

WINTOR ETERNOL



MORNÉ SCHAAP







Winter Eternal by Morné Schaap

Cover: Lord Zsezse Works, Morné Schaap & Anton Vermeulen

Layout: Morné Schaap & Anton Vermeulen

Interior art: Doug Anderson, Jeff Brown, Jason Heeley, Jeremy Jack, Bob Kehl, Riaz khan Eusouff, Christopher Onciu, Morné Schaap, Adam Schmidt, Colin Tan, Anton Vermeulen

Proofing: Jacques Liebenberg, Robert Logie, Jason Buchanan, Hans Bothe and many eagle-eyed backers

Play testers & invaluable help and advice: Leon Basson, Jodi Black, Wayne Braden, Jason Buchanan, Jason Burke, Andre Gouws, Anneke Gouws, Sunette la Grange, Robert Logie, Eric Lamoureux, Darren McHardy, Paul Nain, Duncan Newton, David Scott, Tiaan Ross, Darrel Rossouw, Roelf Swanepoel, Anton Vermeulen

Darrel, thank you for getting me started on this road. There would not be a Winter Eternal book without you.

To Mandi, the love of my life. Thank you for all your support, love and putting up with my nerd ways.



Winter Eternal, artwork, logos, and the Just Insert Imagination logo are © 2014 Just Insert Imagination. Winter Eternal, all associated characters, logos, and artwork are Copyrights of Just Insert Imagination. All rights reserved.

This game references the *Savage Worlds* game system, available from Pinnacle Entertainment Group at www.peginc.com. *Savage Worlds* and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

This game references the *Savage Worlds Fantasy Companion*, available from Pinnacle Entertainment Group at www.peginc.com. Used with permission.

This game references material from Hellfrost, used with permission, from Triple Ace Games.



CONTENTS

EHLERRAC 7

THEN AND NOW 7

The Green Council	8
The Orc Wars	8
The 8 cities	9
The Day of Light	9
The Archways	9
Sunshards	10
Organizations	10
"140 AL"-Exciting times	11

CHARACTER CREATION 12

MAKING YOUR HERO 14

Race	14
Traits	15
Secondary statistics	15
Edges and Hindrances	15
Gear	16

RACES 16

Dwarves	16
Elves	17
Goblins	18
Grayns	19
Half-folk	19
Humans	20
Mekellions	20
Orc-tainted	21

EDGES AND HINDRANCES 21

New Hindrances	21
New Edges	21

GEAR 23

A FROZEN AND DARK WORLD

THE WORLD OF EHLERRAC 32

THE WILDERNESS	33
Temperature and light	33

Snow and ice	33
Life out in the ice	33
The great Archways and the Ice run	35

CITIES AND CIVILIZATION 37

Cities and citizens	37
Clothes, houses and furniture	38
Travel	38
Food and animals	38
Summer and Autumn Zones	40
Light and darkness	41
Super blizzards	41
Monsters	42
Technology and magic	42
Leaders, the wealthy and the poor	42

THE 8 CITIES 43

Deadfalls	43
Drogan	46
Echo	48
Emerald Rest	51
Haven	54
Mirror's Edge	57
Ochrