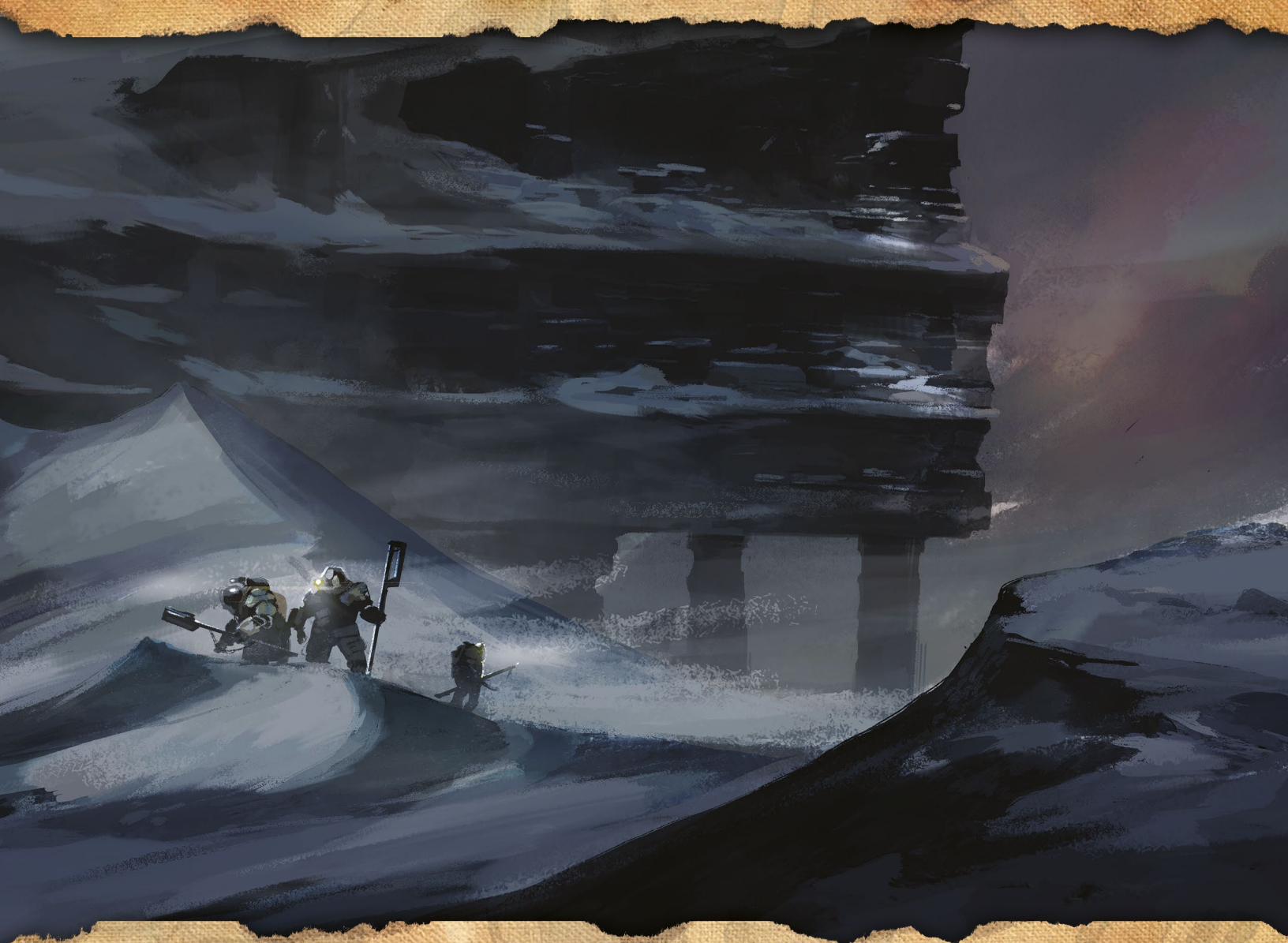


WINTOR ETERNOL



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE





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**To Mandi, Cadence and Deon.
You are my whole world and I love you very much!**



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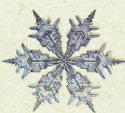
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WINTER ETERNAL



His horse bolted, whinnying in terror, but Jozek could only stare slack-jawed up into the sky. Shadows jumped around him as the sun belched forth massive spouts of flame. He cried out as he struggled to understand what he was seeing. His last thought was of his family as the explosion reached the dayside of the world and incinerated everything on it...

WINTER Eternal is not meant to be a post-apocalyptic setting. Life is hard and death is always ready to grab the unprepared or the stupid. But time has moved on. The people of Azegar have survived the death of their sun. They have learned to adapt to a dark and frozen world and they are working hard to return the continent and its people to the peace and prosperity they once knew.



Giant cities,
frozen
wastelands
and
ruins filled
with undead

It is from this point that players start telling their stories. Stories of heroes that will shape the future of Ehlerrac: Brave explorers, holy warriors, dark sorcerers or rulers corrupted by power; giant magically heated cities, the frozen wastelands and ruins filled with undead.

There is so much to this dark and frozen world that can be discovered. Let's start with a short overview before jumping straight into the action.

EHLERRAC

Then and now

HAPPIER TIMES

It is written that Ehlerrac was a lush and green continent, one of many across the world of Azegar. The humans, halflings and half orc lived in cities and towns. The elves made their homes in the large forests while the dwarves worked and toiled underground.

Goblins were an occasional nuisance and fierce orcs tested the defenses of some settlements from time to time. The grayn were angry and always looking for a fight, while the mekellions preferred to stay away from the many races and their problems. Rulers schemed, wizards plotted and

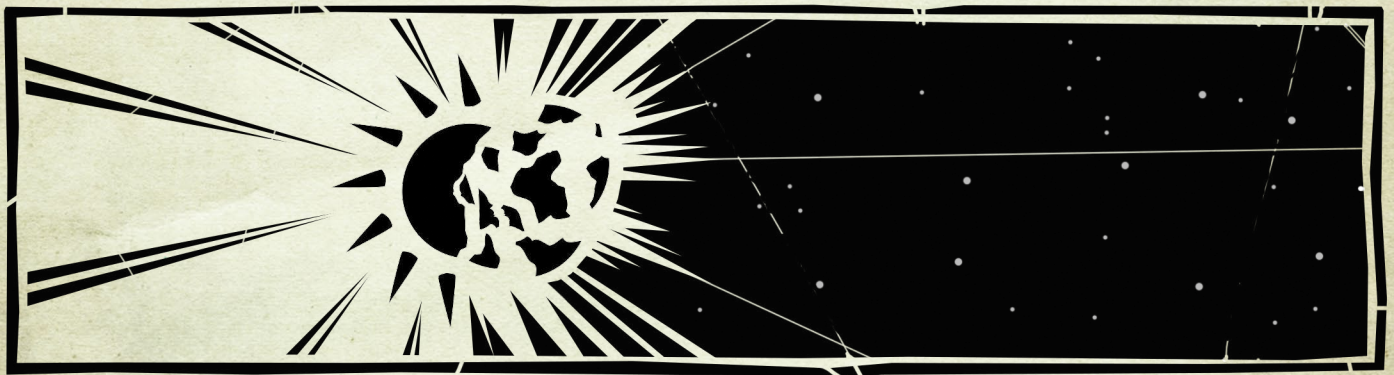
— ❄ —
The last years
before the
death of the
sun were for
the most part
free of wars
and
squabbles
— ❄ —

ordinary citizens lived their lives mostly happy and content.

The last years before the death of the sun were for the most part free of wars and squabbles. Society was on the brink of an industrial age as Weird Scientists begun making new and exciting discoveries.

Magic too was more accessible to the common man, helping farmers, builders and even the city watch with their job. The green continent of Ehlerrac was a bright, sparkling jewel on Azegar.

THE DEATH OF THE SUN



MAYBE it was fate, or the whim of a cruel god, but Azegar was not destined to remain so peaceful. In one terrible moment everything changed. It was nighttime in Ehlerrac when the sun exploded. A wave of fire hurtled towards the planet and it is believed that everything on the dayside was destroyed instantly. Today, many refer to this event as Sun Death.

— ❄ —
In one
terrible
moment
everything
changed
— ❄ —

The nightside did not escape the catastrophe, though. Terrible earthquakes and tsunamis rocked Azegar while meteors blazed across the sky, raining burning death onto the continent.

When everything became quiet again, millions had died, kingdoms were destroyed and all seemed lost. The bright sun was gone. In its place hung a sputtering globe, barely lighting the planet, but at least

keeping it from freezing completely solid.

Azegar started cooling rapidly and survivors found themselves in a new struggle for survival. Food became very scarce and after a few cold weeks, the first snow started falling.

Survivors scavenged for food in the ruins of civilization and in broken forests. They struggled to keep warm as

temperatures dropped and fought to keep the hungry beasts from their shelters. These were desperate times and many more died in the cold and darkness.

The two surviving dwarven settlements underground tried to help, but soon they had to close their gates, as refugees started arriving in their hundreds. Riots broke out and both settlements were almost destroyed.

THE GREEN COUNCIL

RUMORS started to circulate of five camps where food and shelter were available. Each of these camps was started by a Nature Warden, a member of a mysterious group called The Green Council. The camps offered food, grown by the magic of the nature wardens.

Though many died trying to reach the promised salvation, hundreds of survivors came shuffling out of the darkness and into the camps.

The first year was really tough. The camps were open to the elements and snowstorms destroyed many of the tents and food gardens. For some of the settlements it was

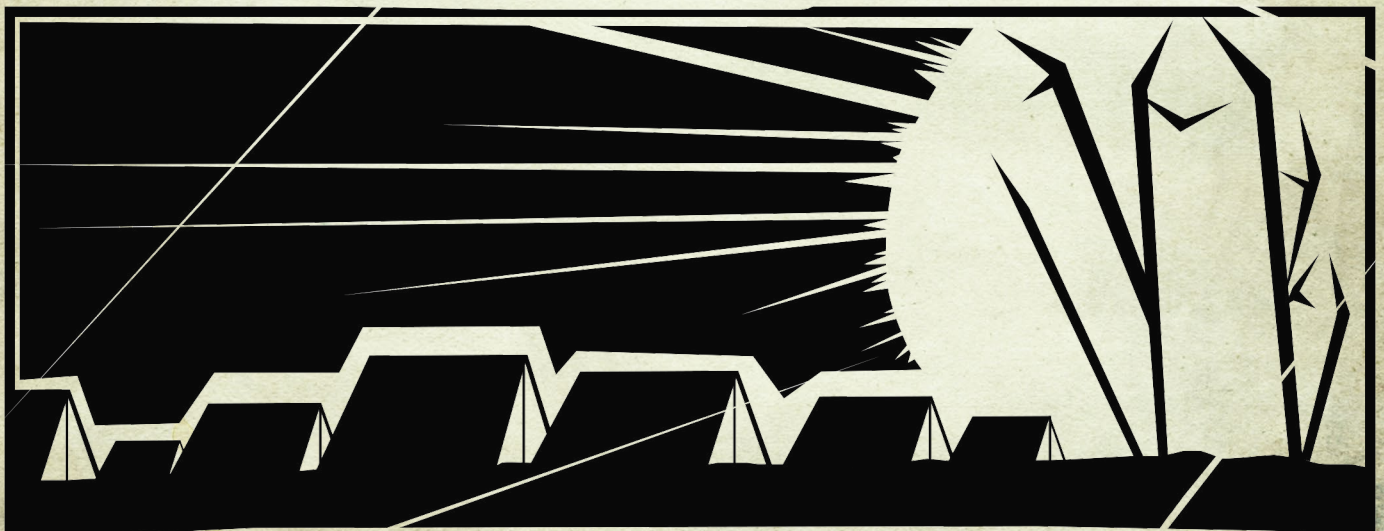
touch-and-go for a while.

Violence was a common occurrence as people fought to protect what they had, or take what they thought was owed to them.

One camp was started next to a massive yellow crystal in a crater. It was radiating heat and refugees found it a little easier to survive the cold there. It was also in this time that the great magical heat-spells were first tested.

Once this ability was perfected and shared, the few remaining camps that had survived without other sources of warmth, started to grow.

— ❄ —
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heat-spells
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tested



THE ORC WARS

THEN the orcs came. With food outside their camps gone, large war parties started attacking the camps. They attempted to steal food, take over the camps or kidnap the Nature Wardens. Desperate battles were fought and the snow was stained red with blood.

Survivors called it the Orc Wars and it

scratched another bloody page in Ehlerrac's history.

After months of fighting, the orcs were finally stopped. The survivors disappeared back into the darkness and none have been seen since.

Most agree that the species has died out completely.

THE 8 CITIES

YEARS passed and the camps grew into large fortified towns. Each settlement started its own watch and government structures to help end the fighting and thievery. These large towns kept growing as more food was grown in bigger gardens. Over time they turned into the massive, cramped cities called Haven, Emerald Rest, Mirror's Edge, Ochrem and Deadfalls.

Three of the cities stood on the ruins of older cities (Haven, Mirror's Edge and Deadfalls). Ochrem was started in a new spot to take advantage of the protection

— ❄ —
The camps
grew into
large towns.
— ❄ —

of the hills around it. Haven grew around the huge yellow crystal. The two dwarven cities, Echo and Drogan, were growing large as well, and huge caverns filled with fungi, sheep, and cows could be found there.

The newest settlement, Wallside, was started by an Weird Scientist called Jarod Baaken. He built his town along the walls of a large chasm in the Skypillar mountain range. They used the heat of the magma in its depths to heat the city and power some of the machines the Weird Scientists were experimenting with.

THE DAY OF LIGHT

WITH no calendar in place after the destruction no one was sure exactly how many years had passed since the death of the sun. It was thought to have been at least a hundred years.

The cities were growing, even as the world around them grew colder still. A group of mages had been working on powerful light spells and permanent heat spells. The work they did was revealed on "The Day of Light". It was decreed as a festival day in each of the warden-run cities as the spells were implemented on the same day.

— ❄ —
The cities
were
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as the world
around them
grew colder
still
— ❄ —

From this point on, huge glowing orbs were hanging over each city during the "day" and these powerful heat spells were providing heat for most of the city. The heat spells had a set radius of about 4 miles - so the further away from the city center, the colder it became.

In most cities the rich lived in the middle in what came to be known as the "Summer Zone" of the cities. Poorer people lived in the "Autumn Zone".

In the "Summer Zone" it was pleasant enough that no winter clothing were

needed, but in the "Autumn Zone" residents required at least some winter clothing, thick blankets and a fire to stay warm.

A new calendar was also introduced in this time, because much was lost after the Cataclysm and this was seen as a return to ordered life. From then on the progression of the years were referred to as "After Light" (AL).

THE ARCHWAYS

AROUND 50 AL the cities started building great covered roads. From this point on, they were called the Archways. These enclosed pathways linking each city, was heated by magic and lit by thousands of magical lanterns.

Although work on the Archways is mostly finished today, some places are still open to the elements. A small ecosystem has formed in and around the Archways and small animals and even plants can be found.

People have also started settling along the Archways and small villages and inns have been built inside the radius of the heat spell along the pathway.

A group of rangers, called Waywalkers, patrol the Archways and protect travelers. Many people are happy living away from the busy cities, but safety is a major concern out there.

SUNSHARDS

THREE years ago (137 AL) a great discovery was made. Weird Scientists found orange crystals at a site where a piece of what was thought to be a rock from the sky crashed to the ground. When light fell on these crystals, they started to heat up; much hotter than any normal fire would. These crystals were called "sunshards". A mining community quickly formed close to the site.

Explorers were racing to find more sites and Weird Scientists were excited about new possibilities using these shards. Some new inventions using the sunshards started appearing shortly after.

Some made travel and exploring easier, but this was just the tip of the proverbial iceberg and in many workshops and laboratories Weird Scientists are looking into many more applications for these sunshards.



ORGANIZATIONS

SOME wealthy families or groups of people started forming organizations to handle some of the day-to-day workings of the cities. From fishing to travel, policing to scavenging, there were suddenly a lot more work and lots of money to be made.

"140 AL"-EXCITING TIMES

Our heroes' adventures begin 140 years after the magic globes went up over the cities. Life is still hard, the walled cities are more crowded than ever and death is still ever-present. But life has found a way to move on. People are working hard to make their way in this new world.

There are also many options for adventures. Sunshards and forgotten artifacts are in high demand. Frost giants from high up in the mountains are getting bolder each day and there are reports of strange faceless attackers at the Archways.

The cities are a powder keg of different races and people are forced to live together in cramped conditions. A brave adventurer can make a name for himself! Opportunities for more shady characters abound as well, especially in the cities. Then there are new discoveries awaiting Weird Scientists willing to take chances.

Ehlerrac is in need of brave men and women to help shape the future of the continent. In the next chapter you will find out how to join these heroes.



Even through the thick gloves, Kellan's fingers were numb from the cold. He was trying to work the lockpick into the frost-covered keyhole, but his shaking hands were making it difficult. "Come on, you little..." he mumbled to himself. He stopped when he heard a sound in the corridor behind him. Did he miss one of the undead? His hand inched down to his sword. "UUUrgh", something groaned behind him. Kellan whirled around, yelling a battle cry as two frozen horrors rushed towards him.

CHARACTER CREATION

THERE are many adventures to be had in Ehlerrac. Protectors, holy men, thieves and more can be found there. Here are some ideas and suggestions, though they are by no means the only options. The rules for creating heroes using the *Pathfinder* system, follows in Making Your Hero. Here are some character background ideas in the *Winter Eternal* setting.

Adventurers: There are those who are always on the lookout for new challenges. New places to explore, meaner monsters to fight. To find one such as this is easy. Go to the local pub and look for the person with the most scars. Their talents don't come cheap, but to be sure, they are always ready to help.



Bard: Everybody loves a good song. From lowly farmers to the rich families, music helps pass the cold hours of the night. These charismatic characters are never in one place for very long. They love collecting stories, songs, and the odd purse during their travels. These scoundrels usually have all the best information and that is why you can't always trust the friendly old man with the funny rhymes; he could be a spy for your biggest rival.

Bodyguard: As long as people need protection, there will be work for those focused enough to be bodyguards. Being able to calmly assess a situation and not only identify any threats, but also all escape routes, sets them apart from the usual thug with a club.

Brown Cloak: The cities are overcrowded and dangerous. Especially in the poorer areas of the cities violence is always one wrong word away. It takes a special person to walk along the shadowy streets and police the masses. Some might be crooked, some might be cowards, but most of the time it's these brave guards who crack heads when disorder erupts.

Suggested classes: Brown cloaks are typically well versed in the use of a sword and shield and as such, are typically fighters. However, although it is not quite commonplace, some skilled ex-thieves and rangers have proven to be handy additions to their ranks over the years.

Caravan Guard: When your paycheck depends on getting the goods safely to the next city, caravan guards rely on lightning reflexes to repel any threat to the caravan. During weeks of travel they are always on the lookout for an attack or ambush. One slip could mean the death of them; bandits and monsters are always lurking outside the light of the Archways.

Suggested Classes: Caravan guards come from all walks of life. While the job may be suited to tough-guys, skilled magicians and wily rogues make excellent escorts too.

SUPER BLIZZARD

Every 4 to 8 weeks Ehlerac is hit by a super blizzard. It lasts up to a week and the icy winds can kill unprotected travelers or city folk in a matter of hours. People feared these super storms in the past and some mages started to work on a way to predict when one would hit. They succeeded and now the cities get at least a few days' warning. It's not much, but it's better than nothing.

Cleric: No matter what religion or deity, there are always those called to serve. Not everybody is a holy warrior for their god and clerics spread the word or help people in different ways.

Cleric of Change: The clerics of Thorn, the god of change are an unpredictable lot. Sometimes they help, sometimes they hinder. They might give away information for free, or ask for some ridiculous task as payment. For many citizens it seems they are just plain crazies, but maybe those people just don't see "the greater plan". Nothing is constant and these clerics embody change. Even allies never know if they will assist or deter.

Explorer: There are those brave (most say stupid) enough to venture into the cold and dark, looking for artifacts, treasure or information. When facing enemies, traps and dangerous environments is your way of life, you soon learn to be prepared for anything. Explorers are hard people, calculating and resourceful, though many see them as greedy and a bit crazy.

Follower of Frost: Raksau is the newest in the pantheon of Azegar. Most people don't know what to make of him or his clerics. They are usually cold, with little emotion, but sometimes they are consumed by fire and their rage burns hot.

Hand of Death: Called by Thalrec, the god of death, these holy warriors serve as judges for the wicked. Though usually dwarves, the call has been heard by many. Strict and unrelenting, there are few evil men who wouldn't run in fear when the Hand of Death comes for them.

Keep your
eyes on the
horizon.
A blizzard
would mean
the death
of us, so we
need ample
warning

Ice Runner: These sailors live a life of danger and speed. They travel on their ice skiffs, a further link in the caravans, carrying goods across the great frozen lake called The Mirror. They are hard people, but none would ever choose a different life.

Suggested Classes: Rangers and rogues make great ice runners, due to their skill-heavy builds.

Investigators: Working closely with city guards and caravan leaders, investigators are there to make sure criminals are caught and brought to justice. These clever people does not miss much. There is not much an investigator will not do to catch their quarry and some have crossed the line in their pursuit.

Lightbringer: Ihlanar sends her warriors into the world to protect and shine the light of truth on the darkest of lies. They are compassionate and caring, but don't be fooled into thinking they are soft; few would want to face the glowing sword of a Lightbringer. These warriors fight evil wherever it is found. When it seems hope is lost and evil will triumph, they bring the light of Ihlanar.

Nature Warden: With their power over nature and most of the food production, Nature Wardens are some of the most powerful people on Ehlerrac. Though most Nature Wardens try to follow the old ways and remain humble and serving, many of

the younger generation have come to enjoy the high status their magic affords them. Some Nature Wardens choose to travel and help villages along the Archways; not all of them are interested in the games the rich and powerful play.

Smuggler: In a world where many items are scarce or expensive, there are those who find ways to obtain and move these items at a price. They might not be the nicest people, but they know how to get in and out of cities without getting caught.

Suggested Classes: Smugglers will need to be good at charming people, lying, sneaking or taking foes out silently, as a result, they are typically rogues.

Thief: Why work when you can take what you want? For some it's the thrill of overcoming odds stacked against them and getting away with the loot. For others it's greed, filling their purses at the expense of others. Whatever the reason, honest men need to keep their valuables locked away.

The Voiceless: A group of necromancers in Deadfalls who speak to the dead, control the zombie guards at the gate and patrol the city. What are their goals and will it result in anything good for Deadfalls?

Suggested classes: As necromancers, voiceless are inevitably either wizards or sorcerers who practice, and focus on, the necromancy school of magic.

In Ehlerrac it is extremely rare for non-

— ❄ —
So, where did
you say you
were two
nights ago?
— ❄ —



voiceless to practice necromancy, so those not choosing to be voiceless as their character's background should speak to the GM if they wish to use necromancy or have it as part of their character's backstory.

Waywalker: The Archways are dangerous. A group of rangers have taken it on themselves to patrol these long stretches and protect fellow travelers.

Called "Waywalkers", they are usually quiet, solitary people. In their travels, weeks could go by without meeting another soul, yet there is always a chance bandits or monsters could be lurking around the next bend.

Waywalkers undergo some pretty tough training before being able to wear the red cloak. Their mission is to protect travelers, keep the Archways free of bandits and give help where it's needed. Each Waywalker also carries a horn to warn travelers of danger.

Suggested Classes: Waywalkers are Rangers, with no exceptions, this is the skill-set needed to protect the Archways.

Weird Scientist: Most Weird Scientists live in Wallside. The discovery of sunshards has them all very excited and small prototypes of different inventions have begun surfacing. Many Weird Scientists feel that their work will change and enrich life on Ehlerac. Many citizens fear what these "crazy" inventors might mean by that.

Wizard or Sorcerer: Able to use powerful magic, some mages and sorcerers use this power to protect, destroy or to further their plans and

schemes. Many are among the nobles and the rich in the cities. With so many people dependent on magic to survive, these magic-users enjoy climbing the social ladder. Luckily there are many on the opposite side of the scale. Good men and women that would rather help, than worry about power and fame.



TA-HA AKHI
LEADER OF THE WEREWOLVES
IN EMERALD REST

MAKING YOUR HERO

Now to flesh out the character from your imagination. This setting uses rules from the Pathfinder core rule book. Is your hero a scarred-faced adventurer looking for that final big score before he retires? Is she a pretty elf, walking the Archways alone? Or maybe a sneaky halfling or winter goblin, looking with envious eyes at that pouch filled with gold? Let's start with the next section and find out!

RACE

All the races from the *Pathfinder* RPG core rulebook are playable in *Winter Eternal* along with three new races. Each comes with its own strengths and weaknesses. Some races adapted more easily to new world than others, have a look and decide which race sounds the most interesting to you.



DWARVES

DWARVES are short, stocky and mostly gruff with not much of a sense of humor. They are a hardy people and honor is everything in their society, with gold and fighting a close second. A dwarf is very proud of his long beard and they usually have brown hair and brown eyes. Not just confined to their own two cities, dwarves are found in every city on Ehlerrac.

They are the craftsmen of the world. Their smithies produce the best weapons and armor and they erect buildings that they believe could survive till the end of the world. Many of the towers in today's cities are dwarven built. The dwarves also produce amazing and intricate works of art that are sought-after by nobles across Ehlerrac.

You will also find many dwarves in Wallside working with weird scientists or on their own inventions. They prefer working with metals and many clockwork inventions are attributed to dwarven weird scientists.

Dwarves hate goblins and orcs; they used to try and kill each other on sight. The newer generations have learned to tolerate them, as the tough living conditions gave them no choice. There are no goblins in the two dwarven cities, but dwarves living elsewhere would rather not kill a prospective client.

Dwarves worship Thalrec. They sometimes refer to him as "The Great Silence". They also love food and drink and to them there is nothing like a good fight.

A dwarf's word is his bond and they take deals and promises very seriously. They usually live around 200 years and some family feuds have been around for longer. A few very old dwarves still remember the cities as growing towns.

Dwarves as a people were affected the least



by the cataclysm. Although thousands died during the earthquakes when caverns collapsed in the cities below, there were two surviving cities and their culture was kept largely intact. Those in the underground cities are never bothered by the cold and sunless outside world.

Racial Traits: For dwarven racial traits see the Pathfinder RPG core rulebook

ELVES

TALL and gaunt, elves have hair color similar to the green forests they have lost, with a slight green tinge to their skin color as well. Their ears are pointed and their eyes are black. A bit taller than humans, they are withdrawn, sullen and tend to keep to themselves. They don't like to mix with the other races. Others see them as aloof, but this is not the case. They still mourn for all that was lost and find it difficult to converse with the younger races.

Elves live around 200 years and some of them can still remember the camps and horrors after the sun exploded. They find life really hard in the dirty, overcrowded cities and long to be back in green, beautiful forests.

This is the reason you find so many elves among the Waywalkers, it's a chance to get outside and away from the cities. The cataclysm shook them the hardest and even after so much time has passed, they have still not recovered. It seems that elfin society is slowly crumbling. For some the pain and helplessness are turning into rage, something they find hard to keep under control.



The city blocks where the elves live are usually greener than other areas and are found in the Summer Zone. Many of the buildings and houses are covered by ivy and it's usually more tranquil there than in other parts of the city.

Elfin art is highly sought-after, but a melancholy has crept into their work since the death of the sun.

Some of the best healers are also elves. Elves worship Ihlanar, The Healing Mother. They pray every day that she eventually returns light to the sky and the elves to the forests.

Racial Traits: For Elven racial traits see the Pathfinder RPG core rulebook.

HALFLINGS (SOMETIMES CALLED HALF FOLK)

THE halfling on Ehlerrac are sometimes confused for human children. Halflings are very small, though fully proportioned and stand about 3-4" tall. They have dark hair, dark eyes and usually a smile on their faces. Halflings are usually optimistic and happy. Their history and culture are passed along through song and they are always ready to sing and be merry.

Before Sun Death, halflings used to travel between cities, never staying long. Now they are forced to stay mostly in one place and sometimes they get a little "stir crazy" with cabin fever.

The areas where they live are usually filled with song and laughter. They also like colorful clothes and decorations. Shows and acts are performed everywhere, but visitors to this district must keep an eye on the gold pouches. Many halflings are accomplished thieves and pickpockets.

They live the same basic lifespan as humans. The other races see them as childish and loud, but they don't mind if people let their guard down around them. It makes for easy "marks".

halflings worship Thorn and thank him every day for showing them something new. Dawn used to be their favorite time of day and now they celebrate the casting of light every morning.

Racial Traits: For Halfling racial traits see the Pathfinder RPG core rulebook.



HUMANS

HUMANS are very adaptable. They clawed their way back from the brink of destruction after the death of the sun.

They grab every opportunity to grow and better their situation and if some can make money in the process, so be it.

They differ in skin and hair color from very light to dark brown and black. There were many different dialects and cultures to be found among the humans in the old days. Now, with everybody living together, many of that has been lost, though each city has stamped its own way of speaking, mannerisms and beliefs on the humans living there.

The Green Council is a group of human Nature Wardens and their successors and families still live in the centers of the cities Nature Warden run cities. There are also many rich human nobles and families in the Summer Zones, but you will find just as many humans in the Autumn Zones working hard to provide for their families in many different jobs. There are also large groups of humans living in the Dwarven cities, but there they never reach stations

quite as high as in the other cities. There are no specific human areas in the cities where they live, except in Drogan and Echo, where they all live closely together.

Humans worship many different gods and just like any other race, there are just as many who follow evil ways, as there are those who are good and just.

Racial Traits: For Human racial traits see the Pathfinder RPG core rulebook.



HALF-ORCS

Half-orcs are tough and strong. As a race, they have adapted better than most to the new world. They are usually a bit taller than humans, with a green tint to their skins and black hair and eyes.

Half-orcs also share larger lower incisors with those of their non-human parents.

During the Orc Wars, many unwanted half-orcs were conceived and thus, they shunned. People were scared of them and they found it hard to find their place in the world.

But now half-orcs are guards and protectors. They are strong and in this hard world they will always be needed. There aren't enough half-orcs in the cities to form their own communities; they have homes in many different places and Zones. half-orcs are no longer shunned or ignored and many hold powerful positions in the cities.

Half-orcs mostly worship Ihlanar and feel that "Honesty is the most important", or Thalrec, "For death is the great equalizer." The average lifespan of half-orcs are the same as for humans.

Racial Traits: For half-orc racial traits see the Pathfinder RPG core rulebook



NEW RACES

Along with the already existing races from the Pathfinder RPG Core Rulebook, Ehlerrac has several new and additional races you can play.

GRAYNS

FEARED and fierce warriors, the dog-race, grayns, are not to be messed with. They never take prisoners or give any quarter. They are always looking for ways to better their skills and competitions among tribe members are common practice. They despise weakness and find it hard

to accept it amongst themselves or other races. The death of the sun forced a huge change on grayns as a race. Suddenly they had to accept help from other races and live together in cramped conditions with those they considered enemies. Today grayns are no less fierce, though they have learned to "play nice" with their neighbors. Many

work as bodyguards or in other jobs where they can use their impressive fighting skills.

The color of the Grayns' fur is usually gray or brown and in rarer cases, black. They prefer to dress warmly, since their fur is very short and doesn't help against the cold.

Grayns pass their history, legends and stories along in written form. The walls in the areas they live in are filled with pictograms, icons and the scratchy alphabet they use to make sure the younger generations never forget where they came from.

Most grayns worship Thalrec, "He who takes the loser in battle and the weak in spirit". Most grayns live to 80 to 85 years, but not all reach old age in a culture that lives for battle.

Grayn Racial Traits:

- **2 to One ability Score:** Grayn characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature
- **Low-Light Vision:** Grayns can see twice as far as humans in conditions of dim light.
- **Feared for a reason:** Many still fear this savage race. Grayns Recieve a +2 to intimidate and a -2 to diplomacy skill checks against other races.
- **Teeth Bared:** Grayns have a bite attack that does 1D6 Damage.



MEKELLIONS

LITTLE was known about the mysterious lizardmen. They kept mostly to themselves in the days before Sun Death. But when the dark world started cooling, they were also the first to approach the camps in search of food and shelter.

Mekellions are a quiet, introspective people. They are always watching and little escapes their notice. That does not mean they can't be fierce fighters, but many of them feel that information is more useful than a sword. They also hate the cold and in most cities, there are surprisingly many Mekellion mages and merchants. The ones with the power and money live in the

Summer Zone and that's just where they want to be. Mekellions are usually light green in color, but dark green and brown are not uncommon. Storytelling forms a big part of the Mekellion culture. This is how they bond and learn about their history.

The areas where Mekellions live are usually a little less busy, because they prefer not to spend too much time outside in the cold.

Mekellion Racial Traits:

- **+2 Intelligence, +2 Wisdom, -2 Charisma:** Although they have a knack for remembering, and information gathering, other races find the seemingly emotionless Mekellions a bit disconcerting, as such; while they are wise and clever; they suffer a penalty to Charisma.

- **Cold-Blooded:** Mekellions dislike the cold. As reptiles, they suffer a -4 to their fortitude save to resist the environmental effects of cold.

- **Keen Eyesight:** Mekellions receive a +2 racial bonus to perception

- **Easily Mobile:** Mekellions have a natural talent at scaling seemingly smooth surfaces and for moving around without making a sound. As such mekellions gain a + 2 in Stealth and Climb skill checks.

- **Tail Slam:** Mekellions can use their tails as a natural weapon doing 1d6 damage.



WINTER GOBLINS

BEFORE Sun Death goblins were killed on sight. They were sneaky, greedy and loved to cause mayhem. Not much has changed since then and not many people trust them. The Nature Wardens stopped the people from killing them when they approached the camps all those years ago and now they have been included in today's society and have changed somewhat.

This new breed of Winter Goblins love collecting things. What many people see as trash, they see as treasure to decorate their homes and clothing with. Not that they don't love gold and other shiny things. They are notorious thieves and if you see a winter goblin walking by, be sure to check if your gold pouch is still there.

A green, warty skin is typical among goblins, though some have a slight yellow or red tinge in places. They have big ears

and small, beady eyes. They have sharp teeth that have been likened to that of a shark. They can chew through a leather sack in a few bites.

Easily distracted and not very bright, their short attention span often gets them into trouble. Winter goblins are also very curious and it's almost impossible for a winter goblin not to peek behind a locked door or inside a forbidden chest. Usually they aren't very brave, but in a group they can be deadly.

These scavengers love food and would eat things that would sicken most people. The winter goblin areas in the cities are mostly vermin free, but because of their choice of building materials, these areas are dirty, smelly and unstable.

It's usually also very noisy, because goblins love to sing and tell stories. Their history,

beliefs and legends are all passed to younger generations through song or stories. They might be loud, but it's when you can't hear them that it's a good time to start worrying.

Winter goblins worship Thorn, because change is an acceptable part of their society. They accepted the death of the sun the easiest of all the races, even though it had such a huge impact on their society. For them, change is part of life and they must always adapt.

Thousands of goblins died in the cold and darkness before the camps were set up. They had to beg for help from humans, who hated them. Suddenly they had to accept enemies as neighbors and keep their thieving nature in check. But winter goblins endure and their numbers have been growing in each city. Winter goblins are never down for long.

Winter goblins live for around 40 years, though their natural curiosity keeps the lifespan of many goblins a lot shorter.

Winter Goblin Racial Traits:

- **-1 Constitution -2 Strength +2 Dexterity:** Winter goblins are nimble, but their small stature makes them weaker than other races.
- **Small:** Winter Goblins are small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their combat maneuver bonus and combat maneuver defense and a + bonus on stealth checks
- **Quick Footed:** Winter Goblins have a base speed of 40 feet
- **Low-Light Vision:** Winter Goblins can see twice as far as humans in conditions of dim light.
- **Ugly Or Not:** If a winter goblin has a negative charisma score, they will get a further -1 when dealing with members of their own race. Additionally, if a winter goblin has a positive charisma score, he will get a further +1 when dealing with other winter goblins.
- **Languages:** Winter Goblins begin play speaking Common and Goblin. Goblins with high intelligence can choose an additional language from the following: Draconic, Dwarven, Halfling and Orc.



KESTREL

HALFLING ASSASSIN AND THIEF

CLASSES

There are many types of adventurers in Ehlerrac. Protectors, holy men, thieves and more can be found there. Here are a few, new Ehlerracian twists on some of the existing pathfinder classes, though they are by no means the only options.

PALADINS

PALADIN OF THALREC

- **Hand of Death:** Once a day, as a Standard action, the Paladin can call on Thalrec to show him the guilt of those around him. The Hand of Death sees the biggest sin each person around him has committed. This knowledge causes a Hand of Death's weapon to burn with a black flame. As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five character levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

This replaces the Third Level ability of Mercy.

CLERICS

CLERIC OF CHANGE

The clerics of Thorn, the god of change is an unpredictable lot. Sometimes they help, sometimes they hinder. They might give away information for free, or ask for some ridiculous task as payment. For many citizens, it seems they are just plain crazies, but maybe those people just don't see "the greater plan". Nothing is constant and these clerics embody change. Even allies never know if they will assist or deter.

Change Domain

- **Deity:** Thorn

Granted powers:

- **Helping/Hindering Hand:** As a standard action a Cleric of Change can pray to Thorn for assistance. All adjacent allies gain +1 to their attack rolls for a round. The cleric must then roll a will save DC15, failure on this roll will result in adjacent enemies gaining the same bonus to attack rolls.
- **Touch of uncertainty (Su):** You can imbue a target with uncertainty as a melee touch attack. For the next round, anytime the target rolls a d20, he must roll four times then roll a d4 to determine which roll he uses. You can use this ability several times per day equal to 3 + your wisdom modifier
- **Weapon of revolution (Su):** (working title)
At 8 th level you may imbue your weapon with the ability to gain +4 on attack and damage rolls against a specific race. This effect lasts for several rounds equal to half your cleric level. You must roll on the table

below to determine which race this spell effects. You can use this ability several times per day equal to 3 + your wisdom modifier.

Roll	
1	DWARVES
2	ELVES
3	WINTER GOBLINS
4	GRAYNS
5	HALFLINGS
6	HUMANS
7	MEKELLIONS
8	HALF-ORCS
9	GNOMES
10	ROLL AGAIN

- **Domain Spells:** 1 st , Lesser Confusion, 2 nd Touch of idiocy, 3 rd Protection from energy, 4 th Chaos Hammer, 5 th shout, 6 th Anti-magic Field, 7 th Insanity, 8 th Cloak of chaos, 9 th Shapechange

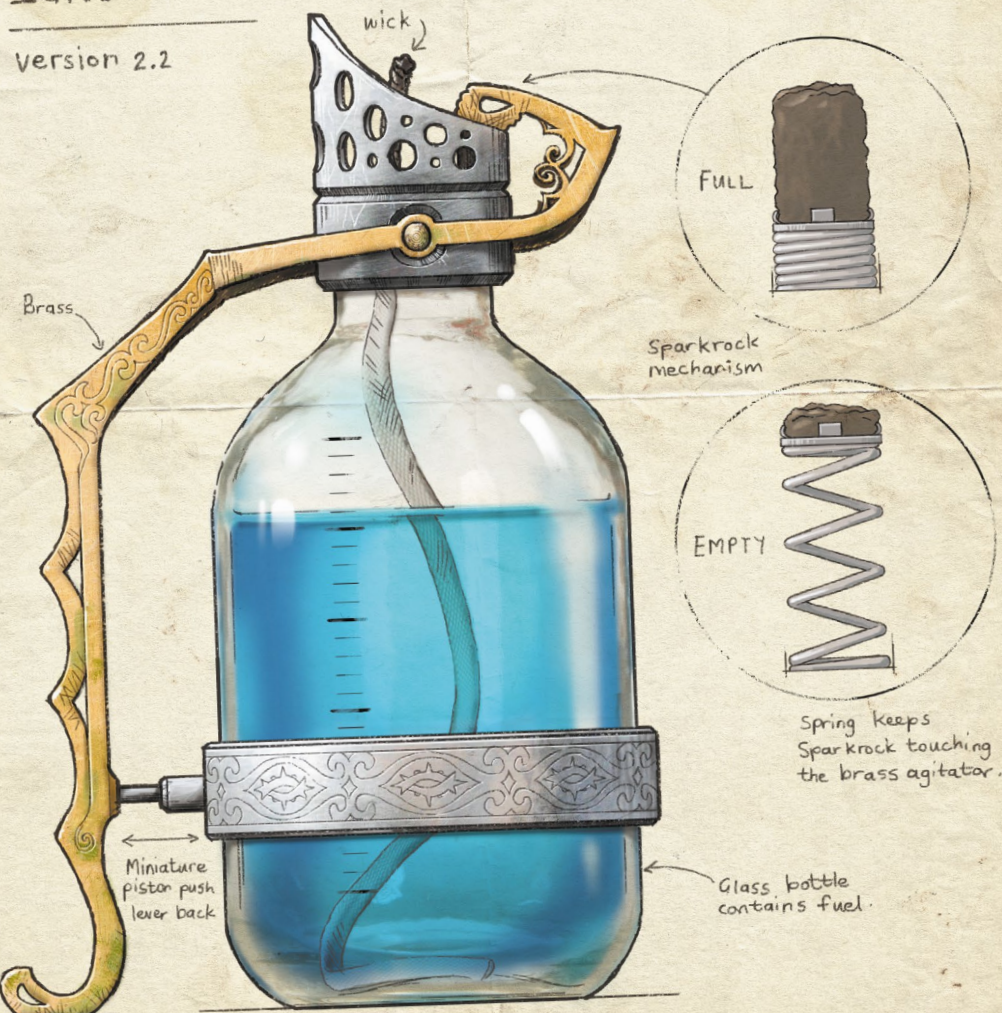
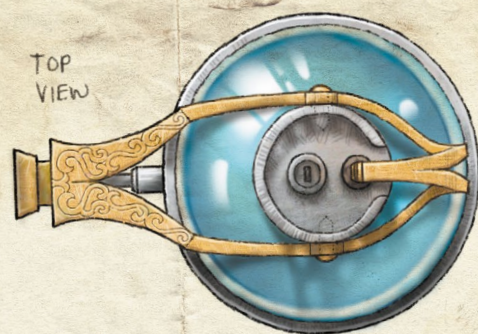
MONKS

FOLLOWER OF FROST

Raksau is the newest in the pantheon of Azegar. Most people don't know what to make of him or his monks. They are usually cold, with little emotion, but sometimes they are consumed by fire and their rage burns hot.

FLAME IGNITER

Version 2.2



FULL

EMPTY

Spring keeps Sparkrock touching the brass agitator.

- **Frozen-Ki (Su):** If a monk chooses this class option, at 4th level he will have the Ki Pool class option from the Pathfinder RPG core rulebook. However, at 5th level, Ki strike also allows all his unarmed attacks to be treated as ice.

At 4th level the Follower of frost gains the following ability, which can be used a number of times a day equal to their wisdom modifier:

- **Frozen Body: (Su)**

Casting Time: 1 standard action

Range: touch

Target: Self

Duration: 1 round per caster level

Through a quick burst of intense concentration; the Monk burns 1 Ki to channel the cold through their body and create a layer of jagged icy armor, protecting them from harm, providing a temporary +2 to AC.

Unlike Mundane armor, Frozen Body entails no armor check penalty, arcane spell failure chance, or speed reduction.

- **Burning Corruption:** Every time a follower of frost gains a new level, he must roll DC15 will save to save against gaining a point of Raksau's fiery corruption. Each point of fiery corruption is permanent and cannot be removed. Each point of corruption will add a -1 modifier to any checks relating to remaining calm, or keeping anger at bay.

- **Burning Rage:**

Duration: 1 hour

Saves: Will negates

Any Follower of frost with 1 or more points of corruption who has failed any check relating to anger or remaining calm will

be unable to use Frozen-Ki and Frozen-Body and will, instead, use Flaming-Ki or Flaming Body.

Flaming Ki: Ki strike will be treated as Fire

Flaming Body: (Su)

Casting Time: 1 standard action

Range: touch

Target: Self

Duration: 1 round per caster level

Through a quick burst of intense anger; the Monk burns 1 Ki to channel his rage through their body and create a layer of blue flame, causing 1d6 fire damage to any who try to attack him unarmed or grapple him.

RANGERS

EXPLORER

There are those brave (most say stupid) enough to venture into the cold and dark, looking for artifacts, treasure or information. When facing enemies, traps and dangerous environments is your way of life, you soon learn to be prepared for anything. Explorers are hard people, calculating and resourceful, though many see them as greedy and a bit crazy.

If a ranger chooses this class option she may start with the favored area type class feature instead of favored enemy and may choose from the table below. The ranger will gain a +2 bonus to initiative checks, perception, knowledge (geography), stealth and survival skill checks when exploring this type of area.

Ranger Favored Area Types (Ex)

- Abandoned Settlements
- Archways
- Caves
- Dwarven Settlements
- Ruins
- Mountains

- **Keen Direction-Sense (Ex)**

An explorer may still get lost out in the vast featureless wastes, although it is far less likely than most.

At 3 rd Level (instead of favored terrain), Using her intuition the Ranger may make a DC12 perception check to discern the way back to camp even when no obvious landmarks or indicators are present.



THE NOMAD
MYSTERIOUS WANDERER OF
THE ARCHWAYS

DRUIDS

NATURE WARDEN

With their power over nature and most of the food production, Nature Wardens are some of the most powerful people on Ehlerrac. Though most Nature Wardens try to follow the old ways and remain humble and serving, many of the younger generation have come to enjoy the high status their magic affords them. Some Nature Wardens choose to travel and help villages along the Archways; not all of them are interested in the games the rich and powerful play.

- **Nature bond (Ex):** If the druid takes this class option he may take the Survival Domain or form a close bond with the Young Frost-Wolf Animal.

Survival Domain

Granted powers:

- **Hearth (Su)**

School: Evocation

Casting time: 1 Standard Action

Range: Close (25 Feet)

Effect: 1 Foot Diameter Sphere

Duration: 2 hours

Once a day the Nature warden can summon a small sphere of warmth which will protect anyone sitting within 5 feet of suffering the effects of coldness and will grant a +2 to fortitude saves made against the effects of extreme coldness. The sphere will hover one foot above any surface it is 'placed' on and can be carried and/or moved without harming anyone who touches it.

At 8 th level the Nature Warden Gains Enchanting garden, Which Can be used once a day.

- **Enchanting Garden (Su)**

School: Conjunction

Casting Time: 1 Standard Action

Range: Medium (100ft + 10ft per level)

Effect: A beautiful garden 40ft in radius.

Duration: 1d4 Rounds +1 Round/Level (D)

Save: Will negates

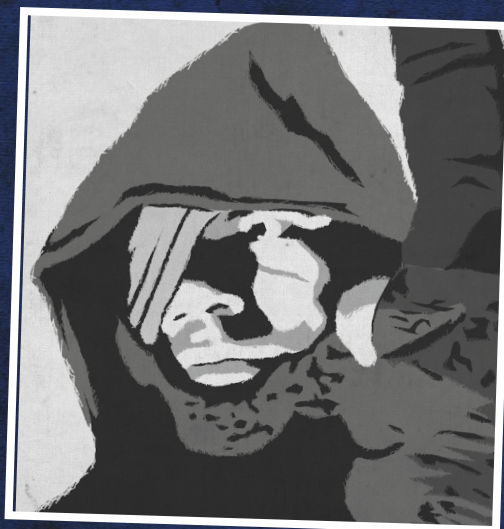
Spell Resistance: Yes

The nature warden conjures botany with such radiance and brilliance (and magic) that it fascinates any enemies caught within its radius. Enchanting garden fascinates a maximum of 18 HD of creatures.

• Young Frost-Wolf

Starting Statistics: **Size:** Medium **Speed:** 50ft **AC** +2 Natural armor; **Attack** Chill-Bite (1d6 plus 1d4 cold and trip); **Ability Scores** Str 13, Dex 15 Con 15, Int 2, Wis 12, Cha 6, **Special Qualities** **Low-Light Vision, Scent, Cold-weather- tolerance.**

7 th level advancement; **Size** large; **Ac** +2 Natural Armor; **Attack** Chill-Bite (1d8+7 plus 1d6 cold and trip); **Ability Scores** Str+8, Dex -2, Con +4



THE RAGMAN

STREET PERSON WITH A MYSTERIOUS PAST

NEW CLASS

WEIRD SCIENTIST

Weird Scientists love to tinker, design and build and make strange machines, exotic potions and other inventions that boggles the mind.

Role: Weird Scientists are the occasionally mercurial backbone of the party, offering valuable magical and industrial support.

Starting Wealth: 3d6x10

Alignment: Any

Hit Die: D6

Class Skills

The Weird Scientist's class skills are Appraise (Int), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (Arcana) (Int), Knowledge (Engineering) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha) Skill Ranks per level: 4 + Int Modifier

Class Features

- **Weapon and Armor Proficiency:** Weird scientists are proficient with the club, dagger, heavy crossbow and light crossbow. They are proficient with light armor.
- **Explosion Resistance (Ex):** Weird Scientists have had to deal with a great many explosions to get where they are today. As such, all Weird Scientists have a +2 to AC against explosions and a +2 to reflex against any magical effects which may cause them to be pushed or flung.
- **Jiggery Pokery (Ex):** Weird Scientists Gain a +2 to all craft checks and to all disable device checks.
- **Inventioneer (Su):** Inspired by the magics of the divine or arcane, the Weird Scientist can create hand-held inventions drawn from any spell list and imbue her devices with magic, although not actually a spellcaster herself.

To prepare an invention for use, the Weird Scientist must have an intelligence score equal to at least 10 + the spell level.

To create the invention, it takes a number of hours equal to the spell's level, and will require the use of a full Weird Scientist's laboratory. Although, if this is not available a portable one will do.
(Portable Weird Scientist's Lab 200gp 40lbs)

To use an invention, the Weird Scientist will need to succeed on a DC5 Use Magical Device Check. A 1 on this roll will result in the device backfiring. In this case, the



**GELDAR
THUNDERBRUSH**
HALFLING WEIRD SCIENTIST

device will always effect the user.

However, if the weird scientist is wearing armor, they will need to succeed on a DC15 use magical device check to use any inventions. If anyone other than the creator of the invention tries to use the device, they will need to succeed on a DC20 use magical device check in order to successfully use it, and any failure will result in a backfire.

A Weird Scientist only gets limited use of his inventions each day, the base daily invention allotment is given below, In

addition she will receive bonus inventions per day if she has a high intelligence score (see table 1-3 in the Pathfinder RPG core rulebook). Although the Weird Scientist is not technically a spellcaster they are the caster for the purposes of caster level.

- **Create Grenade (Ex):** At 2 nd level, the Weird Scientist can create a Grenade (thrown weapon) in her arsenal (Using up an invention for that day). Creating a Grenade takes 3 hours if the base price is 250 gp or less, otherwise creating it takes 1 day for each 1,000 gp in its base price. To create a Grenade, the weird scientist must

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th
1st	0	2	0	2	Explosion Resistance, Jiggery Pokery, Inventioneer	3	1				
2nd	1	3	0	3	Create Grenade	3	1				
3rd	2	3	1	3	Inscribe Rune, Brew Potion	3	1				
4th	3	4	1	4		3	2	1			
5th	3	4	1	4	Craft Magic arms and Armor	3	2	1			
6th	4	5	2	5	Bonus Feat	3	2	2	1		
7th	5	5	2	5	Jack of all Trades	3	3	2	2	1	
8th	+6/+1	6	2	6	Salvage	3	3	3	2	1	
9th	+6/+1	6	3	6		3	3	3	3	2	1
10th	+7/+2	7	3	7	Metamagic Science	3	3	3	3	2	2
11th	+8/+3	7	3	7	Jiggery Pokery 2	3	3	3	3	3	2
12th	+9/+4	8	4	8	Bonus Feat	3	3	3	3	3	3
13th	+9/+4	8	4	8		4	4	3	3	3	3
14th	+10/+5	9	4	9		4	4	4	3	3	3
15th	+11/+6/+1	9	5	9		4	4	4	4	3	3
16th	+12/+7/+2	10	5	10		4	4	4	4	4	3
17th	+12/+7/+2	10	5	10	Improved Jack of All Trades	4	4	4	4	4	4
18th	+13/+8/+3	11	6	11	Bonus Feat	5	5	4	4	4	4
19th	+14/+9/+4	11	6	11	Improved Metamagic Science	5	5	5	4	4	4
20th	+15/+10/+5	12	6	12	Jiggery Mastery	5	5	5	5	4	4

use up raw materials costing half of this base price.

- **Inscribe Rune & Brew Potion (Su):**

At 3rd Level the Weird Scientist gains inscribe rune and brew potion as a bonus feat.

- **Craft Magic Arms and Armor (Su):** At 5th Level the Weird Scientist gains Craft magic arms and armor as a bonus feat.

- **Jack of all Trades:** The Weird Scientist has picked up a smattering of even the most obscure skills. They may use any skill untrained.

- **Salvage:** At 8th level, the Weird Scientist gains the ability to salvage the gold piece value from a magic item and use those funds to create another magic item. The weird scientist must spend a day with the item, and he must also have the appropriate item creation feat for the item he is salvaging. After one day, the item is destroyed and the weird scientist gains the gp value it took to create the item. This value is cannot be spent as gold, it may only be used in the creation of another magic item.

A weird scientist wants to salvage a wand of lightning bolts that has 20 charges. Originally created (like all wands) with 50 charges, it required 5 625 gp when initially made, or approximately 113 gp (5 625 divided by 50) per charge. The weird scientist can recover the gp value from the remaining charges. He gains the value of (113 x 20) 2 260 gp to put toward the creation of another item.

- **Bonus Feats (Ex):** At 6th, 12th and 18th level the Weird Scientist gains bonus metamagic feats, these represent her research into the magic she imbues her strange inventions with.

- **Metamagic Science:** At 10th level, a weird scientist gains the ability to apply a metamagic feat he knows to a spell trigger item (such as a wand). He must have the appropriate item creation feat for the spell trigger item he is using. Using this ability expends additional charges from the item equal to the number of effective spell levels the metamagic feat would add to a spell.

- **Jiggery Pokery 2 (Ex):** At 11th level the

Weird Scientist will receive a +4 bonus to all craft and disable device checks.

- **Improved Jack of All Trades:** All skills are now considered class skills for the weird scientist, receiving the usual +3 bonus given to class skill checks.

- **Improved Metamagic Science:** At 19th level, a weird scientist gains the ability to apply a metamagic feat he knows to a spell completion item (a scroll, for example). He must have the appropriate item creation feat for the spell completion item he is using. The DC for the Use Magic Device check is equal to 20 + (3 times the modified level of the spell).

Applying the Empower Spell feat to a scroll of cone of cold, creating a 7th-level effect, has a DC of 20 + (3 x 7), or 41. A weird scientist can use this ability several times per day equal to 3 + his Int modifier.

- **Jiggery Mastery (Ex):** At 20th Level the Weird Scientist is a god among those who craft (or take things apart) she can now add half her level to any craft and disable device Checks.



FEAT

Characters on Ehlerac can use any feat already described in the Pathfinder RPG Core Rulebook. This section give you additional feat that is available in this setting.

Ice Suit Master

Your hero has been wearing the ice suit for so long, he knows how to move effectively in it.

Benefit: All Strength and Agility based checks while wearing an ice suit are made with no penalties and not with the normal -2.

STARTING WEALTH

EACH hero starts the game with a set of clothes and the standard starting wealth. He must buy his weapons, armor and other equipment he might need. Remember to leave some money for daily expenses and food. See the Gear chapter, as well as the Pathfinder RPG core rulebook for gear that can help your character survive in the cold, dark world.

Class	Starting Wealth	Average
Barbarian	3d6 x 10gp	105 gp
Bard	3d6 x 10gp	105 gp
Cleric	4d6 x 10gp	140 gp
Druid	2d6 x 10gp	70 gp
Fighter	5d6 x 10gp	175 gp
Monk	1d6 x 10gp	35 gp
Paladin	5d6 x 10gp	175 gp
Ranger	5d6 x 10gp	175 gp
Rogue	4d6 x 10gp	140 gp
Sorcerer	2d6 x 10gp	70 gp
Weird Scientist	3d6 X 10gp	105 gp
Wizard	2d6 x 10gp	70gp



OBEY!



HE
IS
WATCHING

His legs felt as heavy as stone, but Jarod kept on moving. The ice suit was bulky and the deep snow made it difficult to walk, let alone run. Kara stumbled along in front of him. The whirling snow swallowed most of the light from her lantern and he was worried that they might miss their camp altogether. If that happened, they were dead. The blizzard was approaching fast and the shelter of their sunshard tent was their only hope. "Don't give up, Kara!" he yelled, but the howling wind made talking impossible. Just concentrate on putting one foot in front of the other, he told himself. We are going to make it. We are not dying out here!

EQUIPMENT

Now that you have the stats for your character, it's time to buy some gear. A hero can't survive on his charisma alone! In this chapter you will find lists for the most common gear, weapons and armor for sale in the cities on Ehlerrac. Most of the items will be available in the cities, although you may have to look for a specialized shop or seller with a Streetwise roll. The small towns along the Archways have a smaller collection for sale and it's up to the DM to decide what they have in stock.

Equipment is the same as in the Pathfinder RPG Core Rulebook, but on the world of Ehlerrac there are some additional bits of equipment in use by the inhabitants of this world.



There are some new and different items available in this setting. One of them is the magical glowstones. These are continuously glowing orbs of different sizes, though in most cases they are as big as a man's fist. Wizards manufacture these stones and they are used in almost every city and every home.

Glowstones give as much light as a torch, but is cool to the touch. They are sold in magic shops, since only wizards have the skill (and magic) to produce these orbs. They are also used as streetlights in poorer areas in most cities. Glowstones last about 5 hours, but can be recharged.

Sunshards are relatively new, but are used in many new inventions by the Weird Scientists. Weird Scientists believe that these crystals fell to the planet when the sun exploded and those orange crystals are worth a lot. They were discovered around 3 years ago and now explorers brave the cold and other dangers to bring back more shards. The biggest one found so far was as large as a goblin's head.

When you shine light on a sunshard, it produces heat. Many Weird Scientists were killed during the first experiments, when a very bright light source was used and the heat produced flash fried everything in the room. But with proper care a sunshard can mean survival out in the cold wilds and Weird Scientists are coming up with new uses for these shards almost every day.

Weird Scientists also produce interesting alchemical and some clockwork devices. Have a look at the descriptions to see what they do.

The new equipment descriptions can be found here. Any other equipment descriptions can be found in the Pathfinder RPG Core Rulebook. Some items need some more explaining though, so make sure you know how your new equipment works, before you head out into the wilderness.

AIR FILTER: Sometimes there are lava fumes and other emissions from factories in Wallside. These face masks help to filter the air. When the fumes get bad, no fortitude check is needed with this mask.

AUTOMATIC CROSSBOW: This heavy and bulky weapon feeds bolts from a belt and can shoot up to 3 shots a round in auto fire. It takes 2 rounds to reload.

BEDROLL AND BLANKETS: It's cold out there and without something warm to sleep in there is a good chance you will wake up without any fingers and toes. It is possible to use just the bedroll and blankets when camping inside the archways, but outside you need more protection.

CLOCKWORK PROXIMITY ALARM: This round mechanical contraption is about as big as a dwarf's head. Only a weird scientist could



tell you precisely how it works, though. To set the alarm a key is used to wind it up. For 6 hours, anything that comes within 10" sets off a loud pinging alarm. A few of these may be needed around a campsite and it should prevent anything nasty sneaking up on you while you are sleeping.

CLOCKWORK SWORD: This sword has a wicked serrated edge. There is also a winding mechanism in the hilt. When wound, the teeth on the blade move like those on a chainsaw and cuts into an enemy, adding 2 to damage. This lasts for 3 rounds and takes a standard action to wind up again. On critical fail of an attack roll, the sword suffers a malfunction and must be repaired.

DARK GOGGLES: These goggles help you see in the dark, though they don't have a very good range. They help you ignore penalties when fighting in Dim or Dark lighting, but they also give the wearer a -2 penalty to perception skill checks for discerning fine details, like reading or recognizing banners and people. A sudden bright light can also blind the wearer if he isn't careful.

FLARE: This ceramic tube is filled with some alchemical liquid and two small glass vials. In the center is a button. Hold it away from your face and press the button. The vials break, the liquids mix and a green flame shoots out the one end. It provides light in a 20ft radius for 5 minutes. It can also do 1d6 burning damage, so be careful when using it.

GEAR ARMOR: This heavy armor covers the torso, legs and arms. Through an integrated gear system along the back and arms, it enhances the strength of the wearer. It takes a full round action to wind the armor up using the supplied key. For 5 minutes, it gives the wearer a +1 on Strength rolls.

GLOWSTONE: A Glowstone lantern gives off the same light as a regular lantern, but is safer. It can't set anything alight and lasts a month. Shutters help to shield the light if you need darkness. Glowstones can also be



recharged.

ICE CUTTER: This piece of equipment is mostly used by fishermen to cut holes in the ice over a lake or river. It needs two people to work it. In the center is a small sliver of a sunshard. First a candle is lit to shine light on the shard. On one side is a nozzle and on the other a small bellows.

One person aims the nozzle while the other pumps the bellows. The heated air cuts through a piece of ice in around 5 minutes, but it depends on the thickness.

— ❄ —
Keep that
damn
lantern still!
I can't see a
thing!
— ❄ —

ICE SUIT: The ice suit is relatively new, but has made renewed exploration and travel outside the Archways possible. A small sunshard in a backpack fills this insulated suit with heated air.

The helmet has a large glass visor, which has a DC15 to break when hit. The suit protects its wearer against the deadly cold and no fortitude saves are required against extreme cold effects while wearing it, unless the visor is broken.

It is very heavy and bulky, so a DC10 fortitude save is required every 4 hours to see if the wearer becomes fatigued. All physical actions while wearing the suit have a -2 penalty to the roll and speed is reduced by ten feet. There are slots in the suit for equipment like the shoulder lantern (see below) and it comes with snowshoes.

INSULATED TENT: This thick leather tent helps protect against the cold, since it's not possible to sleep outside without protection. This tent works well when sleeping along

the Archways, but when camping in the wilderness, a portable campfire is needed to heat the interior. It sleeps two comfortably.

JUMP JETS: These two handheld canisters have 2 charges. You need one in each hand and they will give a +2 to acrobatics checks when jumping.

PORTABLE CAMPFIRE: A sliver of a sunshard is positioned inside this drum with its 3 collapsible legs. There is space for a candle and when lit, it heats the immediate area and can cook food. A grill and hook is provided.

POTION OF WARMTH: For 3 hours this potion adds +2 to fortitude rolls out in the cold. This stacks with clothing or other spells.

ROOM HEATER: Similar to portable campfires, but they are made to heat rooms in a home. They are bigger, heavier and more ornate than the portable version.

SHOULDER LANTERN: This is a small glowstone lantern mounted on the shoulder of an ice suit. It only lights a small area to the front.

SKYFLARE: This chemical-filled tube launches a flare into the sky when you pull the string at the bottom. It illuminates a radius of 100feet and lasts for 5 minutes.

SUNSHARD TENT: Strong, insulated and big enough for four people, the sunshard tent is heated by a shard. It keeps the interior warm, even in the coldest blizzards and can withstand strong winds. It is still advisable to find shelter when a super blizzard strikes, but if you are in the wilderness, a sunshard tent should be able to offer good protection. If you can pitch the tent away from the worst wind, your chances of survival are almost 80%.

WIDE-ANGLE GOGGLES: These goggles are made with special lenses that give the wearer a wider view of his surroundings and grant him the benefit of the Alertness edge but only when rolling Notice against surprise. Wearing

the goggles for too long messes with the sense of balance. If worn for longer than an hour the wearer must succeed on a DC10 fortitude save or he becomes nauseated for 30 minutes.

WINTER CLOTHES: These clothes help keep those in the Autumn Zones and the Archways warm. They add a flat +2 to Vigor rolls and do not stack with more clothes. They are made of layers of cloth, leather and fur. No check against cold is necessary while wearing these clothes in the Autumn Zone.

VEHICLES

ICE SKIFFS: These vehicles, in many ways resemble sail boats, except they are designed to be propelled across ice using a combination of sails and a sledge-like hull. Needing a small crew (in comparison to traditional sailing), and usually containing a sun-shard-warmed cabin, ice-skiffs are an economic and safe way to traverse the ice.

Profession (Sailing) is used to sail an ice skiff. Use the rules for fast play ship combat for skiff-combat.

- **Classic:** The classic ice-skiff is aerodynamic in design with the bridge on the top, two sails and two cabins below deck where passengers can be warmed by sun-shards as they await their destination.
- **Wide-boy:** As the name suggests; this a common, hefty ferry of a skiff capable of transporting slightly larger groups than a classic-type. Its design isn't pretty to look at, but it's bus-like seating arrangement and warm interior make it an efficient way to transport larger groups.
- **Interceptor:** These are the vehicle of choice for messengers or couriers looking to get package to somewhere fast. A single, enclosed cabin no bigger than a small wagon with a single sail; this is a compact and nippy design for ice runner in a hurry.
- **Nobelle:** This gigantic four-sailer, fort-on-ice type skiff is seen only on the rarest of occasion when a rich dignitary

I can make it!
It's not that
far to jump!

Name	AC	HP	BASE SAVE	MAX SPEED (Sails Only)	RAM	Squares	Crew	Cost
Classic	5	80	6	70feet	3d6+12	3	3/6+10	5,000gp
Wide-Boy	4	95	7	60feet	4d6+12	4	6/12+25	7,500gp
Interceptor	8	60	5	90feet	2d6+6	2	2/3+2	4,500gp
Nobelle	2	200	8	60feet	6d6+18	5	15/25+50	65,000gp

or V.I.P is to be transported somewhere across the ice. The large inside of this lavish vehicle is capable of housing large amounts of people, but would usually contain a single person and their entourage (plus bodyguards).

VELOPEDAL: It takes a short while to learn to drive this three-wheeled metal cycle, but it speeds up travel inside cities considerably.

Use the vehicle rules from 'Pathfinder Ultimate Combat' to use the velopedal.

Velopedal

Medium land vehicle

Squares 1 (7 ft. by 5 ft.; 5 feet high)

DEFENSE

AC 12; Hardness 10 (or more based on material)

HP 25 (12)

Base Save +0

OFFENSE

Maximum Speed: twice the speed of the cycling creature;

Acceleration: the speed of the cycling creature(s)

CMB +1; CMD 11 Ramming Damage 1d6

DESCRIPTION

Propulsion Muscle (pulled; 1 Medium creatures)

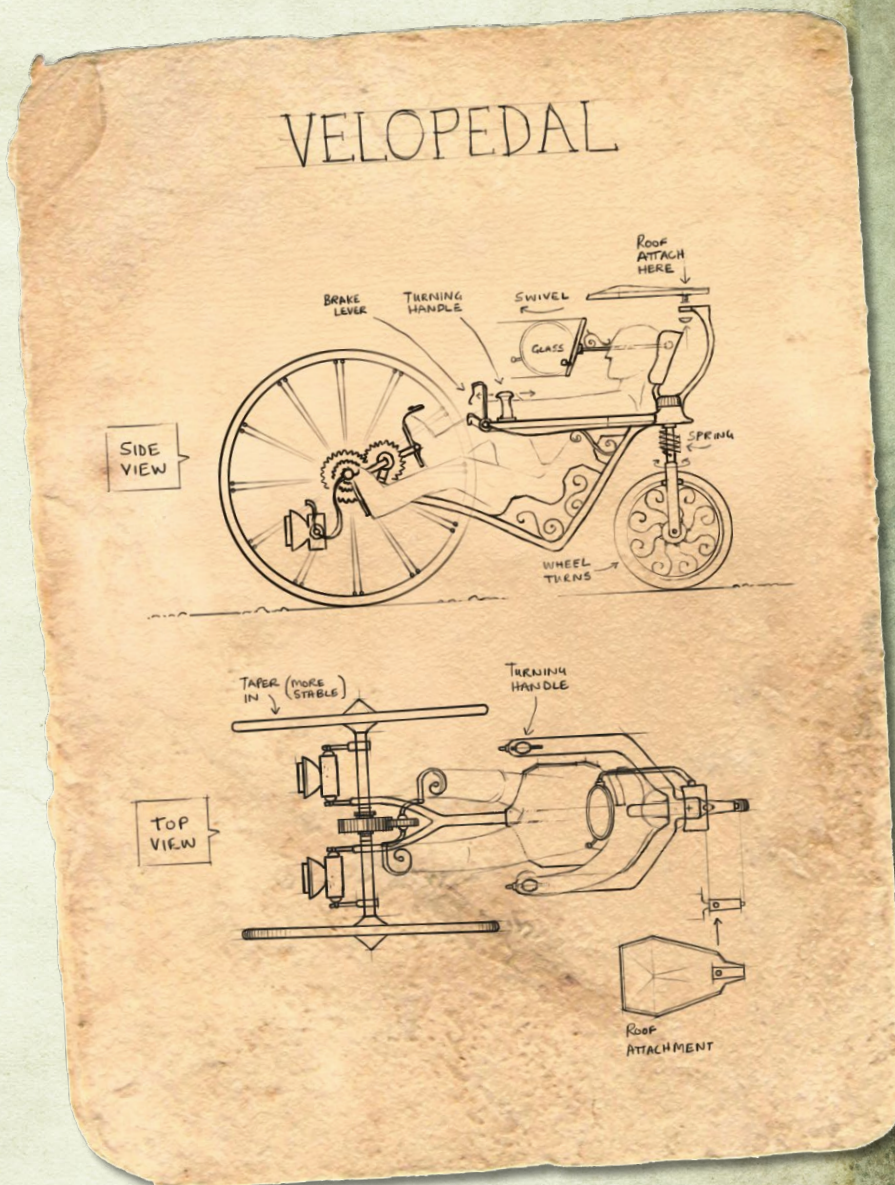
Acrobatics, Profession (cycling)

Forward Facing: toward the front of the vehicle

Driving Device: Handlebars

Driving Space: the most forward square of the velopedal

Decks 1



SPECIAL

The rider counts as both driver and pulling creature. A medium creature can ride a medium bicycle

The bicycle does not ignore difficult terrain. Going uphill counts as difficult terrain (half max speed, half acceleration)

ITEMS

Item	Cost	Weight
Air filter	25gp	1
Clockwork Proximity alarm	55gp	3
Dark goggles	80gp	2
Flare	5gp	
Flask (ceramic)	5gp	1
Flask (metal)	10gp	1
Flint and steel	3gp	1
Glowstone (permanent)	50gp	
Glowstone (charge)	25gp	
Glowstone recharge	10gp	
Goggles	15gp	1
Horn	3gp	1
Ice cutter	235gp	25
Ice suit	1,000gp	50
Jump jets	10gp	3
Lantern (oil)	25gp	3
Lantern (Glowstone)	45gp	3
Portable campfire	40gp	6
Room heater	100gp	35
Powder	1gp	
Shoulder lantern	30gp	3
Skyflare	15gp	1

Item	Cost	Weight
Snowshoes	15gp	3
Torch (Glowstone)	15gp	1
Velopedal	70gp	50
Wide-angle goggles	1,500gp	1

POTIONS

Potion	Cost	Weight
Warmth	250gp	1

SHELTER

Item	Cost	Weight
Insulated tent	30gp	30
Sunshard tent	100gp	40

TRAVEL

Item	Cost
Buggy travel	15gp per half mile
Caravan	5gp+ per day
Caravan space	3gp+ per day
Skiff passage	80gp+ per day
Nobelle Skiff passage	450gp+ per day
Ice-ship passage	150gp + per day
Velopedal rental	5gp per day

WEAPONS

Weapon	Damage	Weight	Cost	Notes
Clockwork sword - Martial (Two-Handed)	(S)D8(+2), (M)d10(+2), Critical x2	10	250gp	Rare item. Only sold in Wallside.

ARMOR

Weapon	Armor Bonus	Maximum Dex Bonus:	Armor Check Penalty	Weight	Cost	Notes
Gear armor	+3	+5	0	30lbs	850gp	Covers torso, arms, legs. Only sold in Wallside.

Brik hurried through the cold streets. Lantern light made the shadows around her jump as she made her way home. She knew she should have left earlier; the streets here on the edge of Deadfalls weren't very friendly. Even with people around her, she didn't feel safe. Not many citizens gave goblins any thought, except as more vermin to be exterminated. It seems one of the human gangs in the area has made it their mission to make sure no goblin feels safe while out on the streets. Footsteps echoed along the cobbled streets. She hunched her shoulders and pulled her cloak around her. Not far to go now. "Tomorrow me leave early," she promised herself.

A FROZEN AND DARK WORLD

THE WORLD OF EHLERRAC

EHLERRAC was changed forever when the sun exploded. Gone were the many forests, the thriving towns and large cities. The new world might be stark and unforgiving, but life has found a way to continue in the cities, along the Archways and even out in the frozen wilds.



THE WILDERNESS

TEMPERATURE AND LIGHT

IT is cold outside. Not in the “don’t forget your scarf” way, but more along the “freeze your eyeballs in your skull and the blood in your veins” way.

With no sun to heat the world, temperatures dropped to dangerous levels. Most of the time it’s around -58°F / -50°C outside the cities and Archways. Normal clothing won’t be enough and most characters that travel outside need some extra protection to survive. From winter clothing to magically enhanced protection, the Gear section has many options for the brave and the foolhardy.

New ice suits built by Weird Scientists now make it possible to reach areas that were out of reach before and this has triggered a rush to the old ruins.

Torches, lanterns and glowstones are needed when braving the dark landscape. There are many dangers in the wilds and stumbling around in the dark is a sure way to get killed.

Many adventures prefer a light source they can cover as well. Walking around with a torch makes you a beacon for every hungry beast for miles around. Be careful and be smart.

Though the sun exploded, it is not destroyed. Now a dark orange ball hangs in the sky during “daytime”, bleeding tongues of flame out into space. Though it doesn’t produce the light and heat like it used to, the day is tinged a dark orange and the planet is kept from freezing over completely.

SNOW AND ICE

When the temperature plummeted, it started snowing and soon the world was covered in a deep layer of ice and snow. Most lakes and rivers froze and after a few months only dead tree trunks could be seen where once great forests grew.

The thick snow covers some treacherous terrain in places. Earthquakes resulted in many cracks and chasms in the landscape and many travelers were lost before the great Archways were built. In some places the snow was soft and it was difficult to walk; others were hard and slippery. Snowshoes are important gear when heading outside. It’s not easy running away from frost wolves if you are stuck up to your armpits in snow.

LIFE OUT IN THE ICE

EHLERRAC teemed with wildlife, big and small, and was largely covered in forests. Unfortunately many died out due to cold and starvation, but some species have adapted to the harsh new climate.

The Archways made it safer and warmer to travel, but the warmth and shelter also gave a lot of plants and animals new places to live and hunt.

Smaller animals like birds and rodents feed on plants and anything dropped by the

caravans. Some plants and animals jumped to bigger game and found the slow travelers much nicer meals.

Animals and monsters already used to living in cold conditions thrived in the expanded frozen landscape.

Many moved down from the mountains to hunt and live closer to warm prey. Frost giants have been attacking cities and caravans in bigger groups. Seems they feel they are the rightful heirs of Ehlerac and that the cities should bow down to them. Packs of frost wolves have also become an increasingly bigger danger and their howls at night can be heard even in the warm city centers.

Plants in the wilds are rare, but in most cases those that survived are dangerous. The Frost Thorn is a plant that grows under the snow, over a small area. It draws some nutrients from the soil, but its biggest source of food is anything that steps on

the long thorns under the snow. Black Ivy grows inside the Archways. Its leaves are completely black, to absorb as much light and heat as possible but for extra nutrients it can grab passersby and feed on them. From Ice Vines to Glow Roots, some plants did not take the cataclysm lying down.

The undead or frozen dead have also become a major problem. Not affected by the cold, zombies and skeletons shamble through the snow, looking for heat and blood. Some reports have reached the cities of faster and more intelligent undead, but most laugh it off as the nightmares of frightened caravan masters.

Vampires and other, more intelligent undead are using the cold and isolation to set up their own feeding grounds, though there are some living in the cities, closer to fresh meat. That is why most caravan guards carry holy water or a holy symbol.

RUINS AND EXPLORATION

ALTHOUGH cities along the coast suffered more damage and destruction during the cataclysm, some survived and inland, large parts of damaged cities and towns still stand. Some of the locations of larger settlements are known by scholars and explorers. In most cases the towns, towers and castles of old have been forgotten.

Walking out in the wilderness, explorers encounter ruins, old statues and structures built for some long lost purpose.

It is only now, with new inventions, that it is possible to return to the ruined cities

— ❄ —
It is only now,
that it is
possible to
return to the
ruined cities
of old

of old. Scholars are looking for forgotten knowledge.

Many people pay well for magic items lost until now and of course there is treasure enough to make sure a retired adventurer stays warm and cozy.

Exploration is difficult and not many return from these dangerous excursions. There are more dangers than the cold or starvation facing those that venture outside.

Rival explores can be just as deadly as a group of frozen dead. Still, people head outside to search the icy wastes. Fortune and glory are powerful motivators.



STORIES ABOUT THE LORD OF RUST ARE TOLD AROUND THE
CAMPFIRES OF EXPLORERS. RECRUITS LAUGH IT OFF AS GHOST
STORIES. EXPERIENCED EXPLORERS KNOW BETTER...

THE GREAT ARCHWAYS AND THE ICE RUN

THE Archways are more than just covered roads connecting cities. The means to travel in relative safety opened the way for industry and trade and in turn lead to growth. Suddenly more jobs were available to the cramped, poor populace and they started working hard to improve their station and lot in life.

Wide enough for two wagons to pass next to each other, the Archways are large stone corridors. Small vents high up in the walls let in some fresh air, but it's still a bit musty inside.

Moss and mold grow along the roof in many places. Evenly spaced magic lanterns light the way for travelers. Seen from outside it resembles the skeletal spine of some great beast; the great arches every 50 feet and the corridor enclosed between each one.

Every 10 to 15 miles there are camping areas built by the side of the road, for the journey to the next city takes weeks by conventional travel.

Each night there are small groups gathered around campfires in these areas, sharing stories, food and safety. There are doors to the outside in every rest area. Though it's supposed to be only for emergencies, many bandits use it as handy escape hatches after an ambush on travelers.

The mages cast permanent heat spells along the length of each Archway as it was being built and it extends about 36 feet out from the walls. Warmer it may be, but traveling along the Archways still require warm clothing.

Because of the larger heat radius, towns and inns can be found along the Archways. Keeping out of the cold, people settle along the road. Mines, fishing areas and travelers all help these settlements to grow and thrive. Towns have also sprung up near Sunshard areas as diggers and prospectors



flock there trying to make their fortune.

Most buildings are usually no wider than 30 feet, but are built along the length of the Archway. Some larger towns can spread out on both sides of the road for some miles.

Small animals, birds and plants also found the warm area suitable and there is a surprising abundance of life in and around the Archways. Sparrows dart among the ceiling rafters and rodents are always ready to raid a caravan for food.

Inside the Archways is a thriving ecosystem

with surprises and beauty around many a corner.

Unfortunately bandits and monsters also found the long Archways to their liking. Caravans and travelers are always in danger of being ambushed and attacked. Waywalkers try to protect those using the Archways, but the roads are long and they can't be everywhere.

Most of the Archways are finished, but in some of the longer stretches there are some gaps that are open to the elements. In some places the arches still need to be enclosed by walls and even the heat spells can't protect travelers when the cold wind starts howling.

About 12 years ago the Baaken family decided to start work on an ice channel between Haven and Mirror's Edge. The part on land is broad enough for three medium-sized skiffs next to each other. Its banks are made of stone, with smooth ice inside for the skiffs to skate on. When it gets to Silver Lake it opens up and permanent Glowstones on the cleared ice show lanes for skiffs traveling in both directions.

At the moment the channel starts at Mirror's Edge and goes half way to the town of Crossroads. Ice-Runners call it the Ice Run and it has already sped up goods delivery between the two cities.

Because of the Archways a new age of growth and development was introduced to Ehlerac. It is important, because travel between cites was extremely dangerous before and not many braved the thick snow and cold. Now they can travel in relative safety.



ELLA
LEADER OF A BAND OF
CHILD PICKPOCKETS



WOLFE

CITIES AND CIVILIZATION

CITIES AND CITIZENS

WHEN the rumors started circulating about the Nature Warden camps, survivors flocked to them. Now, hundreds of years later, giant cities tower above the landscape. Cities filled to bursting point with many different races, some barely getting along. The cramped living conditions are not making life any easier but with nowhere else to go, most keep an uneasy peace. Most races stick to certain areas, but that isn't always the case and money can buy a lot of tolerance.

At first, each city grew in isolation, slowly. Crime was rampant and people were poor. Many on the edge of the cities still died from the cold. The protection promised by the Nature Wardens did not always extend to the poor. The Archways brought back jobs to the masses and suddenly everybody was hiring and looking to make money.

Food and goods could be traded freely with other cities and many different skills were once more in demand. New inventions from the city of Wallside started appearing frequently. Not many have reached the poorer areas yet, but there are many plans to better the life of each citizen using science or magic.

The cities grew in leaps and bounds. Gone was the feeling that riots could break out at any moment. Not to say all was forgiven, but people found ways around obstacles and started working together for the good of the cities.

The cataclysm had a huge impact on race relations.

Trust is something not so easily found anymore. Because everybody fought so hard to survive, every stranger is seen as a threat and every action is scrutinized for hidden danger.

People protect what they have and do not share easily. With storms and blizzards striking every few weeks, people protect themselves and their loved ones first and anyone who endangers their survival can expect anything from a savage beating to a quick death.

Everybody tends to hoard what they can. These days' food and warmth are no longer such a big problem as it used to be in the camps, yet people keep stashes of food and warm clothes at home for emergencies.



Extra weapons are also kept, as well as anything that can help in their survival, or that can be used for bargaining in hard times. People tend to be a lot more selfish than before the death of the sun.

TRAVEL

TRAVEL within the cities was usually limited to walking; carriages were for the rich and wagons for the few who could afford horses. A few years ago Gustav Licton invented "Gustav Licton's Velocity Pedal Propulsion Vehicle". While he wasn't very good at naming his inventions, the velopedal, for short, was a runaway success (no pun intended). This three-wheeled cycle, propelled by pedals and a chain, brought faster travel to the ordinary citizen. The relatively simple design and low price meant that many could afford a velopedal and movement within the city sped up considerably. It also meant that the streets are more dangerous now and minor accidents are a common and daily occurrence.

Today there are even larger four-seat wagons for goods, called buggies, propelled by pedal power. Velocoaches provide taxi-services in the cities. Many also travel the Archways on their velopedals, finding it much faster than walking.

CLOTHES, HOUSES AND FURNITURE

Color has become very important. The world outside is stark and bland, but houses inside are very colorful. Fabrics and paints brighten the inside of even the poorest home. People also wear very colorful clothes. Tattoos and makeup are popular among males and females of every race; everybody tries to stand out in world of snow and darkness.

Wood is very hard to come by and in most cases it's very brittle because of the cold. Most furniture is made of stone or iron. There are levels in the Garden Towers in some cities that grow thick reeds and these are used for furniture as well, but it is very expensive. In poorer households people sit and sleep on the floor on lots of pillows and sleeping mats.

Households burn coal or manure for heat. Those that can afford it, also use Sunshard room heaters. Woodchips are also available, but usually found only in very rich households and is mostly used for the aroma it provides.

FOOD AND ANIMALS

THE magic the Nature Wardens commanded is powerful enough to make plants grow without the light of the sun. Today there are large areas in the center of Nature Warden run cities where crops are grown. Large Garden Towers have tightly packed levels filled with different sorts of grains, vegetables and fruits. Many Nature Wardens work here to help keep the plants growing, though the gardens provide work for many citizens as well. This area is also well guarded and patrolled. Nothing must happen to the gardens, or the cities will starve.

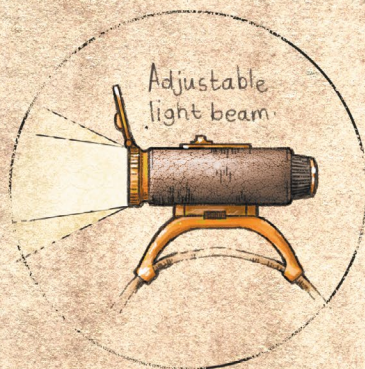
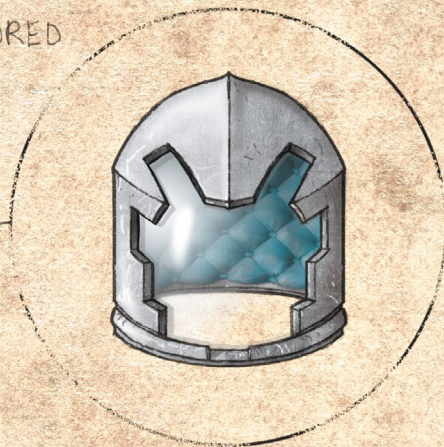
Nearer to the edge there are areas where animals are kept. Cattle, sheep and pigs are raised here, but sometimes feed is scarce. The two dwarven cities export a lot of meat. There are caverns around each city filled with animals or mushrooms. Smelly caverns, yes, but that means there are more than enough meat.

Mirror's Edge also exports fish. It's the city's biggest industry and provides work for many of its citizens.

Insects also play a large part in the diet of the people of Ehlerrac. Certain roaches, worms and crickets are used in many dishes as a source of protein. Huge, smelly warehouses use trash from the city to breed tons of insects.

ICE SUIT

ARMORED
HELM



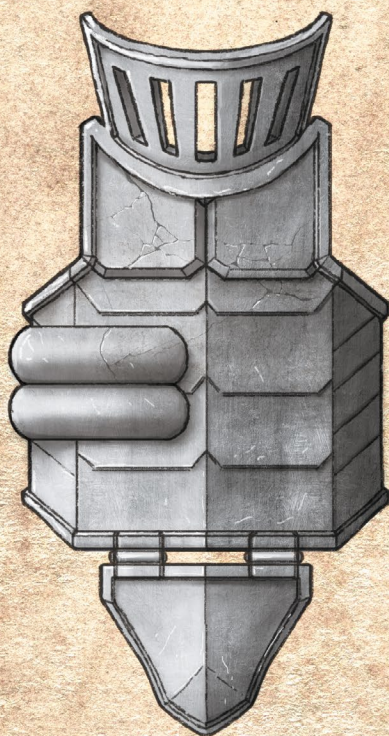
SHOULDER
LIGHT.

Universal
Socket.

Ceramic
armor
plates

WRIST
BLADE

CHEST
PLATE



Blade can
be pulled
back in.

Armored

Normal

This way, there is a source of food and lots of organic trash gets taken care of. While this happens in every city, Emerald Rest is the biggest user of insects in food, since meat is very scarce and expensive there. Insect dishes are found in every city. It is a cheap and plentiful suppliment for meat and is eaten by most.

Pets and other domesticated animals took a giant drop in numbers during the cataclysm, as most were eaten in desperate times. Many animals survived only because they were saved by the Nature Warden in Emerald Rest. Their numbers started to rise again, but pets like cats and dogs are mostly found only in the homes of the rich who can afford the exorbitant prizes being asked for them.



SUMMER AND AUTUMN ZONES

THE great Heat spells (and in one case, a giant Heatshard) protected the people in each Nature Warden run city from the deadly cold. Each spell is cast in the center of the city and in a radius of four miles it feels like a cool summer's day.

This is called the Summer Zone and it is pleasant and green. Here you find gardens and parks, large houses, short sleeves and paved roads. The wealthy and influential live here and in most cities that means the mages, sorcerers and clerics, to a smaller extent some rich families, merchants and retired adventurers.

The houses and towers are bigger and further apart; not many live in cramped conditions, although some families share towers or some of the larger houses.

The streets are cobbled and there are many parks. The Summer Zone is warmer and safer to be in during one of the super blizzards, but even then the snow drifts

and damage to property and parks take weeks to clean and repair.

It is usually peaceful and not many who live here have to venture very far into the rest of the city.

In Nature Warden run cities, the large centers of learning and churches are also mostly located in the Summer Zones. Though there are always smaller schools and churches among the people in the poorer Autumn Zones. In most cities schooling is free. It was decided long ago that in order to survive it is necessary to make sure that knowledge is shared with everyone.

Beyond the four miles, the heat spell loses its power and there is a gradual drop to where it doesn't offer any protection anymore.

This is called the Autumn Zone. People have to dress warmly and at the edge, proper winter clothes are necessary. Not

many plants grow here because not many Nature Wardens live and work in this zone.

The roads are usually cobbled, but can get packed tight with snow drifts during blizzards. The buildings are closer together and most are around two or three stories high, built from anything the occupants could find.

Closer to the edge of the zone are large warehouses. The ones storing meat are usually right up against the wall as it prevents the meat from spoiling. These warehouses are guarded around the clock. The stocks inside are just too precious to lose.

Cramped, crime ridden and busy they might be, but the cities aren't all just doom and gloom. Most people are happy and working to better their situation. Sure, life is hard, especially in the Autumn Zones, but people aren't scurrying around in fear and slowly dying of starvation.

There are many wonders to see in shops

scattered across the city and plenty of restaurants and entertainment. Pubs are found in most areas and many go there for the warm, spiced mead they sell.

Thick fog, especially in the Autumn Zones, is a regular occurrence in the cities. It is caused by the warm air and the cold air from outside colliding. It is not an uncommon sight to see thick fog roll down the street to cover a large part of the city for days.

There are bunkers in each zone, though most are in the Summer Zone. Citizens flock here before one of the super blizzards for protection, food and warmth. By law, each house in the Summer Zone must provide shelter for those from the Autumn Zone during a storm. Cellars are used as storm shelters for the many fleeing the cold.

Unfortunately many unsavory folk use this time to break into unprotected homes, or to settle old scores and blame any deaths on the weather.



LIGHT AND DARKNESS

Every morning at 7 o'clock, with great pomp and ceremony, the Light Mages cast three giant glowing orbs in the center of the city. These orbs give the city 11 hours of "daylight". Together the orbs cast as much light as the sun used to give, but only over a part of the city.

For the most part the Summer Zone is lit by the orbs. In most of the Autumn Zone it's shadowy and gloomy. In these areas glowstones and lanterns burn continually.

At the edge of the Autumn Zone and on the wall surrounding the city, it is completely dark and most citizens need some kind of light source to move around, even during the day, when the weak sun lights the world. The streets here are always lit by flame or magic.

The light orbs are dispelled every evening at 6 o'clock during another ceremony and

then darkness claims the city for the night. Most streets are lit by Glowstones or lanterns, but among the wealthy it is custom to decorate one's home with magic light. The wealthier the family, the more their homes stand out at night as illusionary fire or lights dances along balconies, glowing sparks explode from doorways and small glowing globes trace the corners of the house.

The two dwarven cities and Wallside have no heat spells or light orbs. They are lit with lanterns, glowstones, candles and torches. Some mages in these places use magic to light the area around their home or business, but for the most part no huge light globes are used.

Wallside does have some extra-bright lanterns, made by its founder, Jarod Baaken, along the walkways, so the city is far from dark and murky.

— ❄ —
The Globes
are up, better
hurry if you
want to make
it to your
meeting
— ❄ —

SUPER BLIZZARDS

Every citizen has come to fear the storms that hit every four to eight weeks. Even the heat spells in the cities offer little protection against these dreaded storms.

Temperatures drop to around -130°F/-90°C outside the cities and to about -22°F/-30°C in the Autumn Zone. Powerful winds damage buildings, uproot trees and carry debris at deadly speeds. Afterwards it takes weeks to clear the deep snow drifts that form and repair damage to cities and Archways.

During these storms, people crowd into the Summer Zone to escape the worst of it. Here the temperature drops to around -14°F/-25°C and sometimes it even rains as the heat spell melts the falling snow.

These are tough times in the cities and usually the Watch and Brown Cloaks have their hands full with so many citizens bunched together.

The Archways also give protection. While the temperature still drops dangerously low, as travelers are at least protected from the wind. But the heat spells in the Archways aren't as powerful as those in the cities, so it still gets pretty cold out on the roads. Getting to a town or inn along the Way is still the safest place when traveling between cities.

These days cities get a two or three day warning before the blizzard hits. There are mages working hard to predict these storms and although it's not much, it's better than the old days when the storms struck with no warning.

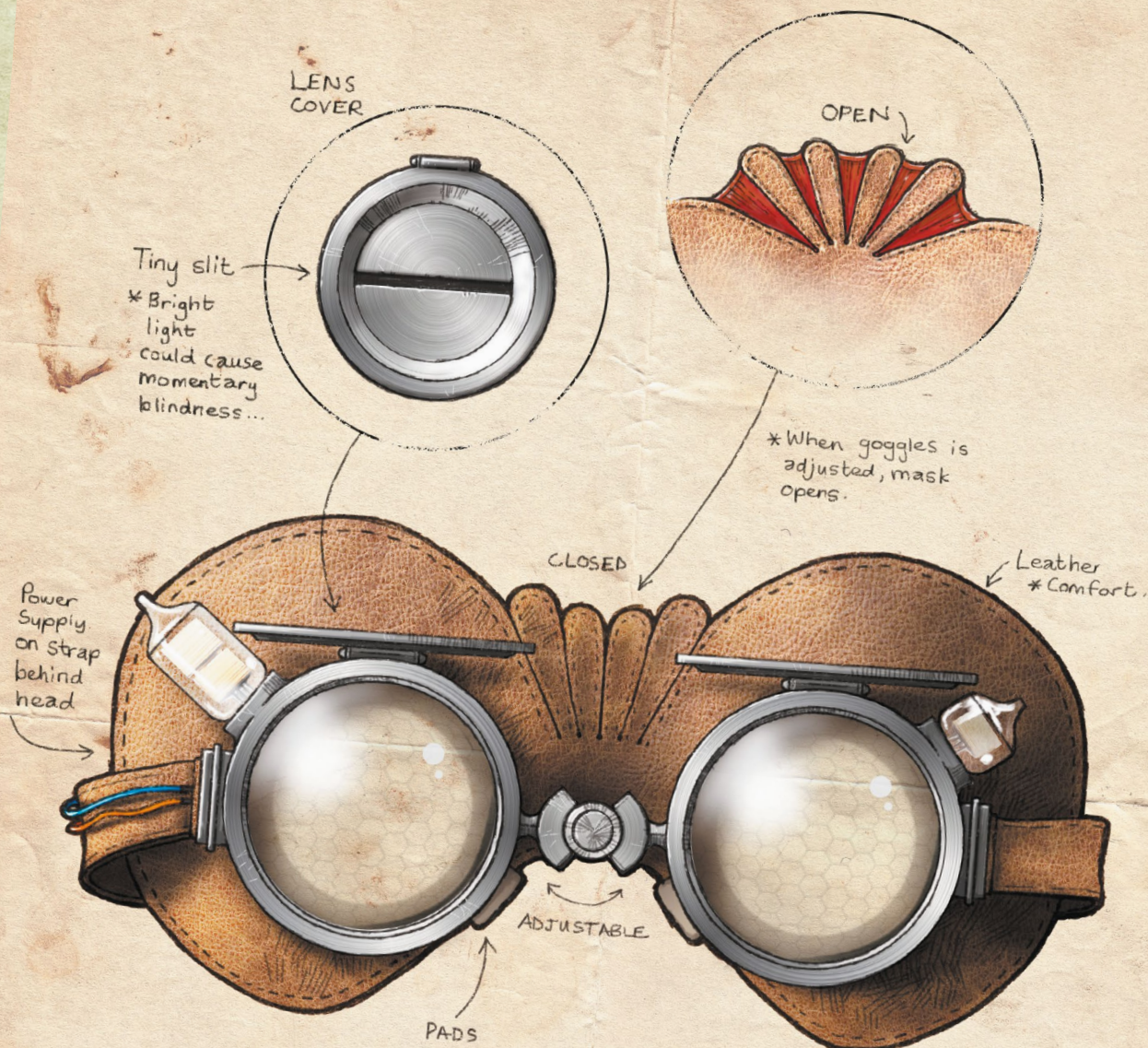
— ❄ —
Get
everybody
downstairs
and start
handing out
blankets
— ❄ —

TECHNOLOGY AND MAGIC

MAGIC is widely used. Communication and teleportation between cities happen every day, though it is expensive to use. Glowstones light the roads and magic heat homes. Magical tools are used in many places and jobs in the cities. People know that without magic there would be no heat or food and that is why wizards and Nature Wardens are held in such high esteem.

But now, because of Sunshards and hard working Weird Scientists, new technologies are starting to appear all over Ehlerrac. Clockwork machines, steam driven devices and alchemical wonders are becoming more readily available. There are rumors that a steam engine will be tested in a few months. Something like this could decrease the travel time between cities considerably. Weird Scientists have been heard bragging about flying and tunneling machines, fantastic weapons and crazy inventions. Even if half of them were high on the fumes from their laboratories, it still means that Ehlerrac is on the brink of a very exciting time.

Players and game masters should feel free to add their own inventions to the setting. Remember that most devices are still new and many are being tested by the inventors or willing adventurers.



MONSTERS

There are still many things out there that prey on the weak and the unsuspecting. With almost everybody now living in the cities, many of the monsters moved there as well looking for food. They live in the sewers, in dark corners of the city and on roofs above the unsuspecting people. Some are camouflaged and move freely among their prey. The packed cities provide lots of shelter and food and some monsters survive for years before people even start to notice there might be a problem.

Ghouls and other undead creep around under the cities, but some vampires found it easy to live among the citizens. Not all the fatalities and disappearances in the cities are because of crime and foul play. It is a wise man who keeps a weapon close when he has to walk along the streets during the night hours.

Every city has a small area where most fear to tread. Here some monsters like werewolves live within the protection of the city and with the leaders' consent. That is, if they behave themselves. There is also a small undead community in Deadfalls where some of the more intelligent undead band together for protection. This does not make the surrounding citizens very happy, but so far there have been no problems.

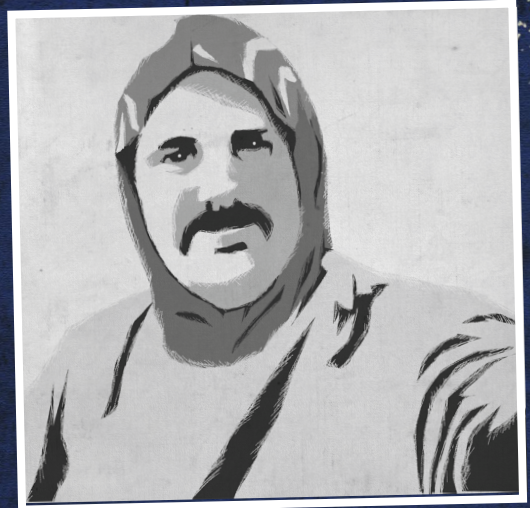
LEADERS, THE WEALTHY AND THE POOR

THE ruling class in most cities are the descendants of the Nature Wardens who started the camps. They live in the central towers and are usually at the head of the councils that rule each city. Other Nature Wardens, mages and some Weird Scientists mostly make up the wealthy and privileged in each city. Some scholars, adventurers, businessmen and explorers also fall in this category. The families who head the different organizations are also counted among the wealthiest in Ehlerac.

The middle- and lower classes are made up of many professions. From explorers to scholars, city guards to blacksmiths, all work hard, but still live on the edges of the Summer Zones, or within the Autumn Zones.

Each city gathers a quarterly tax from its citizens. In most cities it's a quick and easy process, even though nobody likes to give away hard earned money.

See the descriptions of each city for a more detailed look at how each is governed.



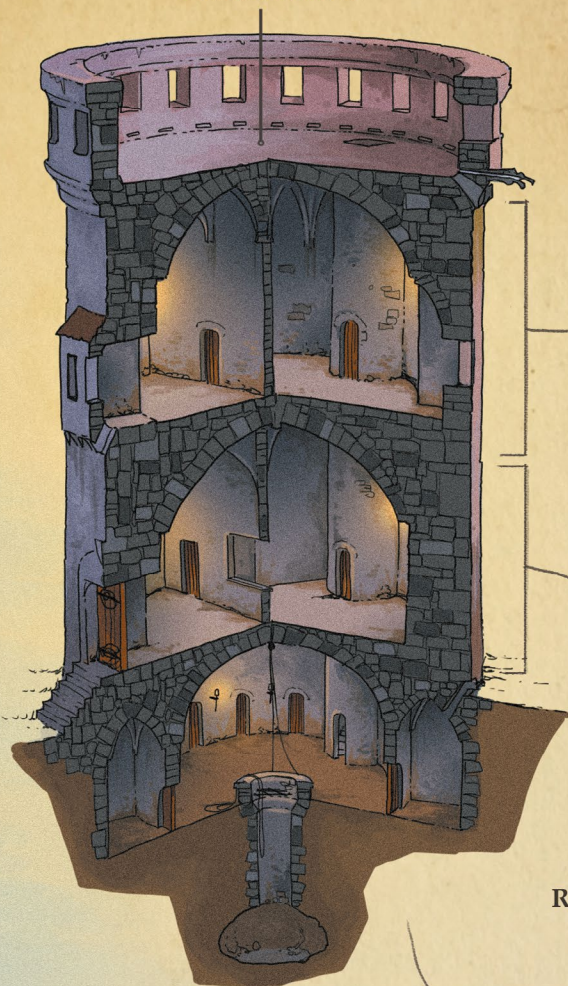
SIR ROBIN
MAYOR OF HALFWAY

Brown Cloak Tower

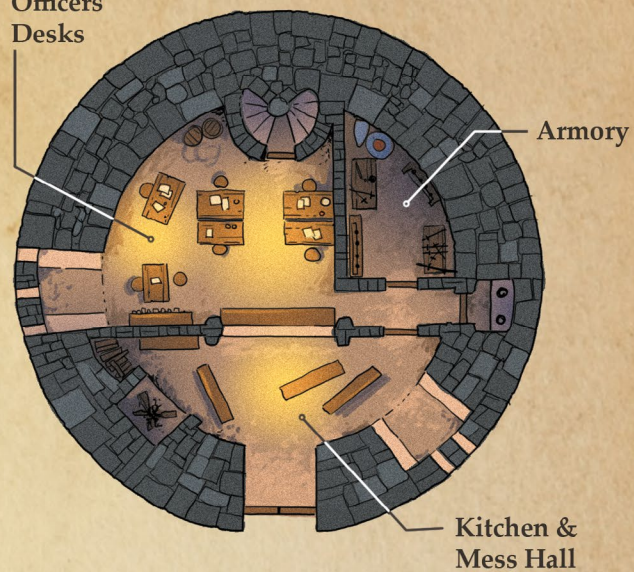
This squat and sturdy home of the Brown Cloaks is both headquarters to the city's law and a temporary prison to its unruly citizens. A building seen by many as a bright flame in this dark and cold world.



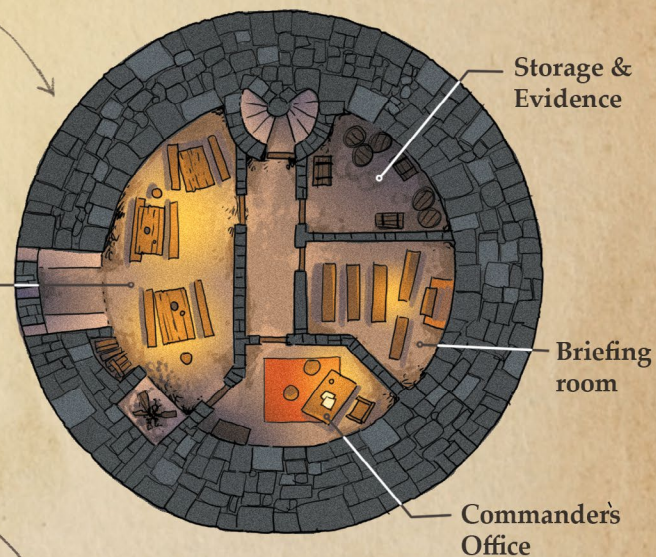
Tower Lookout



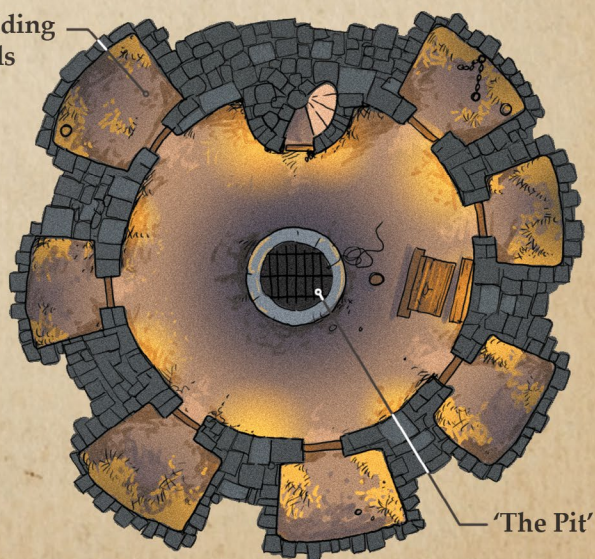
Officers' Desks



Reception



Holding Cells



“ My time in that god forsaken place was horrible. Those cells were as cold as the dead world outside. Froze me noze off in there. After about a week in ‘the Pit’ them Brownies made me see the error of me ways. Now I am as straight as an arrow. Yup, no more crime for me, no more freezin’ either. ”

THE 8 CITIES

Though each city has its own feel, customs and dangers, they do share certain aspects. All are overcrowded, busy and, in some places, quite smelly. But in each there is beauty and surprises as well. When traveling the streets of these cities, bring your sword and keep your other hand on your gold pouch, just to be safe.

DEADFALLS

THE city of Deadfalls stands on the edge of a high cliff where the Droba River falls into the ocean. Even though is covered by ice it still runs. Nobody is sure why this river hasn't frozen solid like most other rivers on Ehlerrac. As it falls over the edge, it makes a sound that can only be described as "whispers of the dead". When the initial camp was built on the ruins of the city formerly known as World's Edge, the survivors named the camp after the sound coming from the falls.

Today Themara Oakenstaff heads the council, but everybody knows that the real power in Deadfalls lies with the necromancers. Devan Gray sits on the council and is also head of The Voiceless. These mages in gray are always seen walking around the city. Sometimes they appear to be chanting softly as they walk the streets of Deadfalls. There is always one of The Voiceless at the entrance to Deadfalls, for they control a large group of zombies guarding the gate.



Kikara Oakenstaff was the founder of Deadfalls. She founded the camp while she was still in mourning, as she lost her husband and daughter in the cataclysm. When a necromancer called Eriak the Gray approached her and said he could understand the voices at the falls, she jumped at a chance for any communication with the dead. Eriak was also included in the Running Council and the town took a turn for the darker.

Soon after he formed The Voiceless, a group of necromancers that took over many duties in the growing town. Ghosts were seen drifting around even when the camp was started, but as time passed by, more and more ghosts were seen on the streets. It took some time to calm the panicked survivors. The explanation was that the dead flock to the waterfall to communicate with their loved ones.

Ghosts are everywhere in the city. They run down the streets, walk through the walls of houses and stare at you from dark windows. New visitors find it hard to adapt to life in Deadfalls and for good reason. Privacy is hard to come by and it's not always easy on the nerves to see the dead floating around.

Deadfalls isn't as green as some of the other cities. The city seems gloomy, even during the day when the light spells are active. The squat buildings are mostly stone and most resembles large forts more than normal houses. There are not many parks in the city, even in the Summer Zone. The magic lanterns and glowstones also seem dimmer than normal and there are many shadows and dark corners.

The entertainment district is called The Light District and here you will find fine

restaurants, theaters, pubs and other forms of entertainment. The area is filled with light and music and the depressing nature of the city seems to lift a bit.

The Brown Cloaks patrol the city, but they get help from The Voiceless as well. Zombies and ghosts guard some important buildings. Ched Roton, a young commander from Haven, is the current head of the Brown Cloaks. The position has been his for almost five months and he is still finding his way in unfamiliar territory.

Once a week criminals are brought to the Brown Cloak Tower for judgment. There are cells on the edge of the city and the inmates provide cheap labor. Dead bodies of criminals are raised and used as guards. They can pay off their debt to the city in a different way.

The local thieves' guild is small, since many find it hard to hide from the ghosts. That is not to say that there are no opportunities for a smart and careful thief. The sewers and old tunnels under the city are full of hiding places, just be sure to steer clear of the things that live down there.

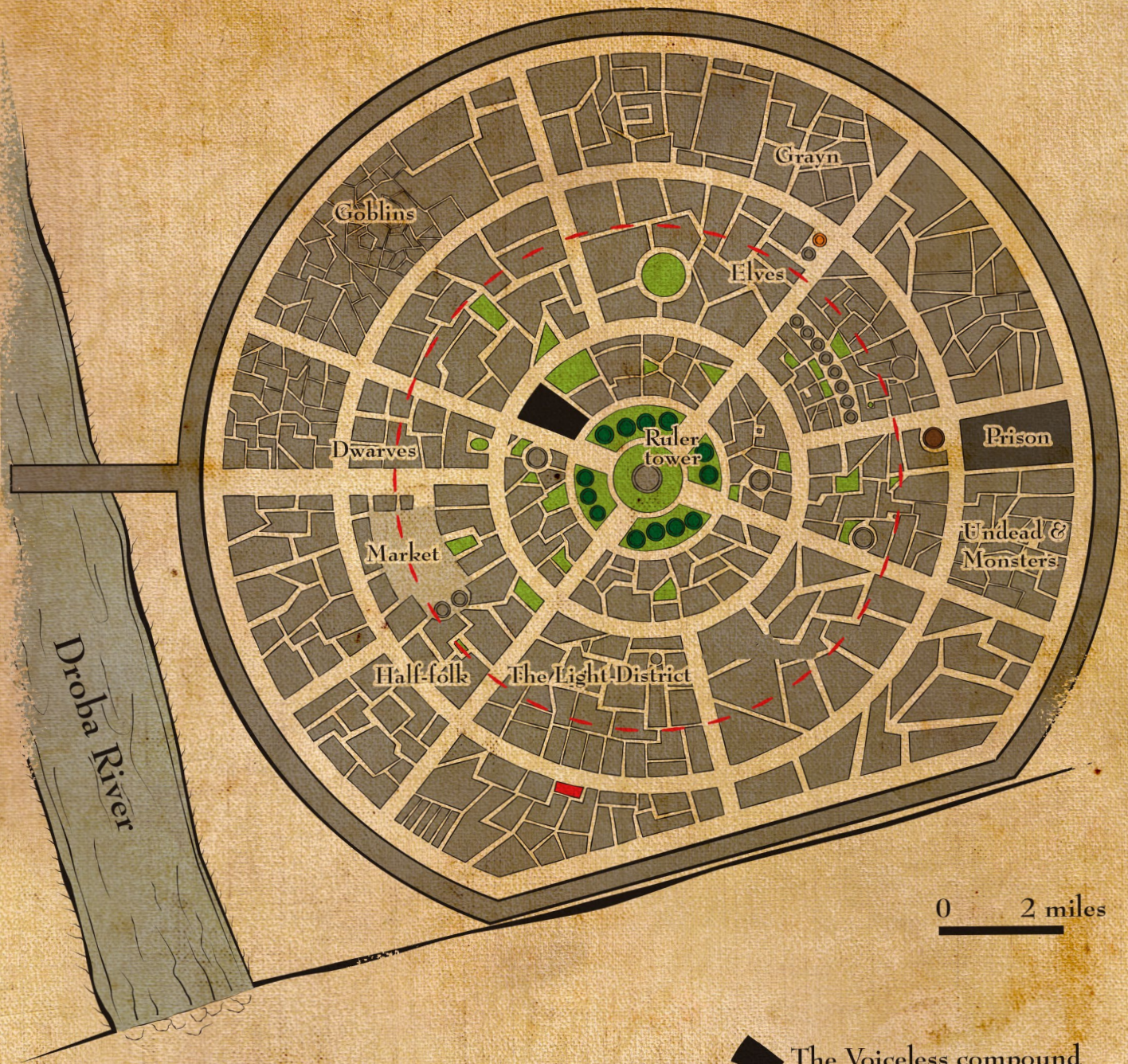
All the races are found in the city, though there are far less elves living here. Most of them dislike the gloomy atmosphere and the many dead.

Deadfalls may seem dark and gloomy, but it's still a very busy city. Many people travel here to try to make contact with departed loved ones. The large Garden Towers provide enough for the city, as well as extra for export. Seems there is place for you in Deadfalls, be you living or dead. Though so far the numbers of the living outweigh the dead and many hope that the balance never tips.




**THEMARA
OAKENSTAFF**
LEADER OF DEADFALLS


Deadfalls





0 2 miles


 Garden Towers

 The Preservers

 Children of the Sun compound

 The Voiceless compound

 Tower of the Brown Cloaks

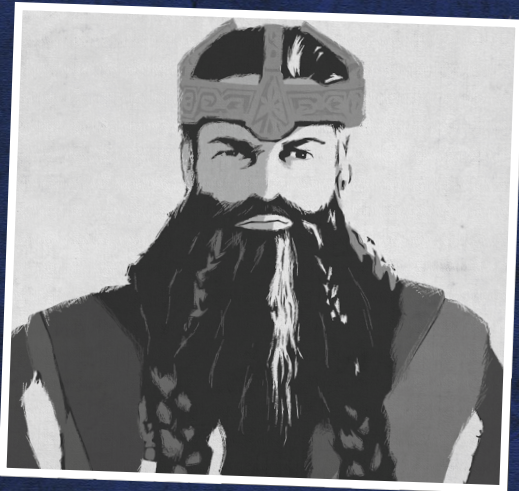
 Edge of the Heat Spell

 Parks

DROGAN

ONE of the oldest cities on Ehlerrac, Drogan is built inside a huge cavern. Some refer to the city as The Steps, since there are many levels in the city, rising like a staircase towards the back.

There are five levels before the cavern flattens out onto a large sixth level. The castle of the King is carved into the back wall of the highest level, with many murals depicting battles and other events of old. It is lit by many torches and lanterns, a glowing testament to its dwarven builders.



KELDIR REDAXE
LEADER OF DROGAN

Most dwarves live here or in the surrounding walls. In the middle of the cavern is a huge pillar. Two staircases carved inside take travelers to the bridges hanging over the city. Many dwarves make their home in houses carved in the cavern wall and they can only be reached by these bridges.

Drogan survived the earthquakes mostly intact. It was soon flooded by refugees looking for food and a place to stay. But the food ran out very quickly and the city was rocked by large riots. The riots did as much damage to the city as the quakes.

The then king, Guthril Redaxe, sent messengers to the Green Council, but many refugees died before help could arrive. A camp was set up and stability returned to Drogan.

There is no heat spell in the city, though there are some smaller permanent light globes on the lower tiers. Lanterns, torches and glowstones are used to light the city.

Outside the city are many caverns filled with food and farms. Many people work there as well, as there are many mouths to feed in this city. The farms produce mushrooms, moss, and goat and sheep meat. All other foods are mostly imported and the city exports many wagons of iron, coal and oil. The dwarven smithies also produce fine weapons and armor, sought after by many.

The Redaxe family has been the rulers of Drogan for centuries. At present the ruler is Keldir Redaxe. He doesn't care much about the other races in the city and is more concerned about the dwarven citizens. Luckily the city council makes most of the decisions without the king, so life in Drogan is pretty fair for all races.

The four bottom levels are where most of the other races live and work. The king moved his people to the fifth and sixth tier or the walls, so there were many empty homes for refugees. Most of the architecture in Drogan is still dwarven. The city is old and set in its ways and old hatreds aren't easily forgotten. For this reason there are no goblins living in the city, though goblin visitors are tolerated up to a point. Elves usually prefer not to live underground, but there is a small elven population in Drogan. There are many shops, restaurants, pubs and inns on these levels, and on the second level there is also a large market. All the administrative buildings are located on the fourth level.

The dwarven citizens of the city still follow most of the old traditions and laws. The stern Stone Guard police the city, and stand guard at the large gate, as well as at the king's castle. The commander, Mior Stonejaw is also the head of the weekly judging council. It is said that he has no sense of humor and has never smiled. His sentences are usually pretty harsh. His men are very loyal and will follow him into the depths of the afterlife if required.

The jail is built on the edge of the city, on the fifth tier and is well guarded. With so many living together, crime is always present and the thieves' guild and smugglers are always

able to make some dishonest money.

There are large mausoleums outside the city, but no one except dwarves are buried here. Mostly dead bodies are cremated and the ashes given to the families.

Drogan is one of the largest cities on Ehlerac. It is crowded and very busy. There are many beautiful carvings throughout the city and not only the dwarves living here are proud of the history of their city. Life is hard underground, but the city keeps growing. Many would rather live here than in the cold wastelands outside.

ECHO

DRADAIN Gharoban was a small dwarven settlement. It was built in a large v-shaped cavern. A large waterfall thunders down the northwestern wall and the Black River flows down the length of it.

The cavern has interesting acoustic properties. Sound is amplified much more than usual and echos bounce around the walls for longer. The sound of dwarven hammers ringing throughout the cavern was a source of inspiration for its citizens.

But then came the cataclysm and most dwarven cities were destroyed when massive earthquakes struck. Dradain Gharoban survived and soon survivors flocked to it. The town's resources were

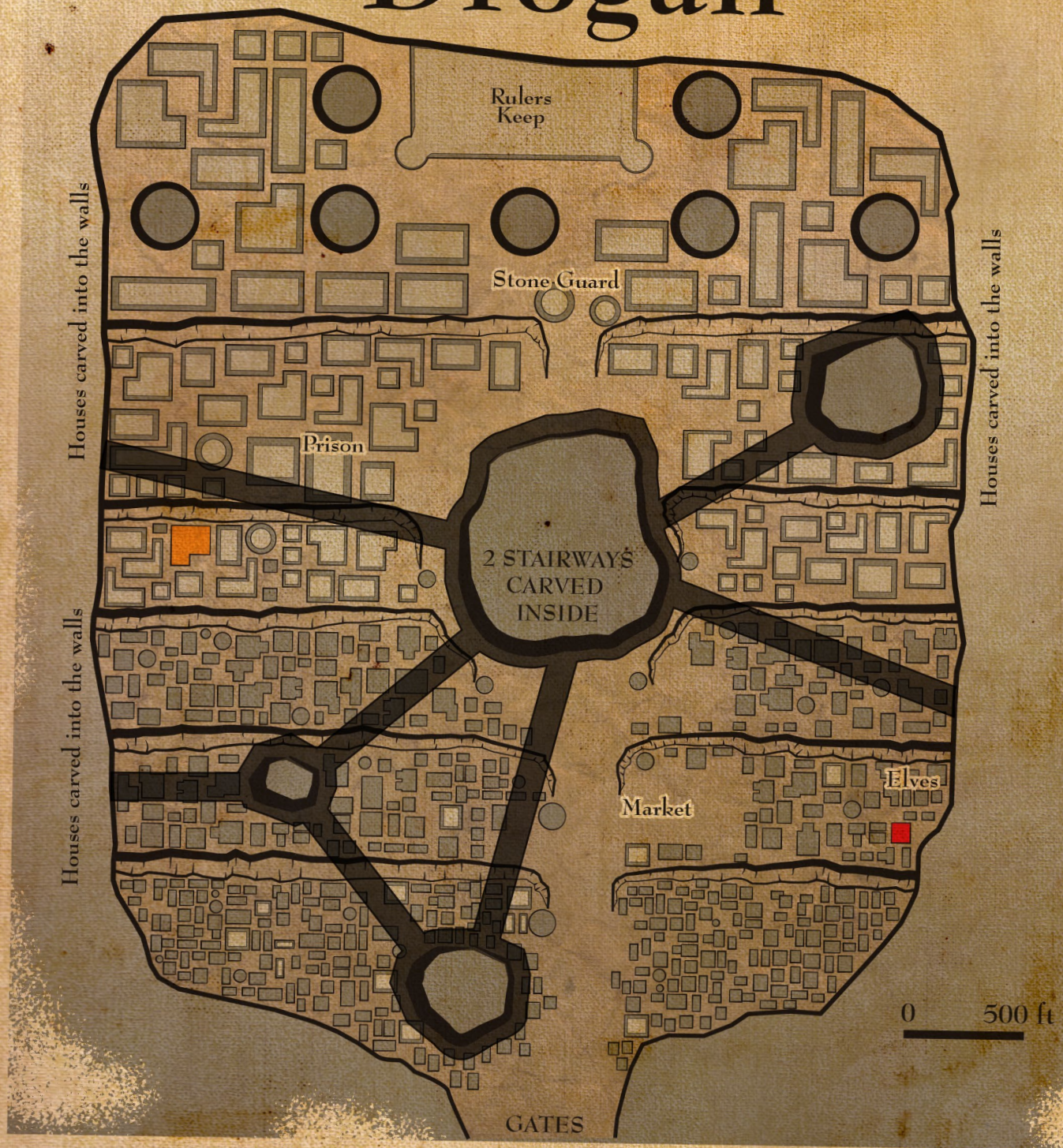
quickly overwhelmed and many died in riots or from starvation.

But with a little help from the Green Council and hard work from the residents, the town survived. Mushroom farms were set up as well as camps with goats and sheep.

Unfortunately the echoes that once made its citizens proud were now a source of headaches.

Hundreds of voices now mix and that makes it almost impossible to have a normal conversation outside. The new citizens started calling the settlement Echo and the name stuck.

Drogan



The Preservers



Children of the Sun compound



Hanging bridges and
walkways around the pillars

Urac Fireforge was the head of the settlement, until his son Grukdar took over 60 years ago. Grukdar is also head of the City Council. His home is right next to the huge waterfall and looks out over the whole cavern.

Large gates protect the southern and northeastern entrances to the city. It's about 3 days' down the tunnel to get to the Archway and 5 days to Drogan. Many torches, lanterns and glowstones light the city. There are no huge globes of light and no Heat Spell is needed. A few bridges cross the Black River running through the center of the city.

Most of the buildings are made of stone. The dwarven buildings are beautiful, with lots of intricate carvings. Not many elves live here. They hate the underground and prefer to live outside.

Dwarves and goblins hate each other, but those living in Echo are a bit more tolerant. There are a small group of goblins living on the edge of the city. Many mekellions make their home here, since it's far from the cold and snow.

The Stone Guard patrols the city and also stands guard at the gates. They are stern and unforgiving, but that doesn't mean that there is no crime in Echo. The thieves' guild, smugglers and other criminals all find a place here. It is better to keep an eye out for pickpockets when walking in the large market.

There is also a monthly judgment session headed by Nudrin Stoneshield. Many convicted criminals end up working in the animal pens or gardens outside the city. The jail is also located on the edge of the city.

The tunnels around Echo are relatively safe, but the further out you go, the higher the chance to encounter one of the many things that live underground. Sometimes you might meet a Waywalker, but they mostly patrol the Archways outside. Travelers usually wait for the larger goods caravans with their many guards before



GRUKDAR
"GRUMBLEPAUNCH"
FIREFORGE
LEADER OF ECHO

venturing outside.

There is no place to bury the dead, so bodies are cremated. Small iron plaques with the name and age are given to the family. The tradition is to fix these plaques to the walls of the tunnels leading up to the city. Travelers walk for miles alongside these reminders of the dead.

Echo is a loud, busy city. All outside checks to listen are made with a penalty of -2. It is protected from the cold but being underground doesn't guarantee anyone's safety. Many predators prowl the tunnels around the city and only the brave venture alone to the crypts outside.

It is a beautiful city though, the many small lights looking like an inverted star-filled sky. The city is shaped by the culture of the dwarves that built it, though it is more tolerant than neighboring Drogan.

Echo





There is no single district aimed at entertainment, but you will find many restaurants, pubs, theaters and inns throughout the city. The dark dwarven ale is a local favorite. Many revelers wake up in the Stone Guard Drunk Tank with little recollection of the previous night.

There are large caverns filled with mushroom and moss farms, or sheep and goat pens. The smell can get a bit overwhelming, but the caverns are kept clean and are far enough away from the city not to be noticed all the time. Although they have to import other vegetables, grain and fruit, there is enough food for the masses. There are also many iron mines close to the city and iron is its main export item.

EMERALD REST

DANIKA U'Meer always cared for plants and animals more than she did for the people of Ehlerrac. Her whole life she fought for the abused nature. So when tasked with setting up a survivor camp, she found it difficult working with those she considered long-time enemies. She also felt that more should be done to protect the animals and plants, as they were affected by the cataclysm just as much.

So when the camp was started, as many

animals and plants as survivors were taken into the camp. Killing an animal or plant was an offense punishable by death. Everybody soon learned that it was safer to stay away from the deer walking down the street and to wait for the food provided by the Nature Wardens.

As the camp grew into a town, citizens started helping more and more in the parks and gardens. They became proud of preserving what the cold and dark were destroying outside.



Today Emerald Rest is as big and busy as any of the other cities. The difference is that it is much warmer and mostly green and covered plants. Animals of all kinds walk the streets, climb along the buildings or fly over the city. Nature Wardens work in the food farms, but they also walk throughout the city, casting smaller heat spells and looking after the fauna and flora making Emerald Rest their home. There are tall trees everywhere and most buildings are covered by ivy and other creepers. Even the poorer areas have large parks where flowers bloom.

Animals are mostly tame and walk unhindered throughout the city. Monkeys jump between buildings, stags graze in parks while being stalked by tamed tigers and colorful parrots and other birds flit down streets.

Meat is very scarce and expensive in the city. Citizens aren't allowed to kill animals for food. The main source of protein is insects. Emerald Rest boasts some pretty good recipes for dishes containing insects. The large insect warehouses on the edge of the city are filled with roaches, maggots and other edible insects breaking down the organic trash from the city. It's smelly and a bit creepy to see these large warehouses, but it's a very useful industry.

There have been unconfirmed reports of fairies and dryads in some parks, but most write it off as flights of fancy.

Niric Ul'Meer is the current head of the city council and stands at the head of the Ul'Meer family. Their tower in the city center is a green beacon, even during harsh blizzards. Though born mute, she has a powerful connection with animals. She is considered just and fair and is loved by the citizens of Emerald Rest.

The Brown Cloaks police the city, but the main rules still protect the animals and plants first and the citizens second. That means that the city is considered a bit more lawless than other cities, although the Brown Cloaks try their best to curb crime. Weekly judging hearings are held at the tower of the Brown Cloaks. Terron Wulfgrim is the current commander and finds it difficult to balance the protection of nature with the protection of the citizens.

The thieves' guild in Emerald Rest finds it a bit easier to ply its trade than in many other cities. Since the Brown Cloaks are having a hard time policing the city, criminals are quick to use the advantage this gives them.

The Songbird District is filled with music and the smell of food. This is the main entertainment area, but there are many shops, pubs and inns throughout the city. The city also exports some less exotic animals and the demand for these pets in other cities is great, especially among the rich.

The Collection of Wisdom, the biggest library on Ehlerrac, is located in the Summer Zone.

Books that survived the cataclysm are kept here. Paper is very scarce and many of the old books are re-written on thin pages of metal. A Weird Scientist called Jerm Forgespark is working on a new process to use plant matter from the gardens to make new pages. At the moment it isn't a viable option, but she is optimistic about the end product.

The library also funds many expeditions to old cities to look for more books, scrolls, artwork and other sources of information. They have the last surviving map of the old world, but guard it jealously. They prefer not to show their rivals where to look for possible treasure troves of books and art.

Emerald Rest is a beautiful city, with many rare sights. Only here you will find animals that have become extinct across the rest of the continent. There is a certain amount of lawlessness here, although things have changed under Niric Ul'Meer.

Just keep an eye out for pickpockets and other criminals. And make sure you don't harm any of the wildlife or you will face harsh justice.



NIRIC UL'MEER
LEADER OF EMERALD REST

HAVEN

BUILT near the ruins of the old capital called Sapphire, Haven is one of the biggest cities on the continent. It stands on the edge of the Bay of Plenty in a huge impact crater made by a massive yellow crystal. The Heatshard, as many refer to it, radiates constant heat and was a blessing to the freezing survivors when the camp was started. The shard has a bigger heat radius than the other Nature Warden cities, thus Haven has a larger Summer Zone.

The tower of the Nature Warden Essun Oden, the founder of the city, stands near the massive shard. The daily light globes drift around the ivy covered tower like fireflies. His grandson Darq is the current ruler. He is fair and just and the citizens adore him. A leader with a troubled past, but adversity molded him into a good and brave man.

The multi-level Garden Towers are also built around the shard and there are scores of Nature Wardens working on the many levels filled with filled with different sorts of grains, vegetables and fruits.


Emerald Rest




0 2 miles


 Garden Towers


 The Preservers

 Children of the Sun compound

 Parks

 Tower of the Brown Cloaks

 Edge of the Heat Spell

 The Collection of Wisdom

There are no restrictions on travel between the Summer and Autumn Zones. A Brown Cloak might ask the business of those in the Summer Zone at night, but otherwise everybody is free to come and go as they please.

There is a large marketplace on the edge of the Summer Zone. It's usually filled with the aroma of food, the cries of the sellers proclaiming their wares and the usual pickpockets looking for easy targets.

Nearer to the center of the city is the Nightingale District. Here you will find many restaurants, expensive shops and small theaters, entertainment for those with a bit more coin to spend than some in the Autumn Zone. There are no specific areas designated to entertainment and eating in the Autumn Zone. Every second

block boasts something for the masses to do, from pubs to open-air arenas and other less savory establishments.

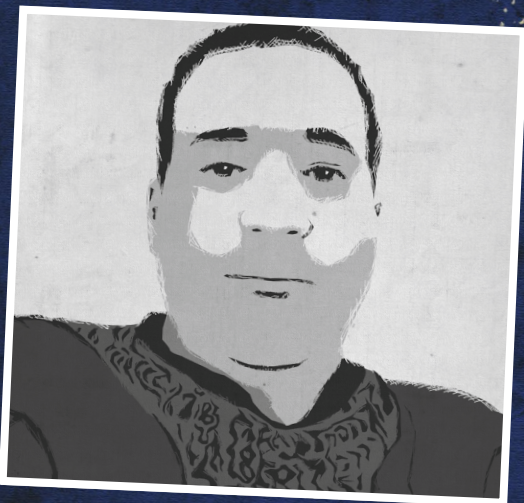
The Gray Tower of the Brown Cloaks stand across from the market. Baron Dalger Reint stands at the head and keeps a close eye on his men.

The Preservers' squat building can be found in the centre, close to the tower of Darq Oden. Guards patrol day and night and the carved gargoyles on the corners scowl at passers by.

Haven has two gates, the East and West gates, and both are guarded well. Guards also patrol the surrounding wall and streets, though the crime rate rises alarmingly the further away from the center you venture.

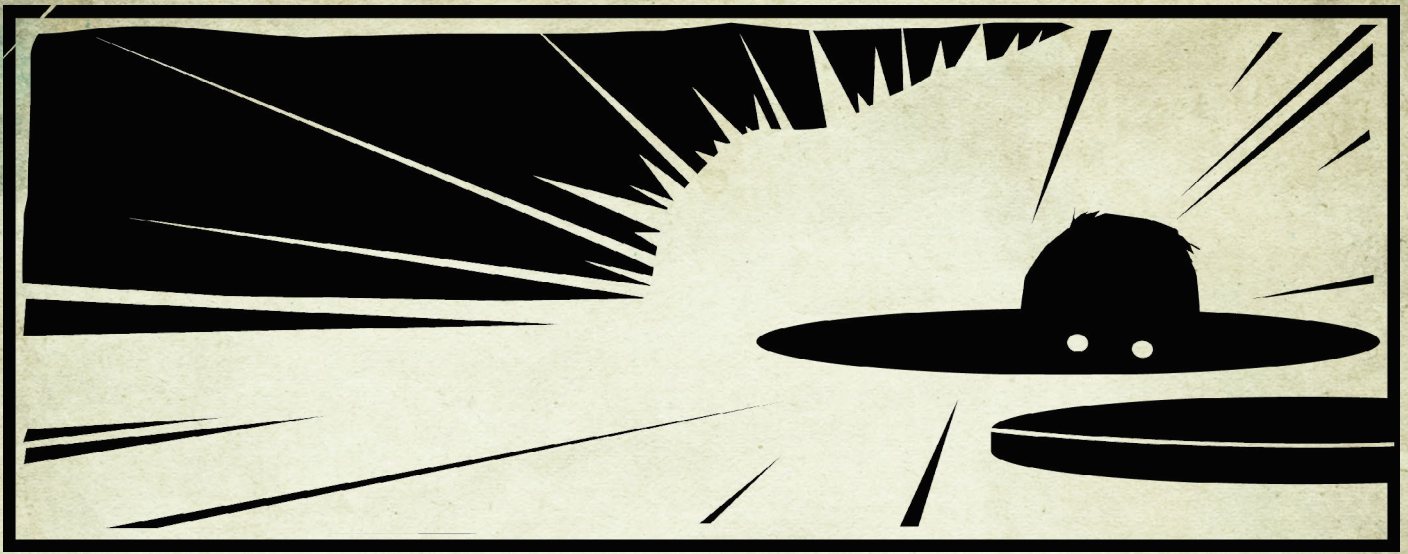
There are some smaller gates to the south, giving access to the fishing warehouses and the skiffs docked there. During the day, fishermen venture into the frozen bay. Guards keep an eye, so that nothing slips past during the day.

The buildings in the Autumn Zone usually contain shops on the bottom floor and housing above it, but not everywhere. In the Summer Zone the roads are a bit broader and in most cases, cobbled. Some of the roads in the Autumn Zone are hard-packed dirt, though work is underway to cobble the rest.



DARQ ODEN
LEADER OF HAVEN

The head of the thieves' guild in Haven is called the Masked Lord, but few know who he, or she really is. This mysterious figure has contacts and underlings everywhere and there are few illegal activities that he is not a part of.



During a Super Blizzard most of the city shuts down and many people move into the Summer Zone. Even then, it's still very cold and many clerics and Nature Wardens try to help the shivering people. Many try to ride out the storm in their homes, though those in the Autumn Zone have a few extra holes in the walls to cover before the storm hits. There are usually some casualties connected with each storm.

The ruins and tunnels of the old city are close enough to Haven to present a newer problem. There are large catacombs where the city's dead are laid to rest. The many tunnels are also filled with vermin, monsters and other horrors, so the entrances stay sealed.

Many do find ways into the city and into the newer sewer tunnels under Haven. Not all the bodies found in the mornings are the result of foul play.

Haven is a busy city and all of the races can be found here. Xenophobia is not really a problem, like in some other cites, but there are still areas that aren't safe to enter if you are of a specific race. Goblins usually suffer the most.


People are mostly hard working and the city is still growing, although much slower than 100 years ago.



Haven



0 2 miles

 Garden Towers

 The Preservers

 Children of the Sun compound

 Tower of the Brown Cloaks

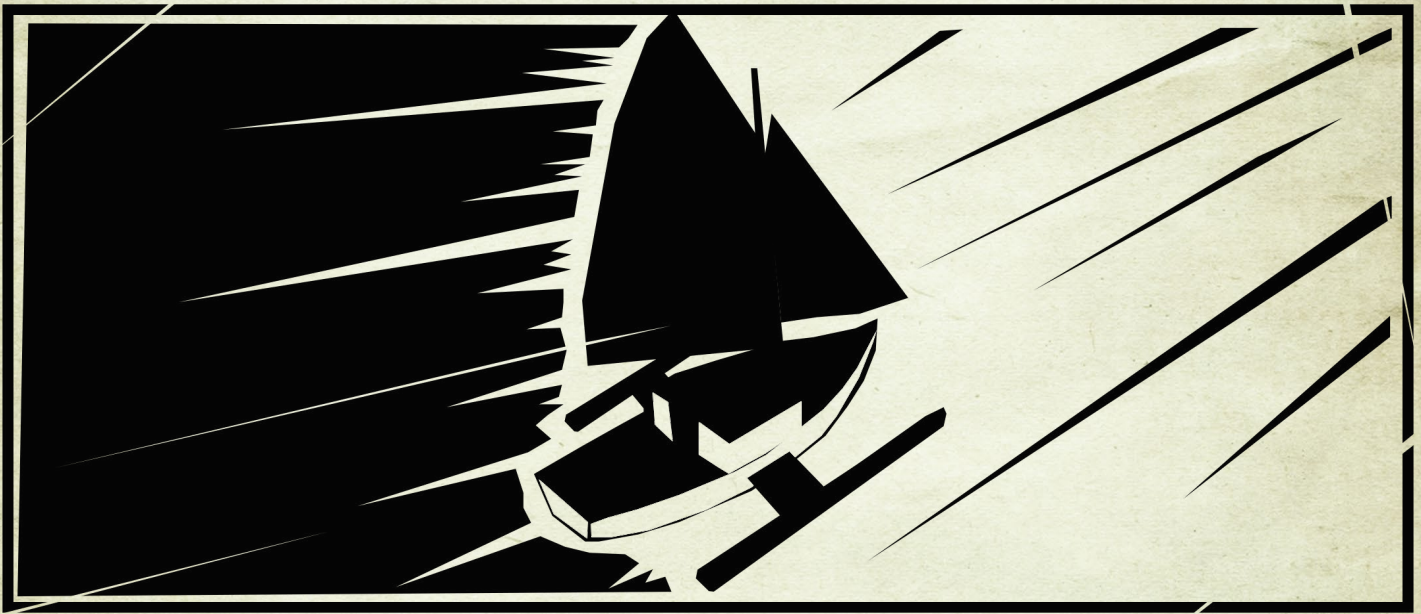
 Edge of the Shard Heat Zone

 Parks

MIRROR'S EDGE

BEAR Car-Jo built his camp on the ruins of the old city of Mirror's Edge. It was a large city with a huge harbor and a large fishing fleet. They started slow and small, the camp was more exposed to the elements than some of the others. That was until they started working on a wall that is now higher than any of the other cities'. Today Mirror's Edge is once again a very large city and fishing is still its main industry.

Though covered by a thick layer of ice, Mirror Lake is not frozen solid. The cold waters are teeming with life. No one knows why the lake is not frozen solid like most other lakes, but the busy fishermen do not look a gift horse in the mouth.



Fish is exported to every other city in Ehlerac and the fishermen are constantly out on the lake, bringing in large nets full of fish. The skiffs are fast and below deck is a room heater to help the fishermen stave off frostbite. The new ice suits do help them to work longer hours. Though the ice is thick, the new ice cutter melts a hole for the fishermen to lower nets through.

Bennet Car-Jo is the current leader and head of the city council. He is not so well-loved by the citizens as his father Gelbar before him. He likes wine, women and adventure a little too much. He loves to go out on his ice-skiff on the dark lake and is away from the city for weeks at a time. Luckily he doesn't have to make all the decisions and the council keeps an eye on the city.

The high wall helps against the vicious winds, though it does nothing for the cold. Mirror's Edge is laid out like many of the other cities. The Car-Jo Tower is in the center, with tall towers filled with levels of plants around it.

The Summer Zone is filled with the houses of the rich, there are many parks and the streets are safer. The Autumn Zone is darker, colder and a little less safe. All the races can be found in the city and many work nearby or on the docks. The entertainment district falls on the edge of the Summer Zone. Residents refer to it as the Rose District.

The current Brown Cloak commander and head of the weekly judging council is Tyba Neguith. She is a go-getter and responsible for a very active watch group. It is a bit safer in Mirror's Edge than in other cities, but that also means that she made many enemies among the city's criminals. The main thieves' guild is called the Brothers of Shadow, but their operation has taken a serious knock these past few months. They are not happy and there are people who worry about the commander. Neguith is lucky to have fiercely loyal men under her. The Brothers are scared to incur their wrath. For the moment, anyway, she is safe.

To the northeast lies the harbor, also called The Docks. It has to fall outside the heat spell, or the ice will melt. That means that it's very cold and everybody here needs heavy winter clothing to survive. There are heated areas throughout the docks and nobody works more than a four-hour shift. The whole area is covered and there are many warehouses filled with frozen fish. It's also a bit of a maze, so it would be wise to get a guide before you venture there. The wall around the docks is smaller and thinner, with many openings for the skiffs and bigger ships to enter through.

Mirror's Edge might smell slightly of fish, but it is an important city. It provides fish and travel opportunities and is the only link between Emerald Rest and the rest of the world. The people are tough and honest. They are very proud of their city and beware anyone who has anything to say about the smell.



BENNET CAR-JO
LEADER OF MIRROR'S EDGE

Mirrors Edge



OCHREM

MALEK Firespear is the savior of Ehlerac. He was the one who brought the Green Council together when people were dying. He cares and protects everyone in his city and all are happy. Ask any citizen on the streets of Ochrem about their founder and this is the answer you will get.

Ochrem does not stand on the ruins of an old city. It was built from new, according to the designs of Malek. It was the only camp in the south and many survivors flocked to it. It grew from a refugee camp to a large town in no time.

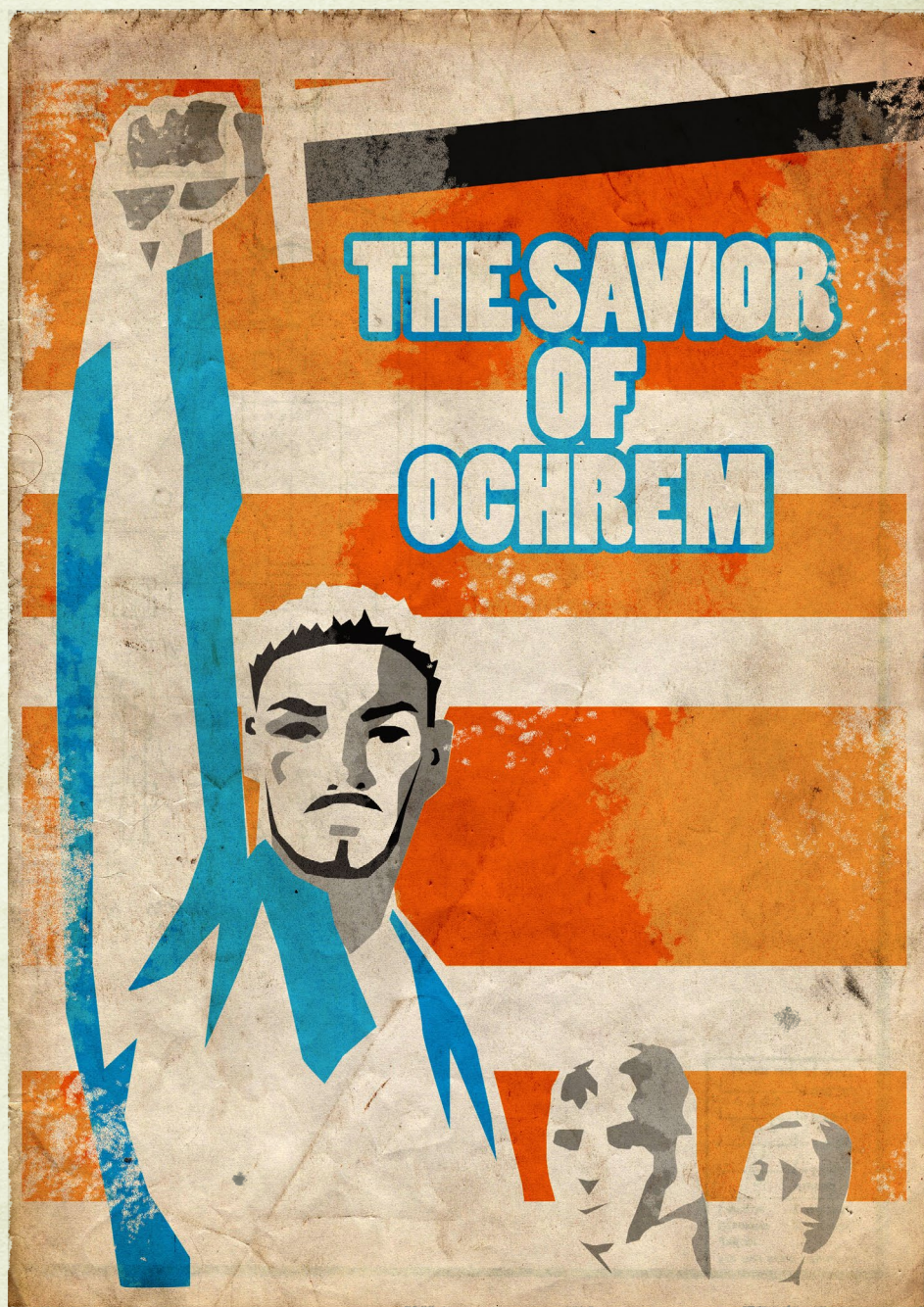
Soon groups of workers were sent out to the mountains next to the city and large blocks of stone came flooding back and the building of the city commenced.

The city is protected by the iron rule of the Firespear family. There is food and warmth for the people and buildings are tall and well maintained. The streets are policed and guards stand watch on the wall every day.

On the surface people appear happy and content, but if you look deeper, you will see black, choking fear in many eyes.

There is no council in Ochrem. All decisions come from the Tower of Light, where the Firespear family lives. Visitors aren't allowed past the first few levels of the tower and even the staff has little contact with the family.

The citizens see their ruler only from afar when he appears on the balcony for the birth of an heir or on certain holidays. Once every 25 years there is a name-drawing for a wife for the current ruler. When his son takes the throne, he takes the name Malek. Citizens learn of their founder and his family in school. In



every home there is a book with the history and great deeds of the Firespear family and many know it by heart.

There are many parks throughout the Summer Zone and around the Tower of Light. Wall paintings throughout the city depict a smiling Malek brandishing different weapons, fighting enemies or helping citizens. The streets are surprisingly clean. A small army of goblins is tasked with collecting trash, a task that many of them would do for free.

There is a wall around the Summer Zone and guards at all the entrances. Written permission must be shown to enter the Summer Zone and the gates close at 6 o'clock. Those found inside after that spend the night in jail.

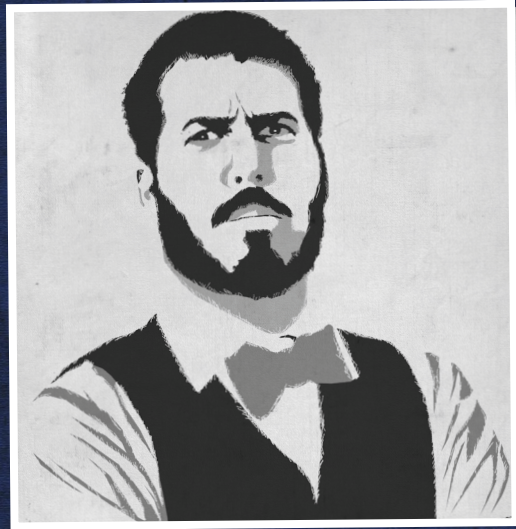
The city falls under the eye and sword of The Watch, who enforces the rules, set by Malek. They are seen as cruel, unforgiving and not to be messed with. They don't need much of a reason to arrest, search or even kill. The prison at the edge of the city is never empty of those The Watch deems a threat.

There are also many rules to break. There is a strict curfew from 10 at night and those found outside are arrested immediately. The races in Ochrem are assigned different districts to make their homes. They are allowed to work any place or to travel to any district during the day, but at night each must return to its district. Citizens must also get written permission to leave the city.

It usually takes a few hours and some extra coin to get a permit from the Tower of the Watch. The Watch always has the right of way and the authority to search a home or wagon.

The entertainment district is called the Dawn's Light and there are many things to see and do here. Pubs and inns can be found throughout the city, but must adhere to the curfew.

There are large cellars in the Summer Zone for when the super blizzards strike, though



MALEK FIRESPEAR

LEADER OF OCHREM

not all are allowed inside. Extra blankets and heaters are distributed throughout the city and citizens are encouraged to ride the storm out at home.

Happy or not, the citizens of Ochrem have little to complain about. Schooling is free, the streets are mostly safe and as long as they don't cause trouble, they continue with their lives unhindered. The taxation is a bit higher than in other cities, but it seems the money is put to good use. Just make sure you don't step out of line where The Watch can see you.

Ochrem



- Garden Towers
- The Preservers
- Children of the Sun Compound

- Tower of The Watch
- Edge of the Heat Spell
- Parks

WALLSIDE

SOME years after the camps were already growing into large towns, people heard of a little town in the Skypillar Mountains. Its founder, Jerod Baaken, was a Weird Scientist and soon people of likeminded interests moved there. Some believe he was already building it when the sun was destroyed. But whatever it may be, today Wallside is a fast-growing city and his great-grandson, Gerald Baaken, is head of the family and the Guild of Gears.

The factories in Wallside produce many of the goods that are for sale in the markets in other cities. Many Weird Scientists also make Wallside their home and it feels like a new invention is unveiled every other week.

Many
Weird
Scientists also
make
Wallside their
home

Wallside is built along the walls of a huge chasm. Massive iron plates are anchored by thick cables against the walls and it's on these flat surfaces that most buildings are built. Most are made of corrugated iron. Some buildings cling to the rock face like ticks and between the walls and platforms are a web of small and large bridges connecting the two sides. Along the walls there are many iron staircases, allowing people to move between levels.

Lava bubbles at the bottom and provides heat for most of the city above it. There are times when the fumes get so bad it is necessary to wear air-filter masks. Those caught without masks when the air gets very foul a Fortitude save is necessary.



There are no heat or light spells in Wallside. No food is grown here, as almost no Nature Wardens live here. Huge chemical lights and smaller magic lanterns are fitted throughout the city and light the many walkways. Hot and leaking steam pipes are everywhere, carrying heat to the upper parts of the city.

The city is divided into many districts. The northern part is called the Factory District. At the top you will find many large warehouses with access to the Archway. The lower you go, the more factories and workshops there are. A huge steam-powered lift connects all the levels and makes it possible to move goods to the top and the waiting caravans. Most citizens work in this area, usually in eight-hour shifts.

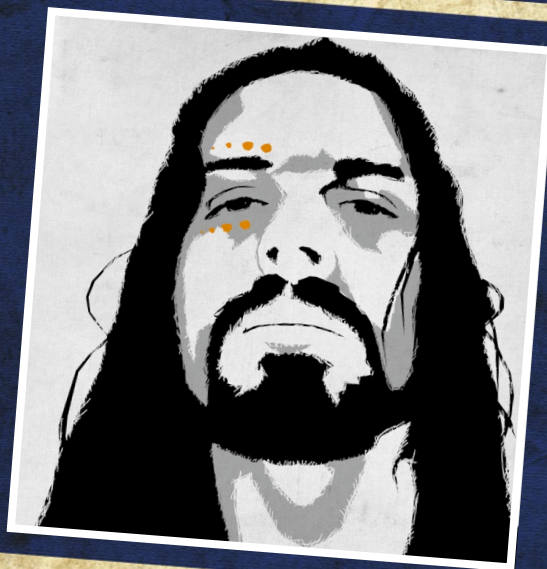
The only entrance to the city is also here. People must take the lift down into the city and from here they must walk to their destination. The many walkways are too narrow to allow any horse-drawn coaches, but if you have coin, there are small pedal carts as well as velopedals for hire.

In the middle is the housing district, but citizens call it The Nests. Hundreds of homes are stacked above each other like a huge birds' nest. Some also hang from the bottom of the level above. At the top is a huge marketplace and below that, the poorest make their homes. The lower you go, the bigger the houses get, as the wealthier citizens live closest to the heat from the lava.

There are also many forms of entertainment found in this district. Places to eat, shops, pubs and the theater, are all here.

The Crown District lies to the south and all of Wallside's administrative, religious and cultural buildings are here. The jail and the Brown Cloaks office lie at the top. Below that are churches, the vaults of the Preservers and other buildings of importance.

Near the bottom are the Great Hall, where the Guild of Gears meets weekly to discuss the city and its governance. Below that are the houses of the wealthiest in Wallside and the Baaken Compound. It is the home of Gerald Baaken, the current head of the



GERALD BAAKEN
HEAD OF THE BAAKEN FAMILY
AND WALLSIDE

Guild of Gears.

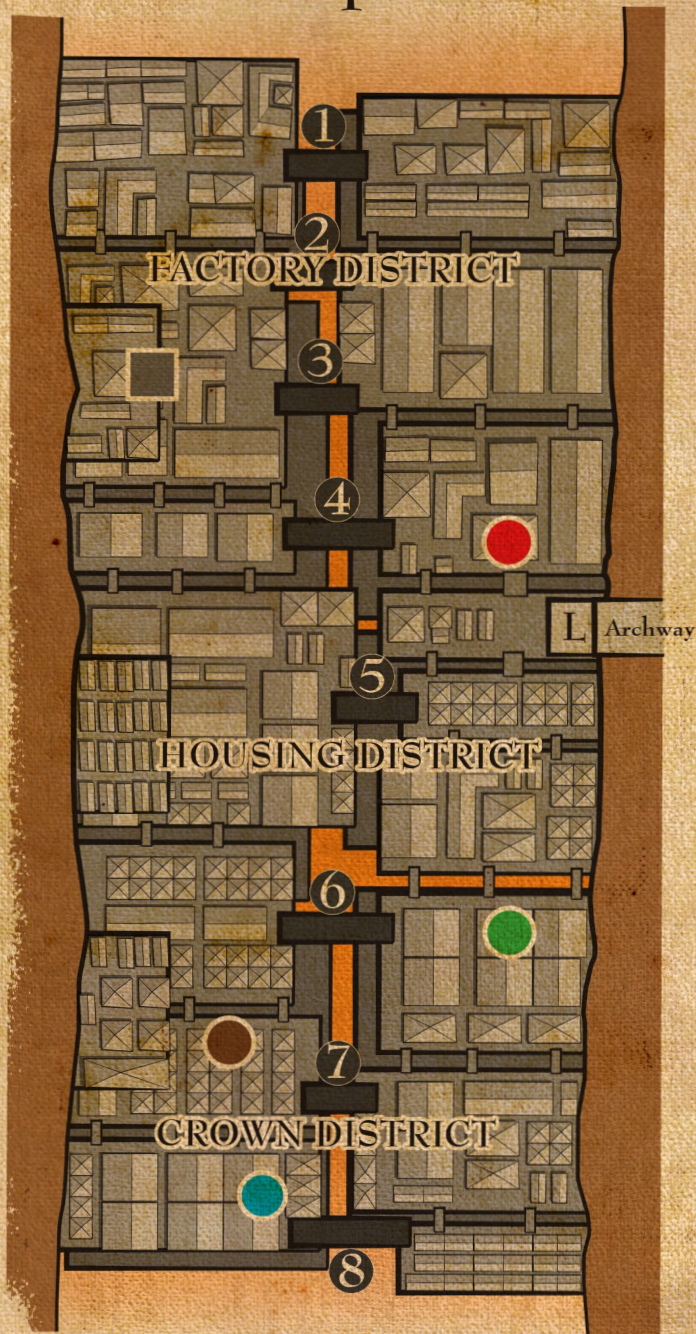
There are eight stone and metal bridges in the city. They are wider than most bridges, with enough space for a carriage (not that they are found here) and some stalls or small shops on the side. The rest of the bridges are made from metal or wood and criss-cross the space between the walls. These bridges are mostly sturdy, though accidents have happened.

The Guild of Gears governs Wallside and all decisions are made by council vote. The Baaken family only heads the council and are

Wallside

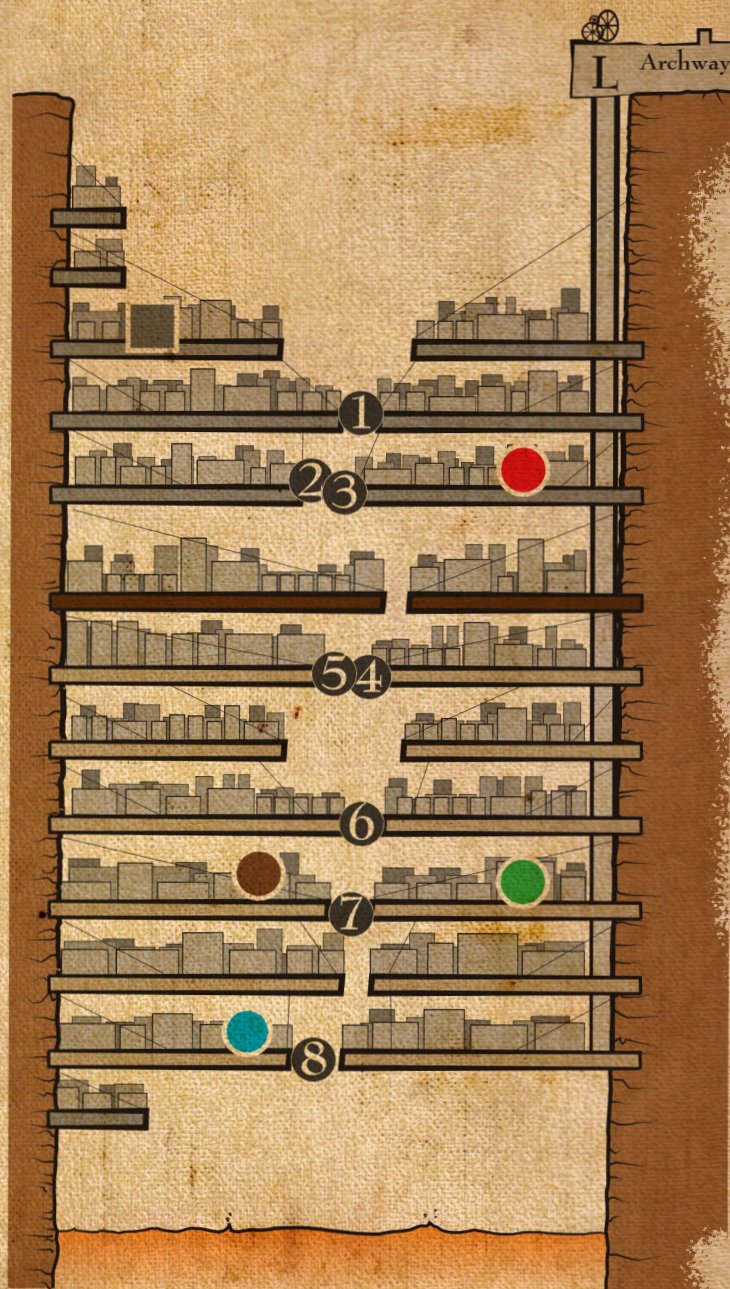
Top

Side



0 1 mile

- ① Grey Bridge
- ② Copper Bridge
- ③ Steel Bridge
- ④ Steam Bridge
- ⑤ Market Bridge
- ⑥ Crown Bridge
- ⑦ Gold Bridge
- ⑧ Sun Bridge



0 100 ft

- Brown Cloaks
- Prison
- The Preservers
- Children of the Sun
- Baaken compound
- L Steam-powered lift

Most food and raw materials need to be imported from other cities. The dwarves supply the iron needed for many products. Although there are gardens of mushrooms and even some cattle pens in the Factory District, most of the food comes from the warden-run cities. This is why Wallside sends out patrols along the Archway closest to it, to make sure the caravans make it to the city safe and sound.

not the sole rulers of Wallside. The Brown Cloaks are tasked with upholding the law in Wallside and patrol the walkways and the entrance. Nattas Stidel stands at the head, but has been growing a bit lax in his old age. He is also the judge in hearings held at the tower every week.

Anyone caught doing something criminal are taken to the Factory District and put to work for no pay and little food. Some work in terrible conditions and in many cases it's a great deterrent for would-be criminals.

Crime is a problem, as in any other city. The crime-ridden areas are in the Factory District and in most of the Nests, especially the top half. There are three thieves' guilds fighting for dominance in Wallside: the Soot Clan, The Steam Clan and the Ash Clan. So far the altercations have been small, but rumors are that there is something big brewing on the horizon.

The surrounding mountains, as well as the chasm, protects Wallside from the worst of the Super blizzards, though it never escapes unscathed.

The dead are usually lowered into the lava, except if the family wants the body to be buried somewhere else. There are no graveyards in Wallside and the city has very few problems from undead like zombies and ghouls. There are many inventions or accidents in laboratories that lead to new kinds of monsters prowling the streets at night though.

Wallside is never quiet and smells of sulphur. Though most races can be found here, there are almost no elves living in Wallside. They hate the industry and pollution in the city and prefer to stay as far away as possible. Ehlerrac is on the edge of an industrial revolution. Endless possibilities are opening up and it's all starting in Wallside.



ORGANIZATIONS

There are many organizations and groups running most everything in the cities. Here are some the major players in the cities.

THE GREEN COUNCIL

THE saviors of Ehlerrac, the Green Council, started the heated camps and provided food for the starving masses. Each Nature Warden ended up as a ruler of one of the cities and their descendants have been in power ever since. They each head a council and together they make the decisions that govern each city. They also head the group

of Nature Wardens that use their powers to grow food, though the day to day work in the towers are left to lower-level Nature Wardens.

See the separate city descriptions for more about each ruler.

THE COUNCIL OF STONE

THE king of each dwarven city heads the Council of Stone. They make the laws and govern each city. Each king is a descendant of the previous one and the same two families

have been in power for hundreds of years.

See the separate city descriptions for more about each ruler and council.

THE BAAKEN FAMILY

JAROD Baaken was the founder of Wallside and his son the inventor of the fast ice skiffs that are used to carry goods and for fishing on Mirror Lake. The family jumped to secure the fishing rights and since it built the only means of travelling over the ice, there were no contenders.

Today, although there are a few smaller fishing companies, most skiff captains and fishermen work for the Baaken family.

The Baaken family has a good reputation among its clients and workers. Pay is fair,

the hours are good and they are honest and friendly. It doesn't mean that they are pushovers, though, as a few pirates and scoundrels have found out. Their skiffs are usually well armed and fast and they know how to handle themselves.

A family compound can be found in each city, it's crest proudly painted on the huge doors. There are always a few family members in attendance at each compound. Gerald Baaken is the current head of the family and he feels it necessary to have loyal people looking after the family affairs in each city.

THE DOJAN FAMILY

LONG before the Archways were finished, the Dojan family was carrying goods between cities. The goods trains were long sleds pulled by wolves or men. It was dangerous work, but thanks to the Archways their business really took off.

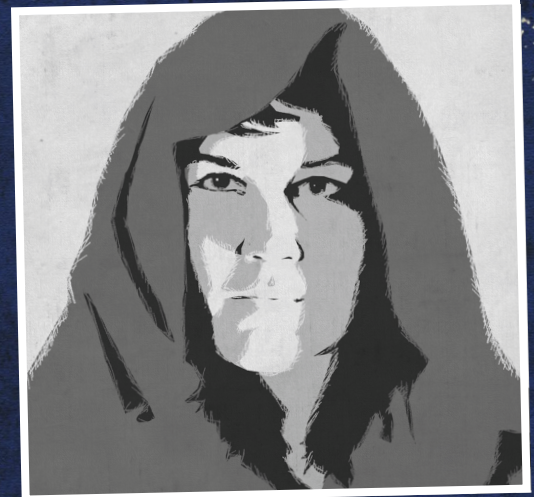
Now they hire the strongest guards and they are some of the few left who still own horses. This means their goods caravans travel much faster than those of any competitors. Because of this, they have a monopoly on travel and goods carrying in Ehlerrac.

Travel to other cities also became faster and easier, as they offer comfortable wagons and coaches for a price, of course. Be it goods or travelers, the wagons and coaches are always well guarded.

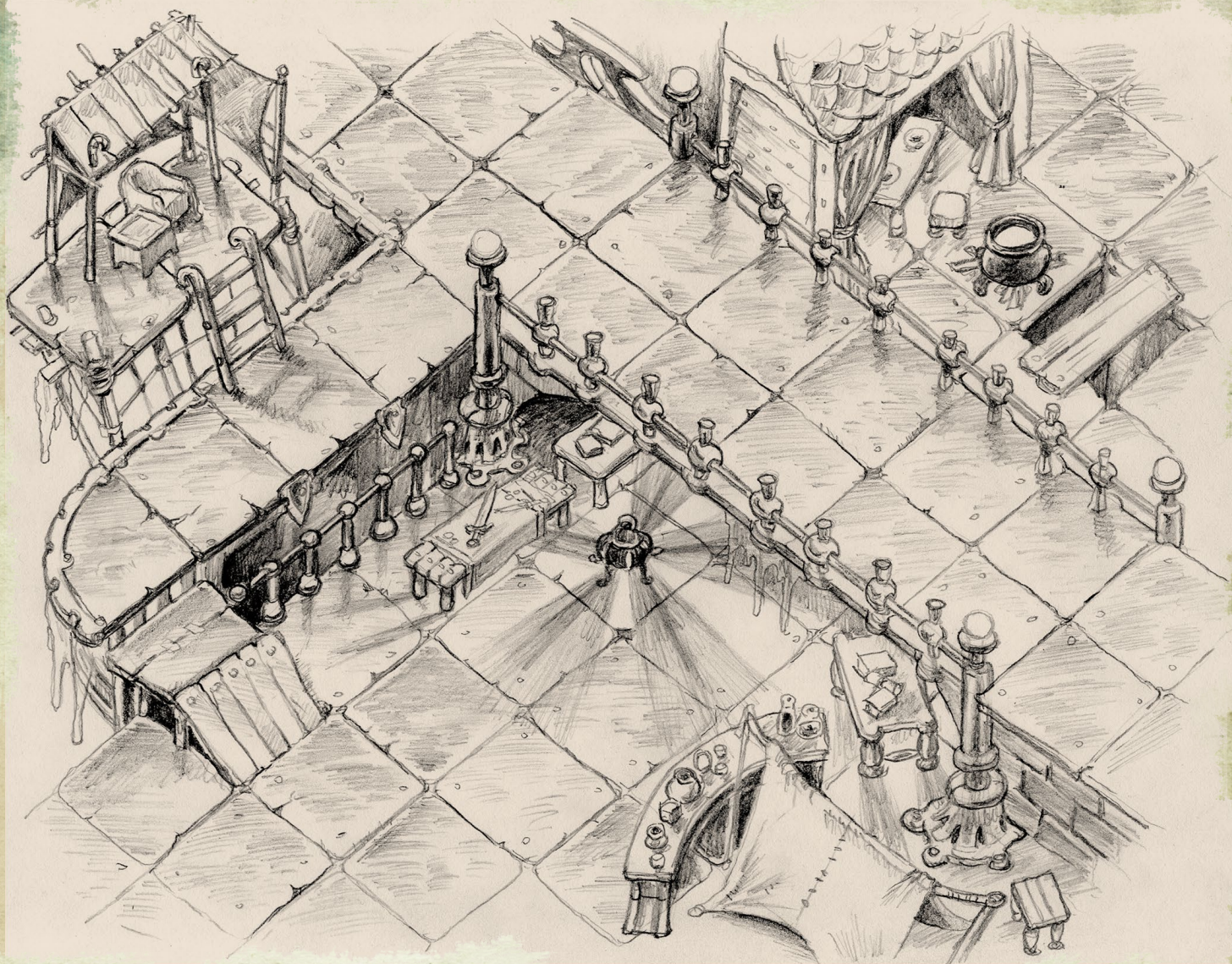
They also rent space in their caravans for those who can't afford their prices, but still wish to travel to other cities with their in wagon. These wagons are found at the back and are not always so safe, as the guards don't always travel so far down the line.

The Dojan family members are in most cases a bunch of hard-headed people. They can be very demanding and difficult, but they are also very protective of their workers and would go the extra mile to make sure their people are safe. Their large wagon yards can usually be found by the gate of each city and their family compounds in the richest areas.

Eileen Dojan is the current head of the family after her husband was killed a year ago while traveling between Wallside and Echovale. While she has been running the business successfully, she has also been spending a lot of gold on investigators, since she believes this was no accident.



EILEEN DOJAN
LEADER OF THE DOJAN FAMILY



THE BROWN CLOAKS

AFTER the Orc Wars a group of warriors came together in Haven and formed the Watch. Their mission was to protect the town and people and to uphold the law. They provided training for any who wanted to join. The men were all dressed in brown and soon the citizens referred to them as Brown Cloaks. Some of the other cities heard about the group and soon new chapters of the Brown Cloaks started popping up.

Today the Brown Cloaks police most of the Nature Warden cities. The group does have its corrupt members, but as a whole the Brown Cloaks are fair and just. They patrol the streets usually in groups of five, with one sergeant in charge. They usually wear leather armor and carry swords.

The head council of the Brown Cloaks in each city also acts as judges. They hold court once a week and hear cases for sentencing. Prisons are usually built on the edge of each city and the cold has claimed many in these cells. Repeat offenders or those guilty of crimes like murder, are sentenced to an Ice Walk. Given a winter cloak, some food and a sword, they are forced out into the wilderness. There are rumors of people surviving this, but so far there has been no proof.



FROST WOLVES

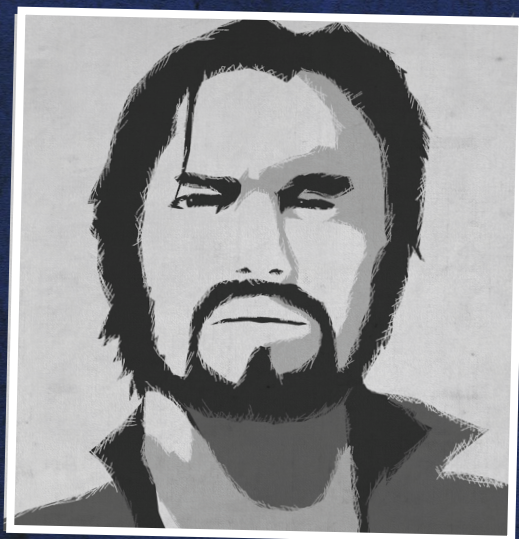
EXPLORERS OF RUINS, ACQUIRERS OF RARE
ARTIFACTS AND ADVENTURERS BRAVING THE
COLD WASTELANDS

STONE GUARD

THE Stone Guard has been upholding the law in dwarven cities for centuries. These stoic dwarves stand guard at entrances to the cities and at the homes of the ruling family and patrol the vast underground caverns. Stern and dedicated, these dwarves are not to be messed with. They are dressed in heavy plate mail and carry war hammers.

There is a separate council that judges any criminals in a weekly meeting. Caverns away from the cities are fitted as jail cells and criminals serve their sentences here.

THE WATCH



ADRASTOS FROSTBORNE

LEADER OF THE FROST WOLVES

THE city watch in Ochrem is feared and rightly so. These masked figures enforce the laws set by Malek Firespear. They have the right to search houses or wagons or arrest anyone they feel are breaking the law. Those that don't disappear, end up in a cell in the prisons on the edge of the city.

The Watch is dressed in leather armor and gray cloaks. They wear fur-lined metal masks with a red hand painted on it to cover their faces.

They carry swords and know how to use them. People call them The Watch in whispers, because they see everything. Many other dark and spooky rumors circulate about Watch members. They allow these rumors to spread. It keeps the citizens in line.

A main council speaks the law, but the detainees sometimes don't make it to the monthly court hearings.

WAYWALKERS

THE roadways between cities are long and dangerous. There are people who prefer the roads and nature to the loud and crowded cities. Though there always were some wayfaring between cities, it was only when the Archways were built that people could travel between cities in relative safety. A group of elfin rangers formed an organization to patrol these Archways. The bravery of these rangers was soon the stuff of legend and today they are always a welcome sight to any traveler.

Waywalkers are identified by their red cloaks and the horn they carry with them. The sound of the horn usually echoes down the Archways when there is danger, but travelers know to always keep an eye out for any trouble, like attacking bandits. Bandits that are caught are usually brought to the nearest city, but the punishment for banditry is execution, so many will fight to the death, instead of surrendering.

Anyone is welcome to join the Waywalkers, but they must first go through rigorous training and not everyone completes it.

PRESERVERS

WHEN disaster struck, cities fell, castles were destroyed and untold numbers of artifacts, books and scrolls were lost. The Preservers are a group of scholars collecting as much as possible from the old world. They pay good money and many explorers traveling into the wilderness are in their employ. Though they protect what they find, they never turn anyone seeking knowledge away. They actively oppose the Children of the Sun, though, and there has been some altercations between the two groups.

They have guarded enclaves in each city and are always looking for brave explorers to head out to the snow covered ruins. Their main base is the library in Emerald Rest, called The Collection of Wisdom, and it is very well protected by mundane and magical means.

CHILDREN OF THE SUN

THIS relatively new group has the city rulers worried. The founding father is a man called Tergan Thrall. His group, some say cult, comprises fanatical members that believe the sun can be re-ignited with enough magic to fuel a spell Thrall has found.

There is not much this group wouldn't do to obtain new artifacts and magic items. There are unsolved murders, robberies and kidnappings in every city that are linked to The Children, but since these are only rumors, nothing can be done.

Their main enclave is in Haven, but they have cells in every city. Many rulers aren't happy to have them there, but since they work hard to project a peaceful and helpful image, nothing can be done about this allegedly evil group as of yet.



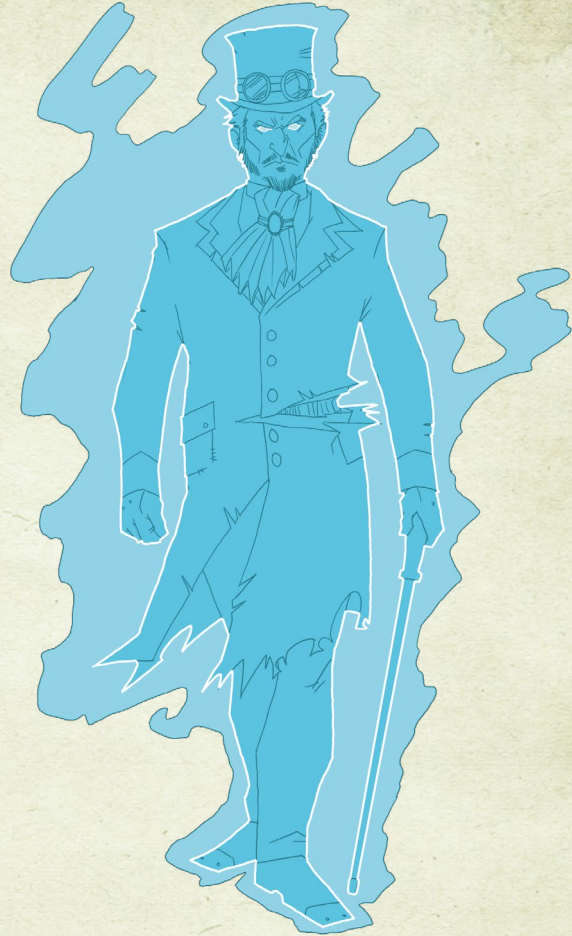
THE VOICELESS

THE Voiceless listen and convey messages from the dead. They are a powerful group in Deadfalls and rule the city in all but name. The zombie guards at the main gate are under their control and it is said that the many ghosts in the streets of Deadfalls are also part of some Voiceless plot.

The dead do more than just flock to Deadfalls, they see almost everything. If they are willing to talk, there is always a member of the Voiceless ready to listen. Most citizens believe that it's not possible to keep a secret from this group.

Their conclave is a gray building near the center of the Summer Zone. It is also guarded by zombies and not many people have seen the inside of this mysterious structure.

Even though the members always wear gray and appear grim, they make every effort to be friendly and to dispel the notion that necromancers are all evil.



RELIGION

WHEN the bitter wind rattles the shutters, or a frost giant smashes the Archway around a caravan, it is always a comfort to beseech the gods for protection. Religion is an important part of the society of Ehlerrac, more so after the cataclysm than before.

There are numerous churches in the cities and many attend services on the day of Kneel. The gods are very active in the world and their influence is felt by many. The call to do their work and spread their word goes out to everyone and many devotees answer it.

The pantheon of Ehlerrac comprises of four deities. Their various aspects are worshipped by different groups and races. No god is just good or evil, it depends on the aspect venerated and the follower.

IHLANAR – THE LIGHT

IN a world so dark, Ihlantar has many followers. Those looking for safety and truth find refuge in her. She goes by many names. Some call her the Guardian, the Light or the Flame while others call her the Lady of the Dawn. She has worshippers among all the races except the goblins.

When she chooses to show herself, she is usually seen as a female, covered by glowing runes. It is difficult to discern any features, but her eyes glow even brighter than the runes. She usually carries a torch and sometimes a sword as well. Her symbol is a stylized torch and it's displayed proudly on her church doors, her clerics' regalia and the armor of her warriors. Her churches offer healing to the sick and injured.

Ihlanar's aspects are life, protection, light, safety, kindness and honesty. She is worshipped by most elves for her life and honesty aspects. Most other believers worship her light and protection aspects. Her symbol is painted on many doors and windows in the cities or worn as small pendants around the necks of travelers and adventurers.

The main cathedral dedicated to Ihlanar and venue of the highest church council is in Haven. It is a beautiful building, it's veneer illuminated by magic and the doors always open for those in need.



THALREC – THE DARK

THE dwarves believe that you can hear Thalrec's voice in the dark, silent caverns below the earth. Others believe that he is the one who ushers souls into the afterlife and is present at every death.

Thalrec teaches that death is nothing to fear. It is the natural end of all things and the beginning of something new. Some other names for him are The Darkness, the Silent Companion or the Sleep Walker.

Dwarves, goblins and half-orc comprise most of his followers, though there other members from other races as well. Not many elves follow Thalrec, though, and most Halflings prefer the Lord of Change.

Thalrec usually shows himself as a humanoid (dwarven, human or goblin), with the head of a spider. Dressed in black, he always wears a skull locket around his neck.

His symbol is usually a stylized skull. His clerics offer relief for the suffering and the dying. They help the families cope with loss as well.



THORN - THE CHANGE

LIFE is filled with change and random happenings. A man can pick up a gold coin on the street and be crushed by a wagon an instant later. Mostly half-folk and goblins are followers of Thorn, though many thieves venerate him too. They live a life as if there are no consequences and it's nice to know that your god condones this kind of behavior.

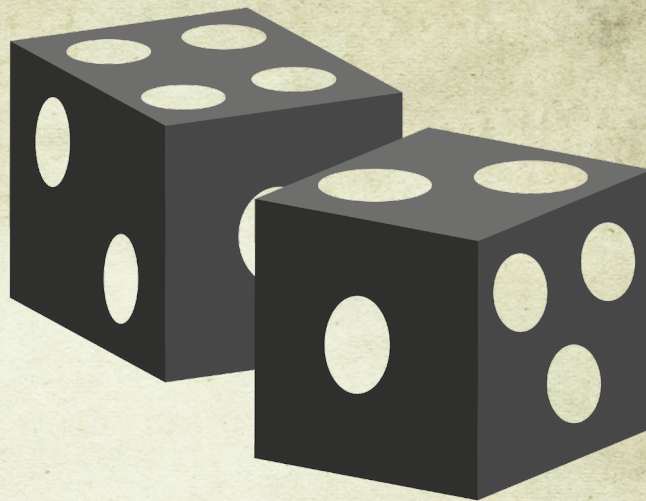
Thorn is also known as the Lord of Change or the Dice Lord. His symbol are two dice. His clerics love to travel, spread his word and experience life. Good or bad, you will always find a Cleric of Change close by.

When appearing to followers, Thorn is usually seen as a humanoid, tall and thin, long arms and legs, but with no face. He is always dressed in travelers' clothes. Thorn hinders as much as he helps, so his visits aren't always welcome.

His aspects are change, randomness and trickery. This randomness carries over to the church as it has no formal leaders. Each church, monastery or shelter is run by the local clerics. No one has influence over the other

and what each group decides works best for them, goes.

Sometimes just being close to a Cleric of Change is enough to be influenced by Thorn. When this happens, the GM may wish to roll a D4. If the number is between 1 and 4; a 1 or 3 means that little mischief happens, while a 2 or 4 brings something beneficial. The GM will decide when rolling this dice is necessary.



RUKSAU – THE COLD

NOT long after the sun was destroyed and the world started freezing, the name Ruksau started popping up. Though not many people knew much about this new god, the religion was spreading like wildfire. It seemed as if the will of the God of Ice was changing Ehlerrac and his following grew daily.

Ruksau is also known as the Frost Lord, the Big Chill or the Ice Father. His symbol is a stylized ice crystal and this symbol is also burned into his clerics when his miracles backlash.

Believers who have seen him, claim that he looks like a supernaturally beautiful young man, dressed in noble clothes of gray. He seems stern and a bit distant and only a few have mentioned the stench of death surrounding him.

Raksau's aspects are the cold, equality and sleep. Many believe that he watches you as you sleep and protects you from bad dreams.

His church leaders work from a large building in Ochrem made from what appears to be blocks of ice. They are very stern and live by rigid rules and guidelines. They expect the same of their followers and there is a long list of atonements to ask for forgiveness after committing a sin.



THE THREE HELLS

Most folk on Ehlerrac know that there are realms where evil reigns and where suffering is a way of life (so to speak). They call it the Three Hells. Here demons live and play with the souls of mortals.

THE SILENCE

The first hell is called The Silence. Here everyone is blind and deaf. They stumble around in a world not meant for normal eyes. The lurker-demons herd and harass all in this realm. They feed on hopelessness and grief. Sometimes they find their way to the mortal world and revel in the anguish and destruction they cause.

The ruler of this realm is called The Silent Watcher. Little is known of him except that he has but one giant eye and that he is the source of many nightmares on Ehlerrac.

THE BLEEDING

The second hell is called The Bleeding. Almost every surface is sharp or jagged. Moving here is like crawling through a tunnel of razorblades. Demons with spikes, claws and huge fangs run rampant in the realm. They rend and tear through anything and are always looking for fresh meat. They feed on the pain they cause.

The destruction and death that even a single demon can cause on the mortal realm is immeasurable. There are tales and legends of whole towns disappearing in a single night and of small armies fighting desperately to stop these demons.

Nobody knows of any rulers in this realm, but sometimes it seems like some unseen force guides the actions of the lesser demons.



THE HORROR

The third and last realm is called The Horror. Here demons show you your worst fears and feed on the resulting terror. They love playing mind games, but also enjoy the odd bit of torture. This realm is dark and filled with bad dreams and unimaginable horrors. Screams echo across wastelands, but many aren't even aware of where they are as they are trapped in their personal nightmare.

The ruler of this realm, a large demon known as The Dream Hunter, searches for every opportunity to send demons to the world of Azegar. He plans to make it part of his realm and rule over all.

CALENDAR AND FESTIVALS

Where once the planet had seasons, it is now locked in perpetual winter. Years after the cataclysm, when things started calming down, a new calendar was introduced as no one could remember for how long the sun had been dead.

A year on Azegar has 360 days and 12 months. A month has 5 weeks and a week has 6 days.

The first two days of the week are work-days. Then a day of rest follows, with two workdays again.

The last day of the week is a holy day and worshippers visit churches and spend the rest of the day with their families and friends.

The names of the days are:

1. First Day
2. Moor Day
3. Rest Day
4. Second Day
5. Rise Day
6. Kneel Day



When the new calendar was introduced, they kept many of the old names, though the seasons or events they refer to mostly don't exist anymore. It was decided to name the first month Lucent because the calendar started counting from the day the light spells were cast for the first time.

FESTIVALS

There are a few festival days that are celebrated throughout Ehlerrac, though each city has some of its own during the year. During these days most workers get the day off. There are also lots of food and drink, a few speeches and parades and music to keep the masses entertained.

The Day of First Light is celebrated on the 1st day of Lucent. The powerful light spells went up over most of the cities and broke the darkness that covered them. Now every year there are parades and music in every city.

The smells from many different food stalls hang in the air and the ale is half price. Flares and light sticks (once-off wands that shoot a few small globes) are sold and at 12 in the afternoon revelers shoot everything into the air.

Many buildings are decorated with magic, glow with wizardly fire and the streets are also lit with extra magic spells and globes.

This is the most popular festival of all and preparations start months in advance. It takes almost as long for the merrymakers to recover afterwards.

The Day of Black is a mourning day, to commemorate all who have died during and after the cataclysm. Black candles burn in many windows and though there are no parades, citizens walk in large groups to their places of worship. Everything in the cities grinds to a halt during this time.

Each god has one holy day a year when his or her followers get the workday off, attend

The months are:

- | | |
|---------------|-------------|
| 1. Lucent | 8. Umbragt |
| 2. Elios | 9. Frost |
| 3. Sumner | 10. Kelen |
| 4. High Point | 11. Fallain |
| 5. Rolenta | 12. Spring |
| 6. Turning | |
| 7. Harvest | |

services at their place of worship and spend the day with family and friends.

Though there is one day each week for church services, this day is a day of gratitude for all the god has done. Small effigies of the god are burned and then dinner is shared with family and friends.

For obvious reasons the first day of Frost is reserved as a holy day for Ruksau and the first day of Lucent is reserved for Ihlanar. The holy day for Thorn is on the 1st of Turning and for Thalrec on the 30th of Fallain.

Each city also celebrates the ruler's birthday in its own way. This is also a day filled with food and drink and a large parade in the rulers honor. Banners and posters baring his or her likeness are usually hung throughout the city and many souvenirs are sold at stalls. The rest of the festivities depend on each city.

It is said that if you are quiet enough, you can hear the whispers of the dead in Deadfalls. The Day of Listening is a day when everybody tries to be as quiet as possible and listen for any messages from the beyond.

People wrap cloth around their shoes and wagon wheels. They talk softly and only when necessary, otherwise nobody says a word.

The whole city concentrates on hearing any communications from spirits. There have been quite a few messages recorded over the years. Sometimes the dead warn of things to come. Sometimes they name

killers by name or speak in riddles. No matter what, everything said is recorded in a large tome in the fortress of the Voiceless.

The days each city celebrate are:

1. **Haven** – Birthday: 20th of Elios
 2. **Wallside** – Birthday: 3rd of Lucent
 3. **Echo** – Birthday: 18th of Kelen
 4. **Mirror's Edge** – Birthday: 27th of Harvest
 5. **Drogan** – Birthday: 8th of Rolenta
 6. **Emerald Rest** – Birthday: 15th of High Point
 7. **Ochrem** – Birthday: 29th of Frost
 8. **Deadfalls** – Birthday: 12th of Harvest
- Day of Listening: 1st of Umbragt

Other holidays:

1. **Day of Black** – 18th of Frost
2. **Ihlanar** – 23rd of Harvest
3. **Thalrec** – 5th of High Point
4. **Thorn** – 10th of Harvest
5. **Ruksau** – 25th of Elios



Again the frost giant smashed his club onto the roof of the Archway. Pieces of tile rained down on the caravan and the panicked passengers. "Do something, Bellock!" the guard master, Rathelon, yelled as he came running. "What in the three hells are we paying you for?" Bellock smiled, not taking his eyes off the widening hole in the roof. "Just waiting for the right time, sir." The guard master was still sputtering when a massive face appeared in the hole above them. "Sha-kaire!" Bellock yelled and sent a large fireball streaking towards the frost giant. The giant tried to jerk its head away, but the fireball exploded with a roar in its ugly face. The frost giant disappeared into the dark, howling with pain. The ground shook beneath their feet as it came crashing down. Bellock laughed. "Go back to your mountain, ugly!" Then the roof started to shake as two more frost giants smashed their clubs onto it. The guard master stared at Bellock. "How many times can you cast that spell?"

MAGIC

MAGIC is a big part of everyone's life on Ehlerrac. No one would be alive today without it. It heats the cities, lights the streets and houses and grows food. There are two factions using magic.

Paladins, Nature Wardens and clerics' spells are fueled by belief, while wizards and sorcerers use the raw energy of magic to power their spells. Magic-users need their voice to cast their spells. If magic users are silenced, they can't cast any spells.

Magic means power and status and in most cases the wealthy living in the Summer Zone are magic-users of some kind.

There are schools of magic in every city and many sign up for the student trials to gain admission. In these trials, potential applicants are tested for magic aptitude, concentration and problem solving. In some cases, a high enough donation assures


a candidate's place. Though most schools are run by reputable wizards, a few of the schools are in it only for the money and their students' skills never rate very high.

The Scheever School of Magic in Haven is the most prestigious and some of the best wizards started their careers here.

Those called for a holy purpose receive training at their church, but any combat skills are taught by the Brown Cloaks or ex-soldiers.

Not everyone chosen is a young acolyte. Believers from every walk of life hear the call and this means that combat training isn't always needed.

Many still go to the church for help controlling their spells, but there are those few that are natural casters, such as sorcerers and don't need help controlling their magic.

—  —
Be quiet! It's
moving
closer.





Ehlerrac

- City
- Town
- ⊗ Sunshard mining
- Archway
- Icerun
- ▲▲▲▲▲ Underground tunnel

||||| Archway not completed

0 50 miles

Gower hunched against the wall and signaled for the group hiding under the table to stay quiet. The dreadful screaming from the house next door had stopped and he was worried the attackers might search this one next. He took a quick peek through the curtain. The town seemed deserted and smoke was billowing from the windows of the Frozen Orc Inn. A horse stormed past, its eyes rolling in terror as it disappeared down the Archway.

Then heavy footsteps thundered past the window and the light was cut off. Gower saw huge stone fists before he ducked down. Holding his breath, he waited. The door shuddered as the first blow fell. "Lady of the Dawn, please shine your light over us", he prayed as he slowly unsheathed his sword. More blows rocked the house, but then everything went quiet. Five minutes passed and Gower crawled back to the window. Slowly he moved the curtain out of the way. "They're gone", he whispered.

GAME MASTER SECTION

LIFE is hard on Ehlerrac. The sun has been destroyed, temperatures are dangerously low and if not for the Nature Wardens, there would be no food. But if you think those are the only dangers, you are in for a huge surprise.

This section is meant for Game Masters. If you are a player, skip this section. Why spoil it for yourself?

This section has some suggestions for when you run the game, but also details on some other story events happening on Ehlerrac.

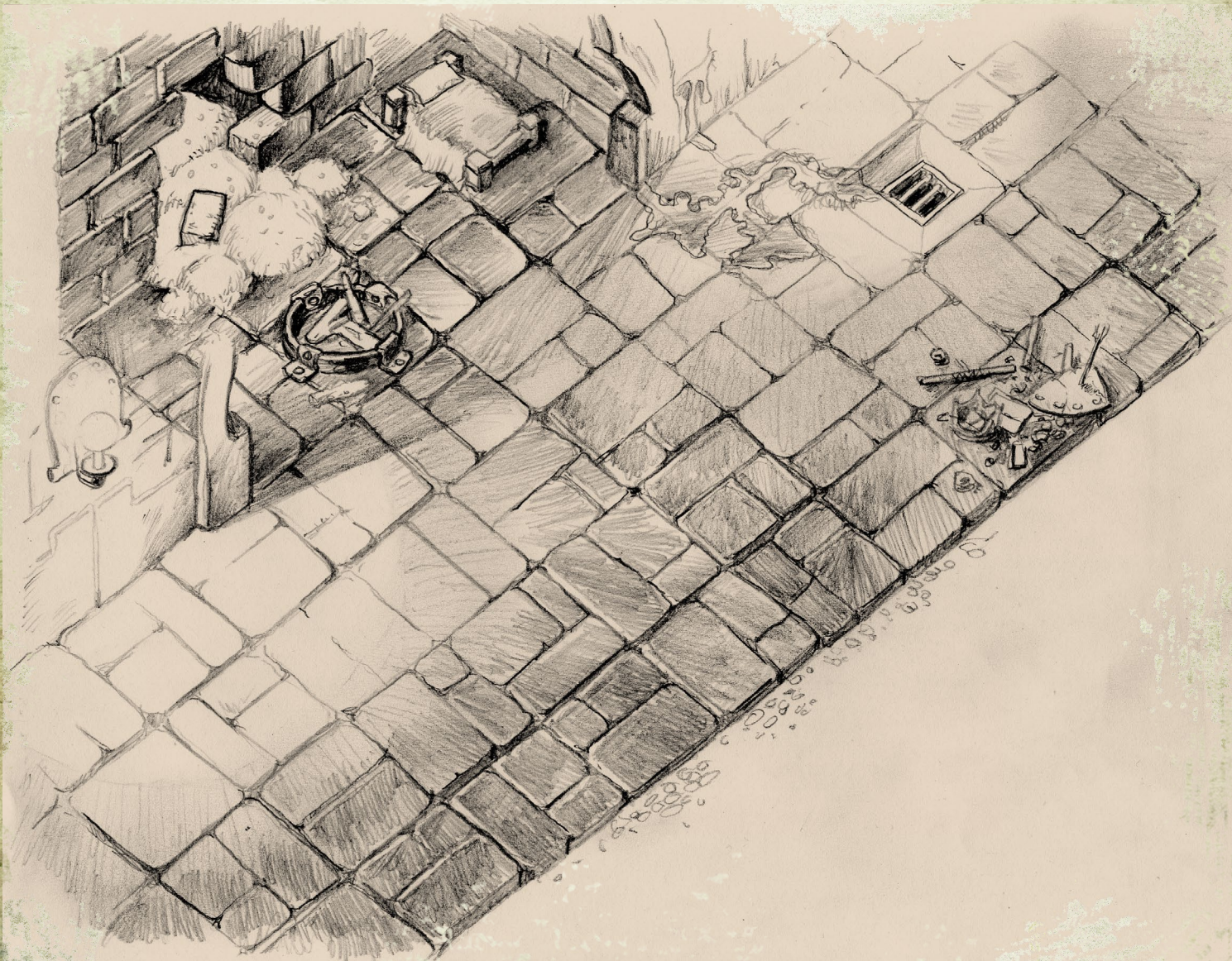
For now these are just story ideas for the Game Master.



CROWDED AND COLD

THIS is not your basic fantasy world. The frozen world of Ehlerac differs from other settings in two major ways. The giant cities and the dark, freezing environment are its major key theme points. These should flavor every story and draw the player into the different and exciting world of *Winter Eternal*. Here are some ideas for you as Game Master to help the players experience this new setting.

All the cities are extremely crowded. This is one of the themes a Games Master must constantly convey to his players. When the heroes are walking in the city, describe the masses of people around them; how difficult it is to move through large crowds. Describe the levels of houses built on top of each other, the smells and the noise of so many living together. It's better in the Summer Zones, but even there it's usually busy.



Only in the center of the cities, where the very rich and powerful live, is it quieter and less crowded. The only city that has a guarded access to the Summer Zone is Ochrem, though characters that aren't wealthy might still need a reason to walk around in most Summer Zones after hours, if asked.

Many citizens have work, but there are also a fair amount of beggars on the streets. Wagons and coaches usually move slowly down the streets. The sounds of vendors calling out from shops and stalls compete with sounds like children playing or the droning conversations of hundreds of people.

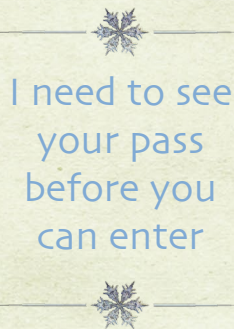
Then there is the cold. While constant Fortitude Saves aren't necessary, especially in the Autumn Zones, be sure your players are always aware that it's cold outside. And the further you get from civilization, the colder it gets. Winter clothes are needed

and you really feel the bite on any exposed body parts.

When traveling in the Archways it's a little better than outside, but it's still cold. Freezing winds blow in through the small windows near the roof. Icicles might form near these openings. The Heat spells help, but they aren't as strong as in the cities. Winter clothes are also needed and a thick, warm bedroll is essential. The Heat spells are stronger in the rest areas.

Outside the Archways you can freeze to death in minutes. Describe the numbing cold and the difficulty of breathing. Little touches, like a frozen waterskin can help the players understand just how dangerous it is out in the wilderness.

During the day, the standard orange-tinted lighting outside is Dim and at night the usual Darkness penalties are used.



RULES FOR HANDLING COLD

Although the Pathfinder gamemastering guide contains advice on how to deal with cold and extreme cold, in Winter Eternal it is intended to be more of a focus. As such, below you will find some setting specific rules for dealing with cold conditions

IN THE CITY

Summer Zone:

- No Saves Necessary

During a Super Blizzard

Summer Zone:

- No Protection; Fort Save DC15 every 10 minutes or Take 1d6 non-lethal Damage
- Winter Clothes; Fort Save DC10 every hour or Take 1d4 non-lethal damage

Autumn Zone:

- Winter Clothes; No Saves Necessary
- No Protection; fort save DC15 every hour or take 1d4 Non-Lethal Damage

Autumn Zone:

- No Protection; Fort Save DC20 Every 5 minutes or take 1d10 Non-lethal Damage
- Winter Clothing; Fort Save DC15 every 20 minutes or take 1d8 non-lethal damage

IN THE ARCHWAYS

- No Protection; fort save DC15 every 30 minutes or take 1d6 Non-lethal Damage
- Winter Clothes; fort save DC15 every 4 hours or take 1d6 Non-lethal Damage

During a Super Blizzard

- No Protection; Fort Save DC20 Every 5 minutes or take 1d10 Non-lethal Damage
- Winter Clothing; Fort Save DC15 every 20 minutes or take 1d8 non-lethal damage

IN THE WILDERNESS

- No Protection; Fort Save DC20 Every 5 minutes or take 1d10 Non-lethal Damage
- Winter Clothing; Fort Save DC15 every 20 minutes or take 1d8 Non-lethal
- Ice suit; No check necessary

During a Super Blizzard

- Ice suit or Sunshard tent; No check necessary
- No protection or winter clothing; fort save DC15 every 15 minutes to save vs death

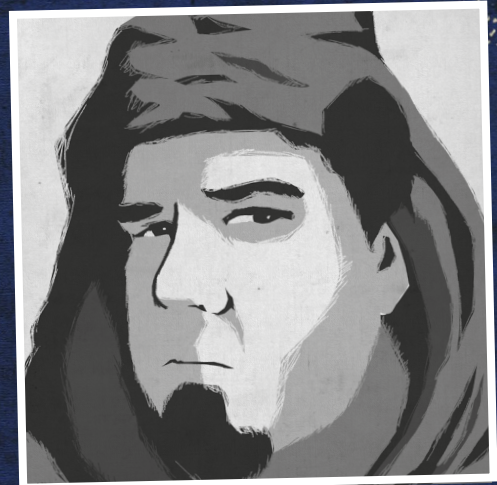
Once any character takes non-lethal damage equal to his hit points, he will begin to take lethal damage. Any character who takes any lethal damage from cold will be frost bitten (treat the character as fatigued)

RED SHARDS

DURING the cataclysm many shards rained down on Ehlerac. Years later explorers found an orange shard in a small crater.

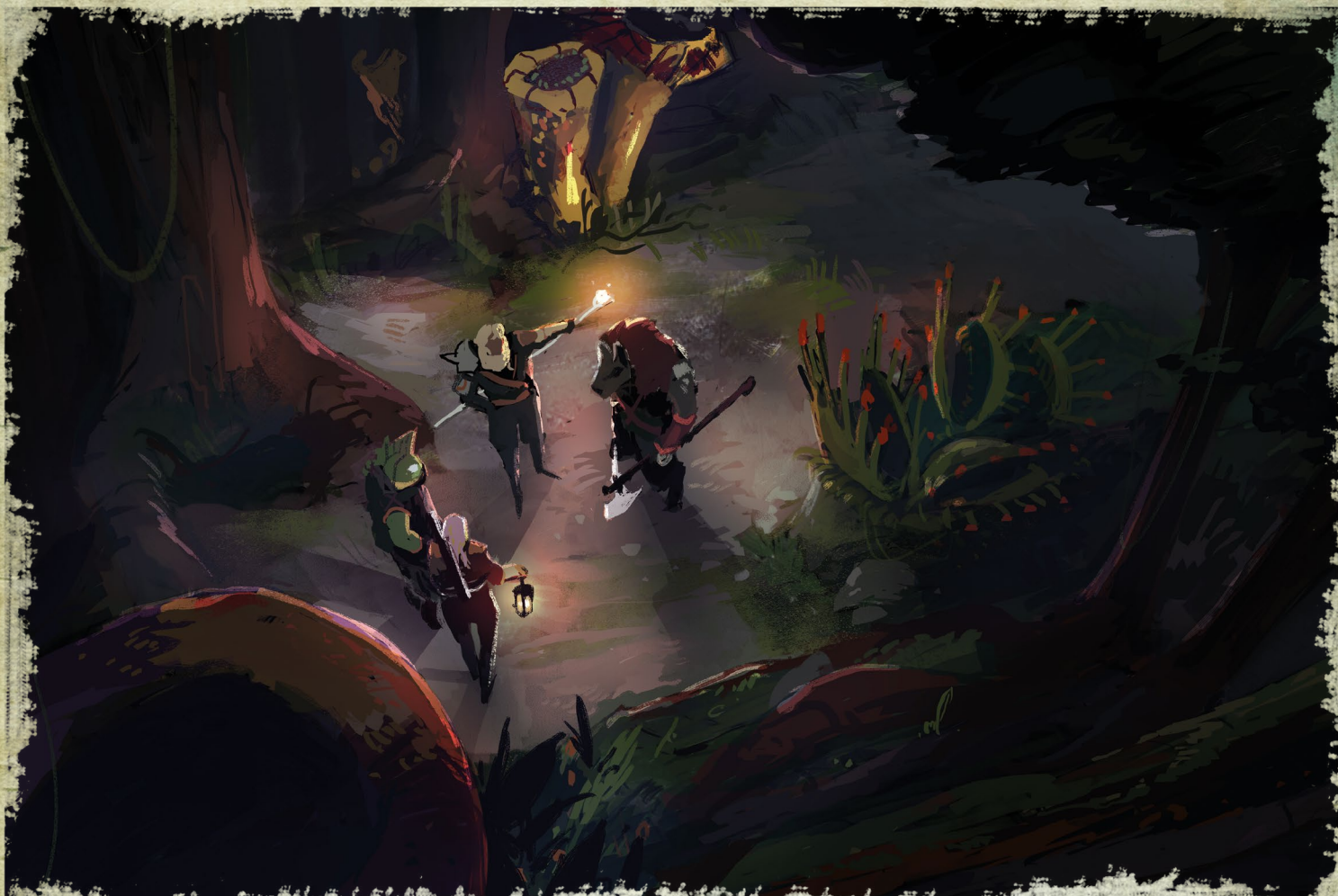
Weird Scientist experiments showed that when you shine a light on even a small piece of shard, it heats up very quickly. They started using the shards in inventions like the ice suit. Feel free to make more shards of different color with different effects. But here is an idea of one type that is a bit more deadly.

In the wilderness there are large, undiscovered craters where red shards fell to earth. For five to ten miles around these impact sites the plants and trees are growing just as big and green as they always did. There is no snow on the ground and even the wind isn't as cold as outside. Animals move through the undergrowth and birds flutter among the branches and they all seem unaffected by the dark and cold.



**RALONAN
MISTBORN**

ADVENTURING MAGE AND
VIGILANTE



On closer inspection however, everything is slightly different and mutated. On the edge, the changes are small, but the closer to the red shard you get, the more pronounced the mutations.

There are mice the size of horses with poisonous barbs on their back. Birds with razor sharp wings and a taste for blood swoop through the treetops. Some plants and trees gained sentience and there might be tribes of a new plant race protecting the red shard. There are many new and different species to be found in these areas.

In the bestiary there are examples of possible mutations, but feel free to add more of your own.

Some of these red shards also fell on the old cities, towns or castles from before the cataclysm. In some of these ruins there are more than just mutated animals and plants moving about. Even the undead are changed by these red shards. Some have

grown bigger, meaner or more intelligent. It is extremely dangerous to travel in these areas.



Some explorers might have found these sites before, but since no one knows of the red shards, it's obvious they didn't survive to tell of their discovery. For now these areas with red shards are undiscovered; it is up to the GM when he wants to introduce the areas and the new shards.

Now that explorers can use ice suits to explore further into the wilderness, it is only a matter of time before they find one of these craters.

Red shards are extremely volatile and dangerous, but also add power to a weapon or armor it is slotted into. There is a 40% chance it will explode when dropped or when being cut into smaller shards. Red shards add a +1 bonus to damage when slotted into a weapon or a +1 to an armor bonus. It also glows with

the same intensity as a candle. Only one shard per weapon and armor, the bonuses don't stack.

Then there is the mutation effect it has on its surroundings. When working with a big piece, like an Weird Scientist might, make a d20 check every 2 weeks. A shard in a hero's possession requires a d20 check after every 2 months. Then consult the following table:

RED SHARD EFFECTS TABLE

1d20	Effect
1-2	Disturbing Laughter: Although the character may not feel especially happy for the next 1d4 hours they will need to roll a dc10 will save every 20 minutes or laugh hysterically and uncontrollably.
3-4	Mutation: The character suffers some physical alteration. It can be anything from the loss of a die type in a certain Attribute to major changes like horns, fangs, weird eyes or a tail. While a mutation could have a Hindrance associated with it, it doesn't mean it can't add a bonus as well. Be careful with these bonuses, though, nothing more than a +1. For example, abnormally long arms might give a -2 to Charisma, but could add +1 to climbing checks. The GM has final say on any mutation.
5-6	Majorly Panicky: The character is scared to their wits end of just about everything for the next 1d4 hours they will need to roll a dc15 will save every 30 minutes save vs panic.
7-8	Knocked Out: The character's brain shuts down for 1d4 hours, and they fall unconscious.
9-10	Headaches & Nausea: The character Experiences headaches and becomes nauseated
11-12	Migraine: The character suffers Blurred vision, slurred speech, immense headaches, vomiting, trouble sleeping and concentrating and will receive a -3 penalty to all rolls. This effect will last from 1 – 72 hours or until a successful DC17 Fort Save is made.
13-14	Hysterical Paralysis: The character becomes immensely, and completely irrationally, psychologically stressed, which manifests physically. The Character is psychosomatically paralyzed for 1d4 Hours.
15-16	Hysterical Blindness: The character becomes immensely, and completely irrationally, psychologically stressed, which manifests physically. The Character is psychosomatically blinded for 1d4 Hours.
17-18	Sick: The character becomes sickened, coughing and vomiting. He has trouble sleeping and concentrating.
19-20	No Effect: The character is lucky and isn't effected by the red crystal

As GM you should put lots of emphasis on how creepy these mutated areas are. It is like nothing the people of Ehlerac have ever seen. The whole place feels wrong the deeper you go in. Giant green trees swaying in the wind, weird bird calls and the constant feeling of being watched are just a few of the things to describe. There are many dangers here, but also many chances for exciting adventures.

Adventures in red shard craters should probably be left for higher ranks adventure, so you as GM do not have to add red shards to your game just yet. What other color shards are there? What do they do and what effects do they have? That is up to you as GM; the possibilities could be endless.

THE LOST ORC TRIBES

WHEN the Orc Wars ended, the surviving orcs disappeared and were never seen again. They were thought to have died out in the frozen wilderness.

Many orcs did starve or freeze to death, but a few small groups survived. They managed to find food and shelter in the ruins of an old city, but things changed when they discovered a red shard crater some time later.

Suddenly they had food and warmth and the small groups of survivors set up villages near the center of the crater. The small villages have grown into large settlements.

The many years living so close to a red shard has brought many changes to these surviving orcs. They have become bigger and more feral. Their skins turned white and many showed mutations like extra limbs, tails or horns.

The fact that the mutation effect of the crystal drove many of the orcs insane did not help creatures with such a volatile nature.

They are very protective of their territory and attack without mercy any who trespass. They are mostly content to stay in the crater and rarely venture out into the cold.



One of the tribes has different plans, though. Scouts of the Redeye tribe found the nearby Archway and have followed it to some of the smaller towns. Haven was mentioned and its riches caused the leader, called Grimshog, to look at the city with envious eyes. He has been slowly building an orc army and the order to attack could come at any time.

THE STONE INVADERS

CALEB the Black is a wizard with huge dreams. He felt that the whole of Ehlerac should be under his rule. On a small island south of the continent he built a castle and started working on his golem army.

He also kept his eyes on the heavens. His plan was to pull a piece of rock from the sky, letting it smash into the continent. In the ensuing chaos, his golems would attack and conquer the surviving armies with ease.

He sent two ships filled with armies of golems to Ehlerac. They would make landfall and make their way slowly inland. He was still searching the skies when the sun exploded. As the planet was being ravaged by the explosion, Caleb became trapped underground when a large piece of meteorite struck his island hideaway.

For months he tried in vain to dig his way out. His body wasted away and in a last desperate attempt to save himself, he transferred his consciousness to one of his golems.

In the following years he jumped from body to body, while his remaining golems kept digging. His consciousness is now housed inside a black obsidian golem and he is a frightening sight to behold. His thirst for conquering hasn't lessened with time and once again he turns his eyes on Ehlerac.

The ships with his army sank during the cataclysm and hundreds of golems were lying inert on the bottom of Dagger Bay.

About a year ago Caleb managed to reconnect with his golems and he has sent out a few scouts to find out what is happening on the continent.

No one alive remembers Caleb or knows of his plans. There have been some attacks on caravans, of glimpsed forms in the dark.

Rumors speak of faceless monsters, large bulky humanoids that attack and disappear, leaving only death in their wake.

Most dismiss these rumors as stories to frighten children. What they don't realize is that Caleb is gathering information on the cities and its people. What he plans to do with it remains to be seen.

For now you as GM can use the golems as glimpsed figures or for small encounters outside or in the Archways. Don't give anything away just yet about Caleb or his plans. Let the golems remain a mystery for a little bit longer.



KELEN BRACE

ADVENTURER AND INVESTIGATOR

THE FALSE GOD

GODS exist through belief and thrive with worship. The more believers, the more powerful a god becomes. After the cataclysm, many people lost hope and faith. Ruksau appeared and many chose to follow him in the cold and desolate times after the sun was destroyed. Not many know where this new god came from and he likes to keep it that way.

For Ruksau is in truth a lesser demon called Mertaghuul, disguised as a holy entity. He is growing fat and powerful on the belief of his many followers and he plans to one day make Ehlerrac his seat of power.

When he has grown strong enough to take on the lords of the three hells, he will storm their strongholds with an army of souls he has gathered on Ehlerrac. He plans on ruling more than just the planet of Azegar. He feels the Three Hells should be his as well.

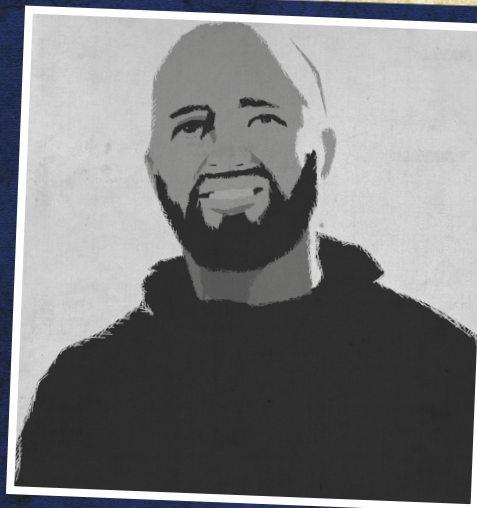
For now, he is biding his time. He gains more followers every day and he gives his clerics and Followers of Frost some of his power. None of his followers know the nature of the entity they believe in and the few who has found out all met some nasty end or decided to work for the demon.

Followers of Frost walk a thin line between the holy and the infernal. Usually they remain calm and cold, their powers and inner sanctum reflecting this, but on the occasion that their will fails; the real nature of their god is revealed. Their eyes glow deep red, their powers shifting, becoming fire, until they regain control. The hero is insane with rage and hate. He yells and screams and might even attack party members or bystanders if he hates them enough.

Every further level in his training a Follower of frost wishes to take may push him further to the edge; the dichotomy of the false god is extremely difficult to handle and may

give the character a point of 'Ruksau's Corruption'. If this happens, the symbol of Ruksau will be burned somewhere on the character's body. The player must make a note of each burn mark.

After 15 burn marks, or points of corruption, the player is forcibly converted to chaotic evil. The player may wish to relinquish control of the character at this point, but of course, that is their choice.



SVEN ICESHIELD
FOLLOWER OF FROST

THE DEAD RULER

THE Firespear family has been ruling Ochrem for generations. They are loved by the citizens, though few have seen them up close. Every 50 years a new heir ascends to the throne during a week-long festival.

Later he picks a wife in a citywide draw and their child will one day rule the city when he steps down. This is how it has always been.

But if the citizens knew the truth, they might not love their ruler with such blind devotion.

When Malek Firespear started the camp, he was only thinking of helping the suffering people of Ehlerac. He was never a powerful or likeable man, but as ruler of Ochrem he was suddenly adored by thousands. The thought of growing old and losing his city terrified him.

He assembled a group of wizards, his Private Council, to search for spells to keep him young and immortal. The spell they came up with required the life force of one person every year to be transferred to Malek.

He felt it was a small sacrifice by the loving populace to ensure their ruler will be there forever to look after them. It was done in what he named the Chamber of Life, in the top part of his tower.

But over time the magic started twisting his body as well as needing more and more life force to sustain Malek. During one casting of the spell he was



turned into a lich. He was horrified, but the thought of letting go never occurred to him.

Malek would look like the young man he once was for only a month before slowly reverting back to the skeletal creature he now was. His biggest obsession became his survival and nothing would stand in his way to be the ruler of Ochrem forever. As his evil grew, so did the number of sacrifices.

At the moment he is absorbing the life force of 25 people every three months. His Watch helps and brings prisoners, beggars or any who displease him. Any who speak out against him disappear in the night, never to be seen again. Even his wives weren't spared a visit to the Chamber of Life.

Any public appearances are done after the spell has been cast; when he still looks human and then usually from a distance, like the balconies of his tower. The few servants inside his personal chambers are deaf and blind and never permitted to leave. Those working in the rest of the tower do not know what is going on. His Private Council uses illusions to show the servants glimpses of a happy ruler with his family.

Almost the whole city believed the lies and those that asked too many questions soon found themselves chained in the Chamber of Life, if not assassinated outright. People fear the Watch and there is an undercurrent of fear in the city, but Malek sees the city as his source of immortality and the strict rules he imposed are meant to keep the sheep in line and to discourage questions. With the amount of sacrifices growing year by year, even some of the wizards on his Private Council are worried that the city could be bled dry and left a decimated ruin by one man's thirst for immortality.

THE NEW RULERS OF EHLERRAC

THE cataclysm never bothered the Frost giants too much. The earthquakes killed many of them in rockslides and chasms torn in the mountains. But their lives went back to normal rather quickly. The cold never bothered them and since they mostly ate lichen from caves, their food source was left untouched.

At first they were happy staying in the mountains. There were few left to bother them while they rebuilt. But younger generations started leaving the old homes and venturing out into the world. After all, the continent was now a frozen wasteland, ripe for the picking. The felt they were "chosen" as the new rulers of Ehlerrac.

At present there are a few Frost giant settlements in the lower areas around the mountains, but the giants are pushing out further and further each year. Attacks on caravans in the Archways are occurring more frequently. The giants enjoy having meat back on the menu. Some of the smaller towns have also had problems with the giants.

Many believe it is only a matter of time before groups start testing the defenses of the closest cities as well.

The war with the Frost giants is coming, but for now, there is a slow build-up to that fateful day. Frost giants can be used for anything from single encounters to the villains of a larger storyline. What happens when they do decide to attack is something for another day.



THE RIFT OF THE DEAD

IN Deadfalls there are almost as many ghosts as people. They are everywhere and it has taken the citizens a while to get used to their otherworldly neighbors. The Voiceless are also a familiar sight in the city. They are seen as odd, but harmless. Most citizens agree that the head of the Voiceless is the ruler of Deadfalls in everything but name. But since nothing has changed much in their lives, they don't really care.

But the Voiceless are more than a group of necromancers who listen to the dead. They are the last line of defense between Ehlerac and an unspeakable evil. When the earthquakes shook Azegar it destroyed an underground chamber in a wizard tower, which stood where Deadfalls was built.

The chamber was built around a small tear between the realms of the living and dead. For many years a group of wizards were working to close the tear. They all died during the earthquakes and the rift started to slowly open.

It was during the first weeks of the building of the survivor camp that a teenager stumbled on the rift. He was exploring some ruins below and followed the sound of scratching and whispering.

His father, Johar Lothan, was a powerful wizard and when his son showed him what he had found, he formed a group to guard the rift and look for ways to close it. He recognized the danger and feared for everybody in the camp.

By that time ghosts and spirits were able to pass through. The scratching noises were hundreds of dead monsters clawing at the tear, trying to make it bigger and pass into the world. The group Johar formed was named the Voiceless, those who speak for the dead. They kept the information about the rift to themselves.

While trying to close it, they are also working to strengthen the edges of the rift to keep the monsters from bursting through.

At any given time there are three of the senior wizards involved in the ritual to keep the dead at bay. The younger wizards of the group don't know about the rift; they learn about its existence later, when they are powerful enough to help with the ritual.

Even with the ritual, the edges of the rift is slowly weakening and many of the Voiceless fear that the time is not far off when the dead things from the other side will rip their way through.

So far the search for a way to close the tear has proved fruitless. But that doesn't mean the Voiceless will stop trying. The fate of Deadfalls and the rest of Azegar rest in their hands.

The knowledge of the rift is something only those in the highest positions know about. Normal characters would be kept out of the loop, unless you as GM plan to use this plot idea in your game.

— ❄ —
They are the
last line of
defense
— ❄ —



The wind was howling and the shutters rattled against the windows of the inn. Fires burned in three fireplaces, but Jasper was glad for his cloak. He was stuck while the blizzard had the city in its grip and it was driving him crazy. In the corner, an elf was singing a ballad about the old forests, but nothing could lift the feeling of gloom in Jasper's heart. When a fist burst through the window next to him, it took Jasper a few moments to understand what he saw. "Ghouls!" he yelled as he jumped up. Glass and wood shattered as more started breaking in. The wind roared through the openings and snow suddenly whirled in the room. Jasper heard screams, but the claws reaching towards his face held his full attention.

This was bad, he thought.

BESTIARY

While many creatures living on Ehlerrac died during or after the death of the sun, many adapted to the cold and the dark. The cold isn't the only danger facing those living in this dark and cold world. The undead roam the land and crawl beneath most cities. Plants adapted to kill for blood grow in the Archways and giants roam the wastes, looking to expand their rule.

The world of Ehlerrac holds many strange, wonderful and dangerous creatures. It would not be unheard of to witness any of the many creatures already present in the Pathfinder RPG Bestiary series, in all manner of places in this world. However, these are not the only creatures to be found on Ehlerrac. There are other creatures that are uniquely native to this world, and those are described below:

GEAR SWARM

CR 2

Whether caused by arcane accidents or experiments gone wrong, these swarms plague areas with lots of metal. Adventures would be advised to stay well clear of gear swarms, before they lose some of their prized possessions. Gear swarms cause metal objects to rust and break, adding to the size of the swarm.

XP 600

N Diminutive Construct (Swarm)

Init: +3 Senses Perception +2

DEFENSE

AC 17, Touch 17, Flat-footed 14 (+3 Dex, +4 Size)

HP 9 (2D8)

Fort +5, Ref +5, Will +0

Immune: Swarm Traits, Construct Traits, Fright, Panic, Weapon Damage

Weaknesses: Swarm Traits

OFFENSE

Speed 30Feet, fly 60Feet

Melee: Swarm (1d6 Plus Distraction)

Space 10ft; Reach 0FT

Special Attacks: Distraction (DC11)

STATISTICS

Str 1, Dex 17, Con 10, Int -, Wis 8, Cha 2

Base Atk +1 CMB - CMD -

Skills Fly +11, Perception +2

SPECIAL ABILITIES

WEAR AND TEAR

Whenever the gear swarm touches any equipment containing metal, that equipment will take 1d4 damage.

Don't look
back! RUN!

GIANT, ICE

CR 9

Ice Giants, a closely related offshoot of the frost giants, who emerged after sun-death, lived high in the snowy mountains, but now they roam the land, attacking travelers along the Archways. Some have even been spotted close to some of the cities. These pale white giants are moving further and further away from the mountains, but the reason for this has not been found.

XP 6,400

CE Large Humanoid (cold, giant)

Init: -1 **Senses** low-light vision; Perception +8

DEFENSE

AC 18, Touch 8, **Flat-Footed** 18 (+8 Natural) 18 (+4 Armor, -2 Dex, +9 Natural, -1 Size)

HP 117 (14D8+50)

Fort +12, **Ref** +3, **Will** +5

Defensive abilities;

Immune: Cold

Weaknesses: Fire

OFFENSE

Speed 40Feet

Melee: Great-Club +17 (1d12 + 7)

Ranged: Rock +9 (1d8+13)

Space: 10ft; **Reach** 10ft

STATISTICS

Str 25, **Dex** 9, **Con** 25, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +10 **CMB** +20 **CMD** 29

Feats Cleave, Power Attack

Skills Climb +12, Intimidate +8, Perception +8, Knowledge (Geography) +6, Stealth +2 (+6 in snow)

Languages Common, Giant

GOLEM, SCRAP

CR 4

Mostly found in Wallside, scrap golems are made from almost anything. Pieces of iron, gears, discarded wood, anything could end up in its body. These monsters are deadly and strong and some weird scientists build them to protect their labs. Other times these golems are formed by accident when experiments go wrong.

XP 1,200

Neutral, Large Construct

Init: 0 **Senses** Low-Light vision

DEFENSE

AC 18, Touch 8, **Flat-Footed** 18 (+8 Natural)

HP 42 (4d10+20)

Fort +2, **Ref** 0, **Will** +3

Immune: Construct Traits, Fright, Panic

OFFENSE

Speed 30Feet

Melee: Slam +8 (1d6+4) (+Optional: Disease)

Special attacks: Gear Burst: (Range Close 35 ft. 2d6+4) Shoots gears around themselves.

STATISTICS

Str 18, **Dex** 10, **Con** -, **Int** -, **Wis** 11, **Cha** 1

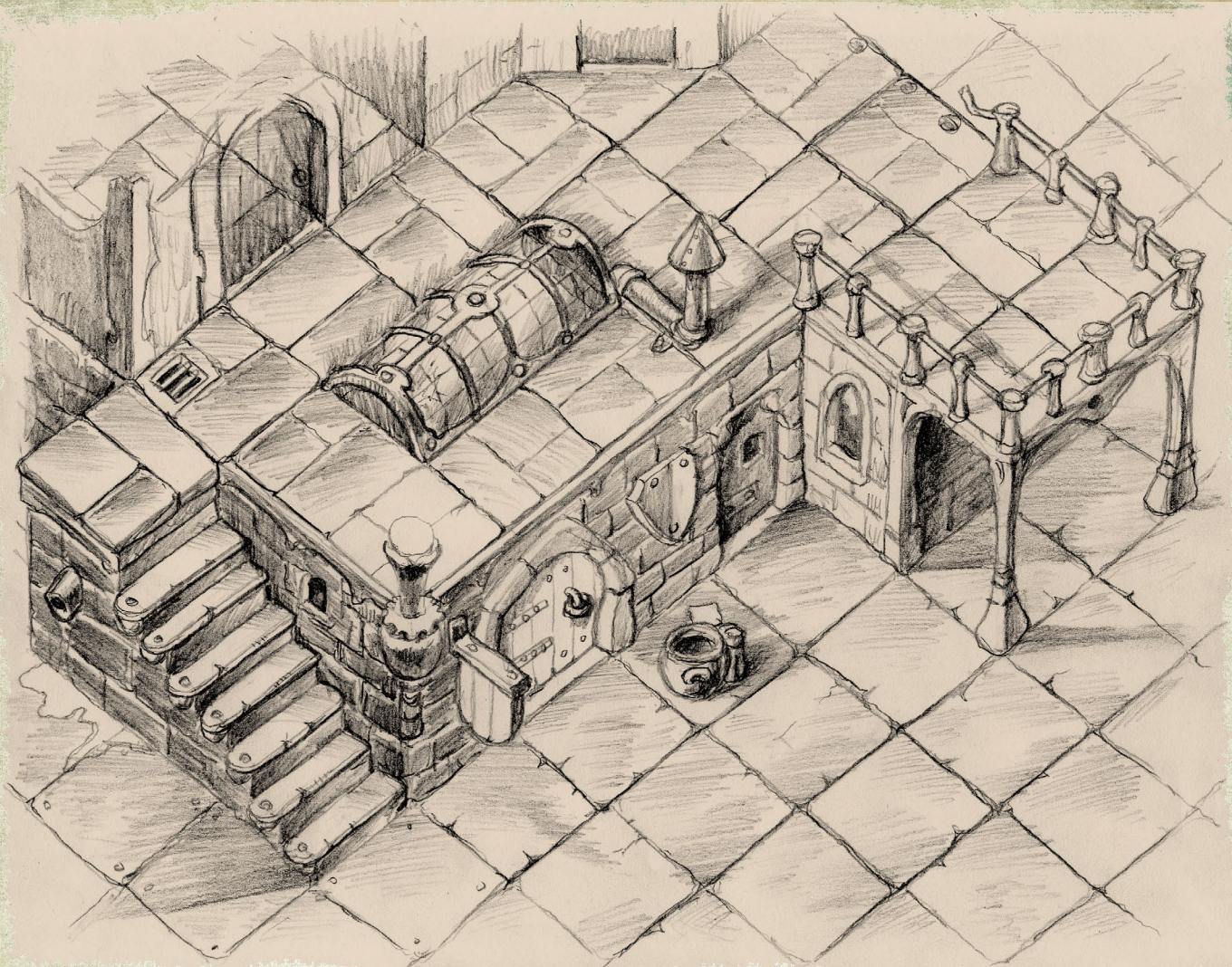
Base Atk +4

OPTIONAL

Disease: Tetanus: Slam-injury; save Fort DC12; onset 1d6 days; frequency 1 day; effect 1d4 Dex Damage. Each time someone takes dexterity damage from tetanus there's a 50% chance his jaw muscles stiffen, preventing speech, and the use of spells with verbal components, for 24 hours.

Cure 2 consecutive saves.





HUMMER

CR 5

Hummers are large mosquito insects that live on the blood of travelers they attack in the Archways. The sound of their four wings is the inspiration for their names. They immobilize their prey and then use their dagger-like mouths to suck blood from the victim.

XP 1,600

N Medium vermin

Init: +8 **Senses** 60 ft. **Perception** +8

DEFENSE

AC 19, **Touch** 17, **Flat-footed** 12 (+7 Dex, +2 natural)

HP 60 (8d8+24)

Fort +9, **Ref** +9, **Will** +3

Immune: Poison, Disease, mind-affecting effects

OFFENSE

Speed 25Feet, fly 60Feet (good)

Melee: blue-stinger, +8 (1d8+2 plus bleed, poison, and grab)

Special Attacks: bleed(3d4), blood drain (1d3 Constitution)

STATISTICS

Str 14, **Dex** 16, **Con** 17, **Int** -, **Wis** 12, **Cha** 2

Base Atk +6 **CMB** +10 (+14 grapple);

CMD 27 (35 vs. trip)

Skills Fly +11, **Perception** +8;

Racial Modifiers Perception+8

SPECIAL ABILITIES

POISON

Those Struck by the stinger of the hummer, must make a DC 10 constitution save or become paralyzed for 1d4 rounds.

MOUSE, SHARD

CR 2

What initially looks like a large dog, turns out to be a mouse-like creature with spikes along its back and tail. They are found in forests around red shards. They are very territorial and short-tempered and will usually attack on sight.

XP 600

N Small animal

Init: +3 **Senses** low light vision
perception +9

DEFENSE

AC 19, **Touch** 14, **Flat-footed** 16 (+3 Dex, +5 natural, +1 size)

HP 17 (2d8+8)

Fort +7, **Ref** +6, **Will** +3

OFFENSE

Speed 60 ft., climb 30 ft.

Melee: bite +5 (1d4+1 plus crunch)

Tail Slap +5 (1d4+1)

Special Attacks: Crunch

STATISTICS

Str 13, **Dex** 17, **Con** 18, **Int** 2, **Wis** 16, **Cha** 9

Base Atk +1 **CMB** +1; **CMD** 14 (18 vs. trip)

Feats Weapon Finesse

Skills Climb + 6 Intimidation + 8

Perception +9

Racial Modifiers Perception+4

SPECIAL ABILITIES

CRUNCH

Once a shard mouse bites it will attempt to use its large jaw to chomp down further and break bones. Defending characters must beat the shard mouse in an opposed strength contest to break free or suffer a further 1d4 points of damage.

ORC, SHARD

CR 3

Orcs living around a red shard are big, mutated and mostly insane. They don't always use weapons, most come with nasty mutations that are used in attack or defense.



XP 800

CE Medium humanoid

Init: +0 **Senses** Darkvision 60 ft.;
Perception -1

DEFENSE

AC 13, **Touch** 10, **Flat-footed** 13 (+3 armor)

HP 30 (3d10+3)

Fort +3, **Ref** +0, **Will** -1

Defensive Abilities ferocity

Weaknesses light sensitivity

OFFENSE

Speed 30Feet

Melee: Mutated Spiky Fist +6 (2d4+4)

Ranged Poison Spew +2 (1d6+2 DC15 fort
save or paralyzes for 1d3 rounds/ fort save)

STATISTICS

Str 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

Base Atk +2 **CMB** +4; **CMD** 14

Feats Cleave, Weapon Focus (falchion)

Skills Intimidate +2

Languages Common, Orc

RAZOR WING

CR 1

These large birds hunt in the forests around a red shard. Attacking in groups of 5 to 6, they dive out of the darkness and cut their prey to pieces with their razor-sharp wings.

XP 600

N Small

Init: +2 **Senses** low-light vision scent;
perception +7

DEFENSE

AC 14, Touch 13, Flat-footed 13 (+2 Dex, +1 natural, +1 size)

HP 5 (1d10)

Fort +3, Ref +4, Will +2

OFFENSE

Speed 10Feet, fly 80 ft. (average)

Melee: bite +4 (1d4), 2 talons +4 (1d3), 2 Metallic wings +4 (1d4+1)

STATISTICS

Str 11, Dex 15, Con 10, Int 2, Wis 14, Cha 6
Base Atk +1 CMB +1; CMD 13

Skills Fly +6, Perception +7 (+15 in daylight)

Racial Modifiers +8 Perception in daylight

WAY CRAB SWARM

CR 4

These swarms are made up of thousands of tiny crab-like insects with serrated claws and a love for blood.

XP 1,200

N Diminutive vermin(aquatic, swarm)

Init: +2 Senses darkvision 60 ft. ;

Perception +0

DEFENSE

AC 18, Touch 16, Flat-footed 16 (+2 Dex, +2 natural, +4 size)

HP 35 (7d8+5)

Fort +6, Ref +4, Will +2

Immune: swarm traits, weapon damage

OFFENSE

Speed 30Feet, fly 30 ft. (average)

Melee: swarm (3d6)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 12)

STATISTICS

Str 2, Dex 12, Con 11, Int -, Wis 8, Cha 2

Base Atk +5 CMB -; CMD -

Skills Fly +6,

Racial Modifiers uses Dex to modify Swim



ADVENTURES

A LONG, COLD NIGHT

A street gang smuggling drugs into the city is blackmailing the Head inspector at one of the gates. They kidnapped his daughter and are demanding that he make sure their shipment enters the city without going through the normal checks. He was warned not to involve the Brown Cloaks, so he hired the heroes to find her before it's too late. They have been searching the city for two days.

- Lord Malcus Welkar: Head inspector of Haven's Eastern Gate.
- Matha Welkar: Kidnapped daughter of Lord Welkar
- The Horizons: Ambitious street gang
- Ubregt Tibahn: half orc contact
- Bremhill Ironforge: Owner of The Frostbitten Dwarf Inn. The surly dwarf and the heroes know each other well and

he allows them to use his back room as a meeting place.

- The Frostbitten Dwarf Inn: An inn the heroes regularly frequent. It is only a few blocks away from the office.
- Krush: Leader of The Horizons
- Baloc Greay: Mage for hire that is working for The Horizons at the moment.

A MESSAGE IN THE NIGHT

The wind howls and rattles the shutters of the small office owned by Torchlight Investigations. A Super Blizzard has the city of Haven in its grip and not many people venture out as temperatures plummet.

The heroes are riding out the storm in the office and are huddled around a room heater or lying on their bedrolls on the floor.

A sudden knock on the door makes them jump. Opening the door sucks most of the heat from the room as a shivering goblin hands them a message.

One of their street contacts, Ubregt Tibahn wants to meet them at The Frostbitten Dwarf Inn. The kidnapping of Lord Welkar's daughter is a priority for the investigators and they have been talking to their contacts for any information on the missing girl.

Ubregt would not ask for a meeting during a blizzard if it wasn't important. The heroes grab their winter clothes and head out into the storm.

ASSASSINS AT WORK

The inn is packed. The sturdy building is used as shelter during a super blizzard. There are bedrolls everywhere on the floor and a fire is roaring in the fireplace.

The heroes nod to Bremhill behind the bar as they head to the corridor to the backrooms where Ubregt is waiting.

The cold hits them as they enter the chamber. The room's outer door is open and snow is swirling inside. The heroes see a young human man hunched over the body of their half orc contact on the floor. In his right hand is a bloody knife. He noticed the heroes approach, turned and runs out into the alleyway behind the inn.

DECISION TIME

Ubregt is still clinging to life, if the heroes stop to check. He can be saved, but his attacker might get away. Both should have some answers, so it is up to the players to decide.

CATCH ME IF YOU CAN

If the heroes gives chase out into the storm, here are a few extra obstacles or complications they could run into:

- A large, slippery patch of ice, a deep snow bank on the edge of the street, a wagon that comes out of a side street.
- A piece of corrugated iron comes flying out of the dark, a group of people comes around a corner, a medium patch of ice on the ground.
- A piece of clothing comes flying out of the dark and flaps in the heroes face, small patch of ice on the ground.

CAUGHT!

If the heroes manage to catch the attacker, a DC15 Intimidation check will make him spill his guts. He wants to become part of a gang called The Horizons and for his initiation he had to kill their contact. He will point them to where the hostage is kept, but he has no other relevant information.

THE ONE THAT GOT AWAY

If the attacker manages to get away, it is almost impossible to track him in this weather.

The heroes can head to where Ubregt lives or search his body, if he is dead. He has a house key in his pocket, with the name of an apartment block in another part of the city. It's about half an hour away. The storm is lashing the city, remember the rules for handling cold.

Ubregt lives on the second floor of a rickety building deep in the Autumn Zone. When they search his apartment, the heroes find his notes under his bedding on the floor.

THE RESCUE

Both the assailant and notes in Ubregt's apartment point to an old warehouse on the edge of the Autumn Zone, close to the wall. The building is old and some of the iron plates on its frame are rattling in the wind. A rusted sign swings in the wind and it is clear that the warehouse is not in regular use.

The heroes can see light shining through the broken walls and if they wait long enough, they will see movement as well. There are

13 gang members inside the warehouse, guarding the kidnapped girl. They have a large fire going and most are sitting around it.

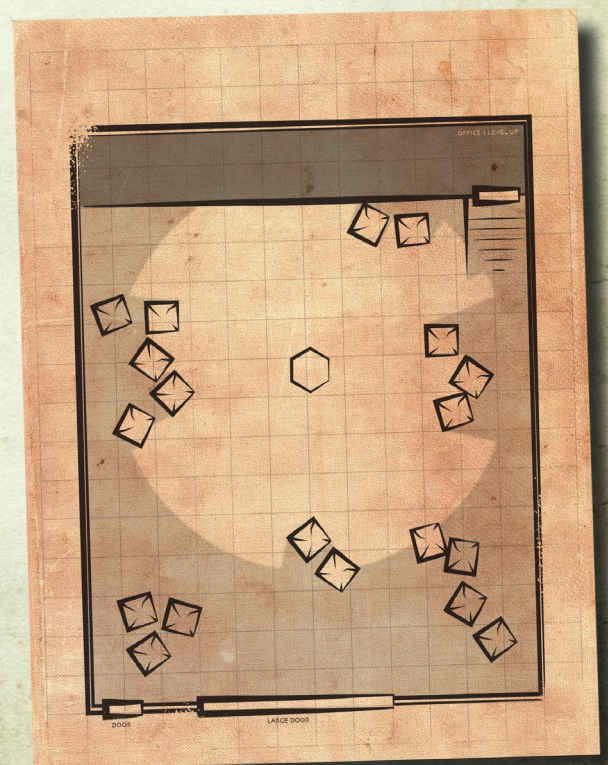
Their leader, Krush, is in an office upstairs with three of his men. The girl Matha is tied to a pipe in back corner of the office and the gang members are discussing the incoming shipment. One of the men, Baloc Greay is also asking about the girl and what they are going to do with her.

There are 2 sentries in the opposite building keeping an eye on the streets surrounding the warehouse. They are cold, miserable and not concentrating on the task at hand. Count them as inactive guards. If the heroes think to look both can be spotted with a DC 15 Perception check.

It is up to the heroes to save the girl. If it comes to combat, the gang will fight with every dirty trick possible, but they will abandon their comrades and flee if too many of them go down.

HAPPY ENDING?

If the heroes manage to rescue the girl they will receive their payment, as well as a large bonus in gold. If she is killed the heroes have made an enemy of her father. It might be better if they look for a new city to move to.



GANG MEMBER**CR 1/2****XP 200****CN Medium humanoid****Init:** +1 **Senses** Perception -1**DEFENSE****AC** 17, **Touch** 13, **Flat-footed** 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)**HP** 13 (2d10+2)**Fort** +4, **Ref** +3, **Will** +0**OFFENSE****Speed** 30Feet**Melee:** Shortspear +2 (1D6+1) or Dagger +2 (1d4+1)**Ranged:** Light Crossbow +4 (1d8+1)**STATISTICS****Str** 13, **Dex** 14, **Con** 11, **Int** 8, **Wis** 8, **Cha** 7**Base Atk** +2 **CMB** +3 **CMD** 16**Skills** Climb +4, Sleight of Hand +3, Intimidate +3, Ride +5, Stealth +2

COLD MEMORIES LONG FORGOTTEN

The heroes are on their way to a small camp a few days walk from the town of Crossroads. The camp is situated at the site of a newly discovered sunshard crater. The owner hired them to investigate the disappearance of miners and explorers from the camp. But on their journey there, they stumble across a rare find.

COLD AND DANGEROUS

The snow is tinged a dark orange by the sputtering sun and the beams from the ice suits cut bright slices in the murk. The heroes left the protection of the Archways days ago but it has been slow going. The snow is thick and walking is difficult in the bulky ice suits.

All physical rolls incur a -2 because of the ice suits.

It's near midday, when there is a groaning beneath their feet. Heroes, who succeed at a DC 16 Perception check can see that there are cracks shooting out from where they are walking. They have a chance to do something quick before the ground gives way, a Reflex save DC 15 for those trying to get away. With a loud rumbling the ice and snow disappears into a large crack and takes any unprepared explorers with it.

Any hero not being able to hold on to something falls down into the darkness. Luckily they fall only a few feet before landing on a flat surface. After catching their breath, they see that they are on the roof of a building, a tower that has been trapped in a crevice under rubble and snow for hundreds of years.

Any hero that did

not fall needs to find a way to join his or her friends on the tower roof, before they can continue.

FROM A TIME FORGOTTEN

After a few minutes of searching the heroes find a trapdoor covered by snow. Centuries of dirt and ice have caused it to become almost fused with the tower and requires a Strength check DC 15 to open.

The old trapdoor opens up to a staircase leading down into the tower. Such a well-preserved ruin is a rare find. Who knows what riches might be found inside?



THE TOWER

Dimensions: Each level has height of approx. 10 feet.

Lighting: It is dark inside the tower and outside.

1A - LOUNGE

The room appears to have been some kind of lounge. Wooden chairs, couches and tables are scattered around in various stages of decay. Some are smashed, but a few in the corners look like they should get a fair price as antiques. There are marks on the door to the east that looks like it might be scratches. The door does not want to open and it seems it is blocked.

1B - BEDROOM

A dresser is blocking the door. It takes a Strength check DC15 to move it. There is a broken window in the wall and a pile of snow has ruined the bed and carpet. There is a skeleton lying on the floor in tattered rags. In the dresser there are old clothes and shoes. With a Notice roll, the heroes find a small jewellery box filled with rings and some diamond pendants.

Treasure: Box with jewelry (1 lbs, 450 gp).

1C - BATHROOM

There is a huge, rusted metal tub in the centre of the room. A cupboard is filled with vials and flacons of what might have once been perfume and soap. A large silver mirror against the wall could be of some value. Shelves against the western wall are filled with old moldy towels and linen. Treasure: Large Silver Mirror (10 lbs, 600 gp).

2A - ROOM

There are two, mostly intact skeletons in ancient rusted armor on the floor. The heroes can see bent and rusted swords lying beneath the rubble. Pieces of blackened wood are all that is left of the furniture.

2C - KITCHEN

In the corner is a nest of Ice spiders that will rush towards the explorers as soon as they notice them. The eastern side of the room is filled with dense, white webs. There are some old pieces of bone, what could be rats and other pieces of debris sticking out of the sticky mess. Heroes brave enough to

search through the webs, will only find broken cutlery, pieces of wood and dried husks. Against the western wall is an old stove, but the tables and shelves that were once here are lying on the floor in pieces.

2D - STOREROOM

The shelves in this room are filled with numerous crates and bags, but the food is long gone. There are two barrels in the corner, one still sealed with wax. Who is brave enough to test it? Inside the sealed barrel the heroes find surprisingly well preserved wine. This barrel could easily fetch 800gp from the right buyer.

Treasure: Sealed wine barrel (25 lbs, 800gp)

3A - LOCKUP

The level is filled with small cells or cages with iron bar doors. Against the eastern staircase stands an old table with some overturned chairs around it. Most doors are open, but there is nothing in any of the cells.

3B - CAGES

All the cells are similar, though most doors are locked. Old grime has dried on the floor and some walls. There is no indication what was kept here. The cells are small, 5ft by 5ft and not higher than 5ft.

4A - OPEN ROOM WITH STAIRS

There are pieces of furniture on the floor as well as dried splashes of some dark substance. A Heal check DC 10 will help the heroes recognise that the stains are blood. The southern wall and part of the floor is gone and looks down on a lower level and a cave.

4B - LABORATORY

It appears that this was once a laboratory, but now it is a broken mess. There are also pieces of humanoid skeletons between the broken glass, spilled ingredients and smashed tables.

Treasure: 3x potion of Healing.

4C - LIBRARY

What was once a library is now mostly a hole in the floor. The heroes can see what is left of two large bookcases lying in the rubble below them. They can see some nooks and scrolls but can't make out what condition they are in. They are looking at a

possible fortune. They only have to climb down there.

5A – BOTTOM CHAMBER

This is a single, large chamber. The southern wall with the staircase collapsed and opens up into a large cavern. On the floor are scratched markings and the walls have carved runes, but all are too old and faded to make out. The smashed bookshelves lay amongst the rubble to the southeast. There are books and scrolls around it. Most are destroyed, but there are about 20 that are salvageable and their combined value can be estimated at around 2,000gp. The Preservers would pay handsomely for them, or they could try to find some other buyers. Treasure: Books & Scrolls (10 lbs, 2,000gp).

5B - CAVE

A large cavern disappears into the darkness to the east. Stalactites and icicles hang from the ceiling. Rubble from the tower makes it difficult to walk. If the heroes want to have a look in the cavern, a Notice roll will help them notice drag marks and some crushed stone pieces.

It is at this point when the heroes hear movement in the cavern and a Frost worm bursts out of the darkness. The heroes are standing in its lair and it is not happy.

RUN FOR YOUR LIFE!

In its death throes (or its rage if the heroes run away) the Frost worm thrashes around and the tower and cavern starts crumbling. The heroes need to get out of this crevice before they are buried by stone and ice forever.

IN THE CLEAR

Did the heroes leave ropes on the roof to climb out the crevice or do they try to jump to safety? Did everyone survive? There should be replacements for helmets among the equipment left outside, having spares is a given for survival in the frozen wastelands.

The heroes can make some good coin if they manage to get out with some of the treasure from the tower. Will they return or will they continue on their way? Either way, their adventures aren't over yet.

GIANT ICE SPIDER

CR 3

XP 800

N Large vermin

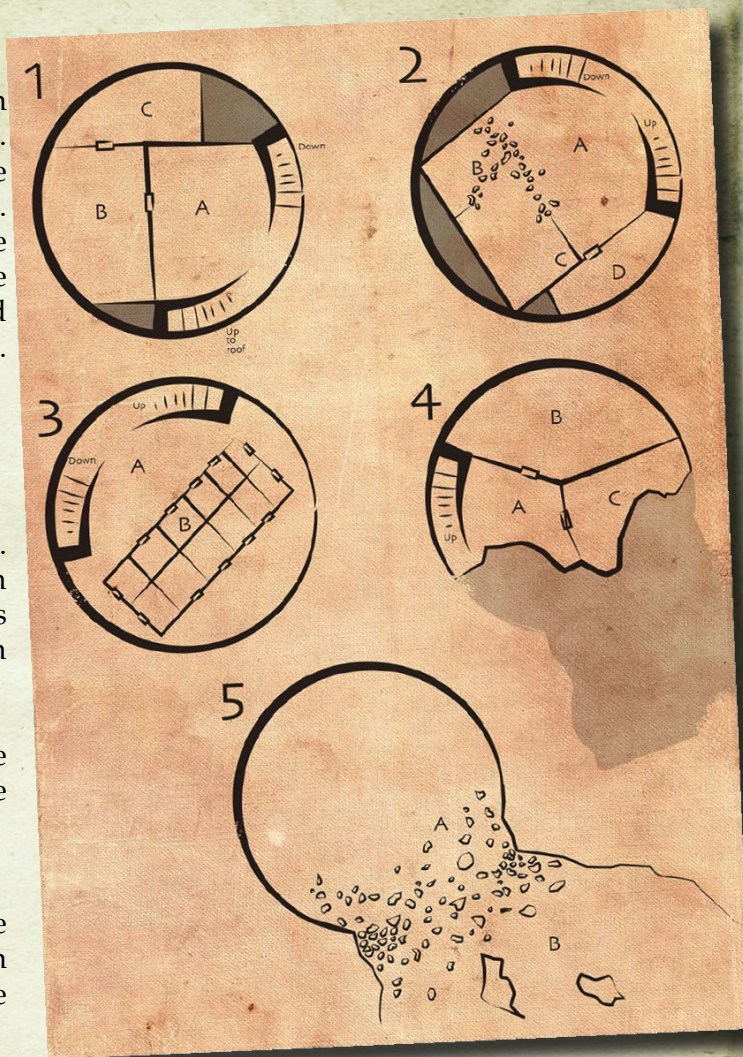
Init: +3 Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 14, Touch 11, Flat-footed 12 (+2 Dex, +3 natural, -1 size)

HP 35 (5d8+13)

Fort +7, Ref +3, Will +1



OFFENSE

Speed 30feet, climb 30 ft.

Melee: reezing Venom Bite +6 (1d8+6 plus poison, 1d6 cold and trip)

Space 10 ft.; Reach 5 ft.

Special Attacks web (+4 ranged, DC 19, 5 hp)

STATISTICS

Str 17, Dex 15, Con 16, Int -, Wis 8, Cha 2

Base Atk +3 CMB +8 CMD 20 (32 vs. trip)

Skills Climb +18, Perception +10, Stealth +2 (+6 when on webs)

SPECIAL ABILITIES

Poison (Ex)

Freezing Venom Bite - injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d3 Con and staggered; cure 2 saves.

Wall Walker - Ice spiders walk on vertical surfaces at their regular speed

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WINTER
ETERNAL

ABILITY SCORES		STR	DEX	CON	INT	WIS	CHA
MODIFIERS							
SCORES							

INITIATIVE	TOTAL	IMPROVED INITIATIVE	+	DEX	MELEE ATTACK	TOTAL	ATTACK BONUS	+	DEX	RANGED ATTACK	TOTAL	ATTACK BONUS	+	DEX
	=					=					=			

WEAPON							WEAPON						
1H/OH	Equip	ATTACK BONUS	DAMAGE	DAM TYPE	RANGE	AMMO	1H/OH	Equip	ATTACK BONUS	DAMAGE	DAM TYPE	RANGE	AMMO

[illegible]This image shows a blank, aged, cream-colored page, likely an endpaper or flyleaf of a book. The paper has a slightly textured appearance with some minor discoloration and faint smudges. A small, dark, irregular mark is visible near the top center. The binding edge on the left is visible, showing the stitching and the adjacent page.

EQUIPMENT	HP	SP	CP	CHARACTER PORTRAIT	
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OTHER INFO (OTHER EQUIPMENT, SPELLS, SPELLBOOK, NOTES, ETC.)
<div></div>

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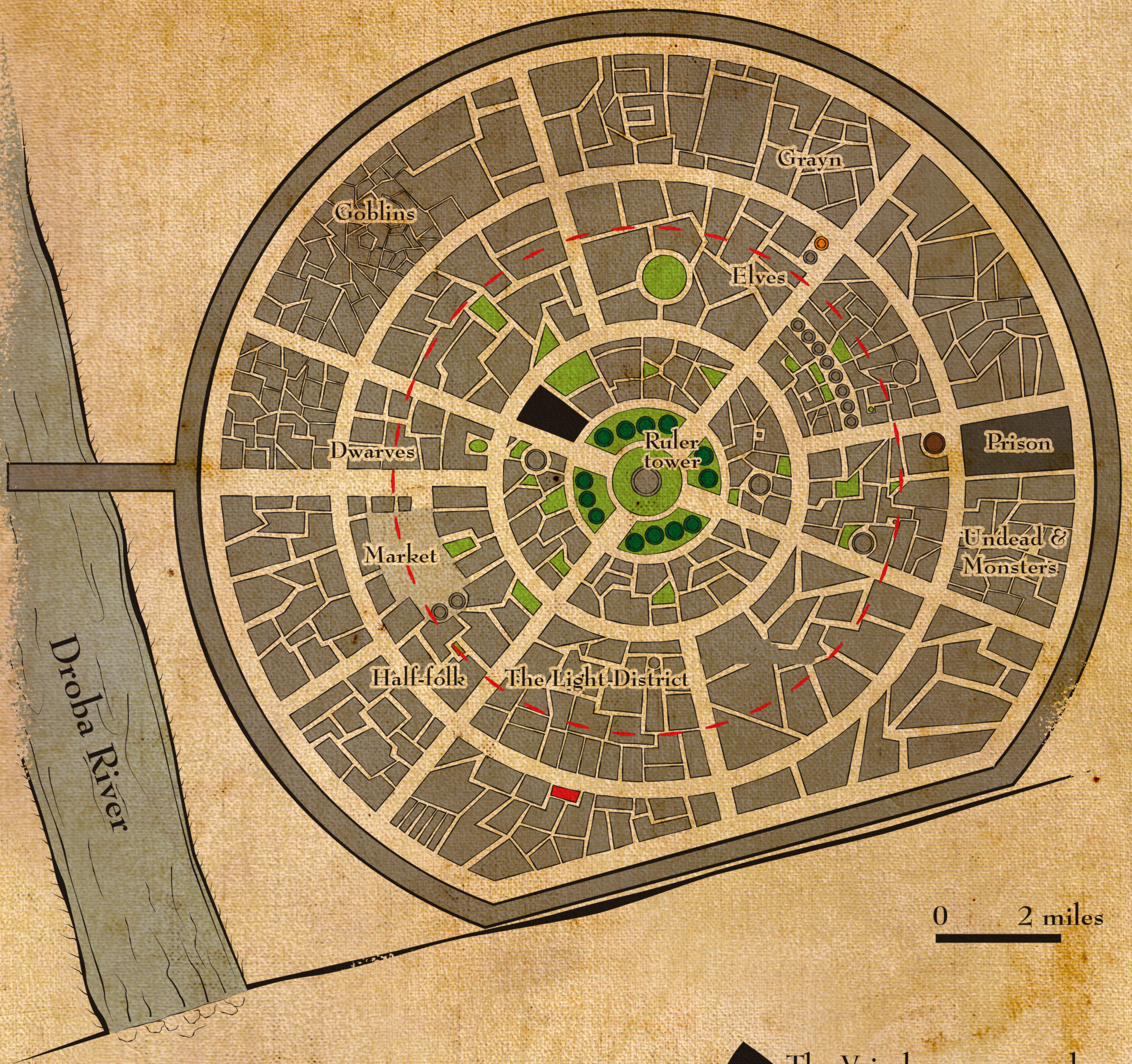
Year 89



SOPHY


DAUGHTER OF TA-HA AKHI

Deadfalls



 Garden Towers

 The Preservers

 Children of the Sun compound

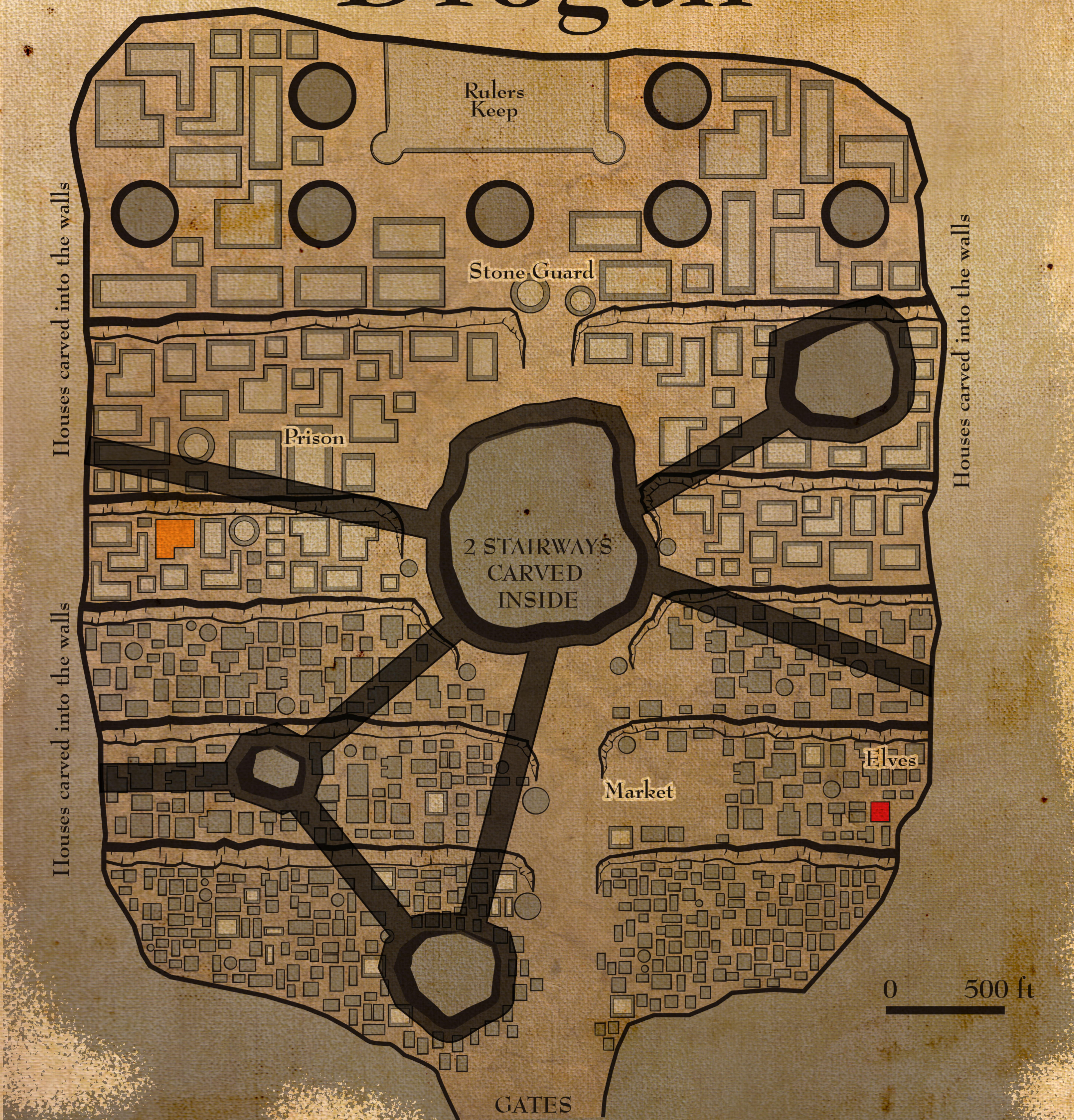
 The Voiceless compound

 Tower of the Brown Cloaks

 Edge of the Heat Spell

 Parks

Drogan



Echo



The Preservers



Children of the Sun compound



Ehlerrac

● City

● Town

⊗ Sunshard mining

..... Archway

..... Icerun

▲▲▲▲▲ Underground tunnel

||||| Archway not completed

0 50 miles

Emerald Rest



0 2 miles

 Garden Towers

 The Preservers

 Children of the Sun compound

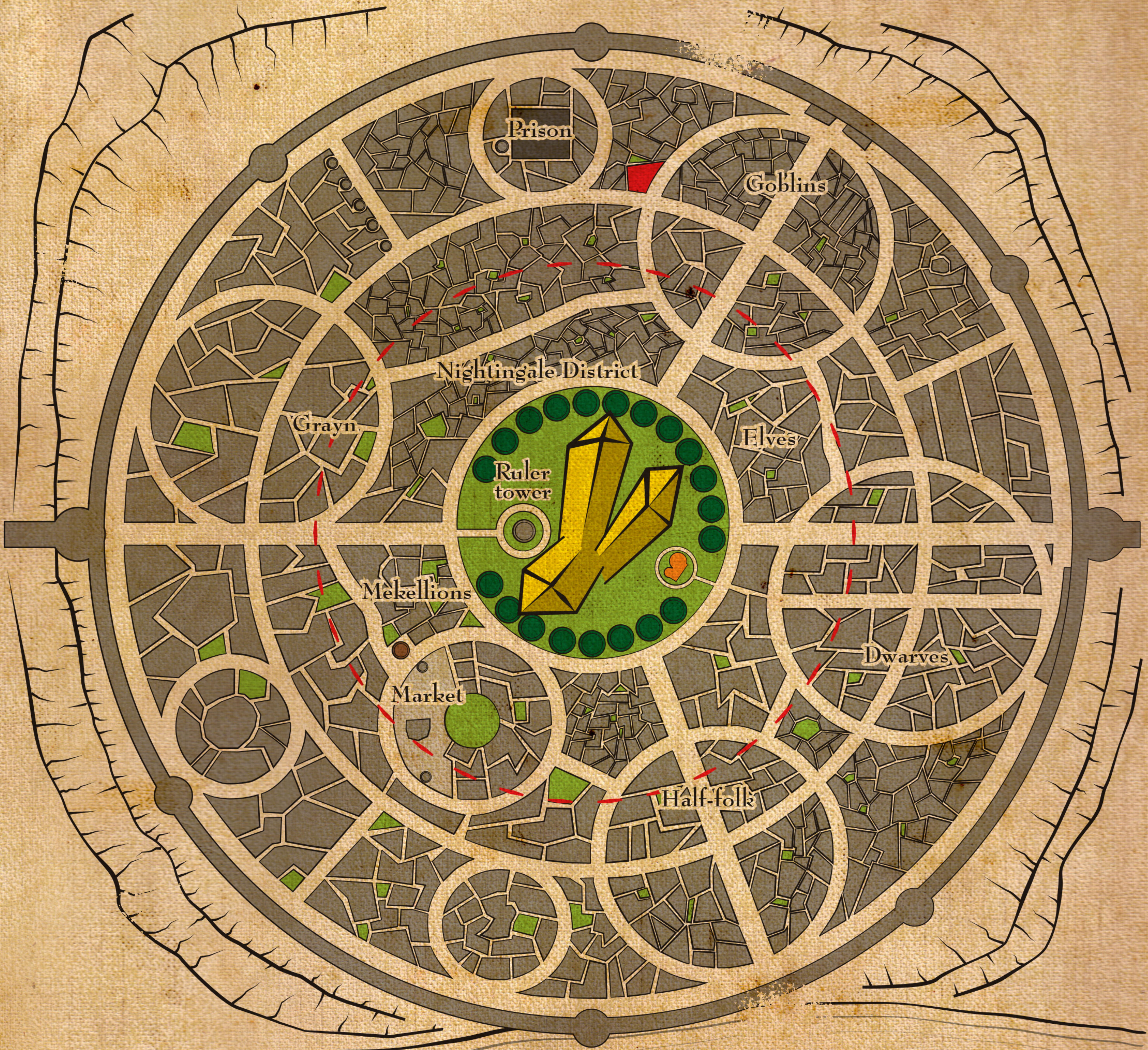
 Parks

 Tower of the Brown Cloaks

 Edge of the Heat Spell

 The Collection of Wisdom

Haven



0 2 miles

-  Garden Towers
-  The Preservers
-  Children of the Sun compound
-  Tower of the Brown Cloaks
-  Edge of the Shard Heat Zone
-  Parks

Mirrors Edge



 Garden Towers

 The Preservers

 Children of the Sun Compound

 Tower of the Brown Cloaks

 Edge of the Heat Spell

 Parks

Ochrem



● Garden Towers

● The Preservers

● Children of the Sun Compound

● Tower of The Watch

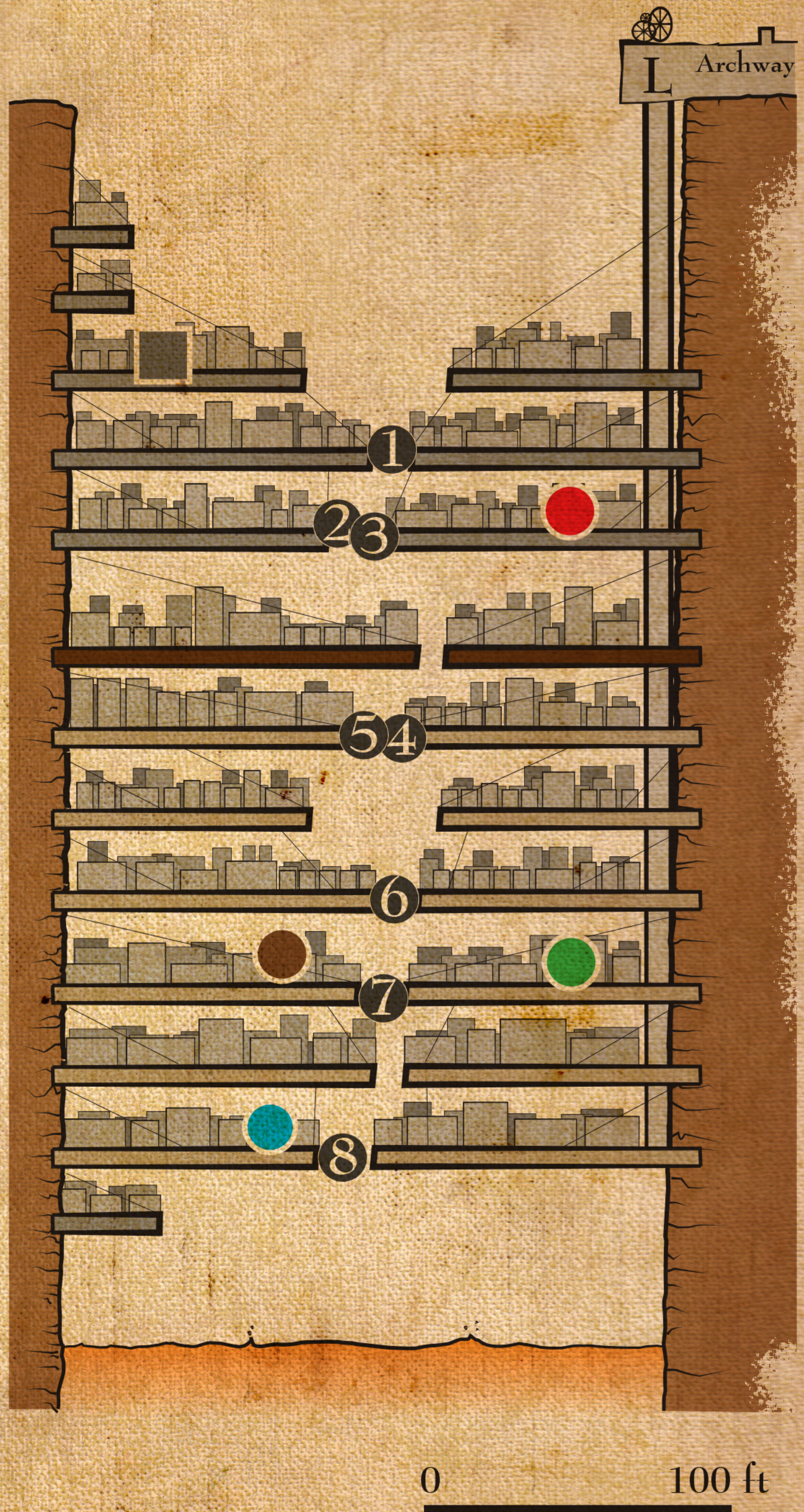
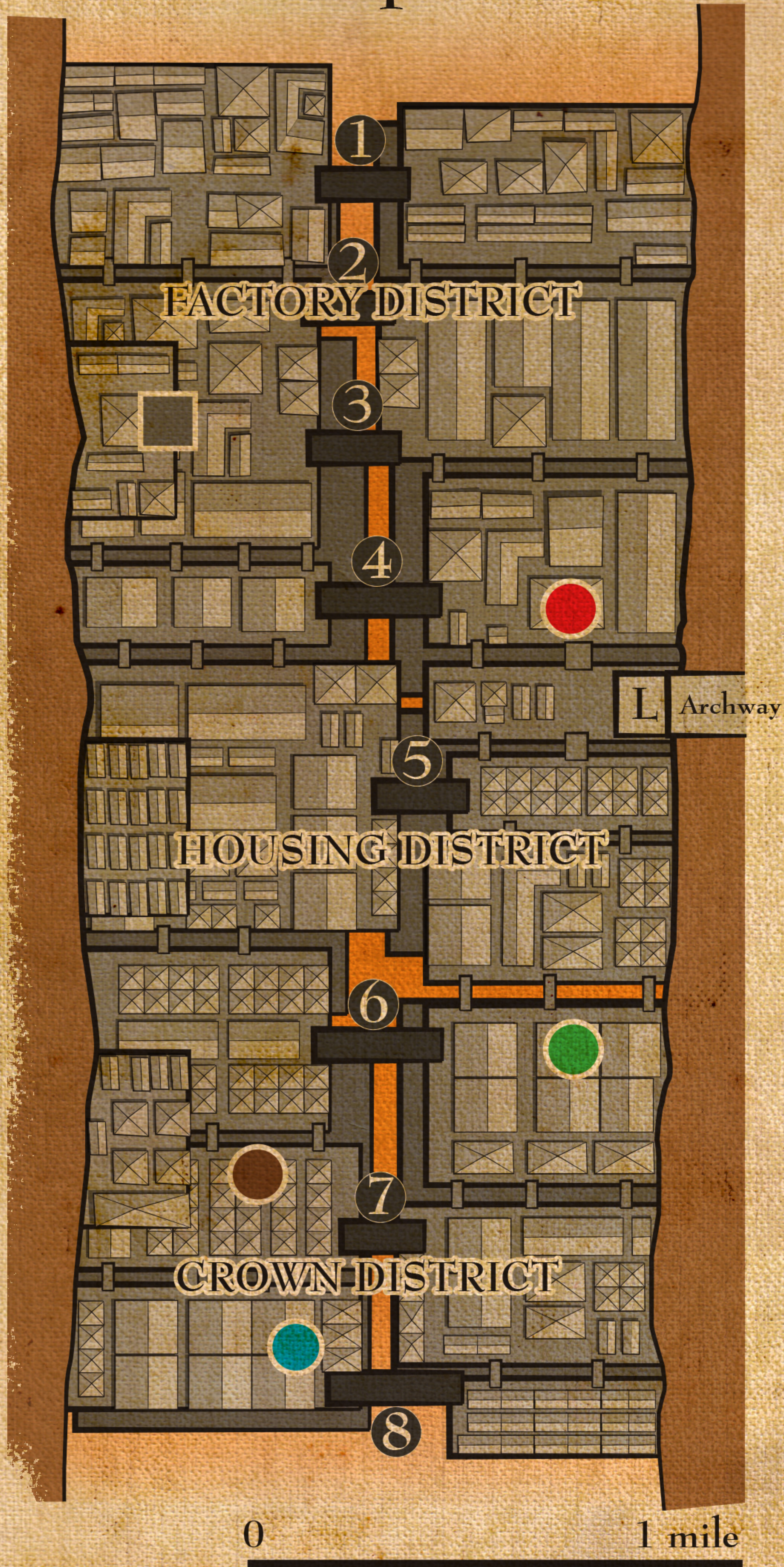
--- Edge of the Heat Spell

■ Parks

Wallside

Top

Side



- ① Grey Bridge
- ② Copper Bridge
- ③ Steel Bridge
- ④ Steam Bridge
- ⑤ Market Bridge
- ⑥ Crown Bridge
- ⑦ Gold Bridge
- ⑧ Sun Bridge

- Brown Cloaks
- Prison
- The Preservers
- Children of the Sun
- Baaken compound
- L Steam-powered lift



JUST
INSERT
IMAGINATION



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE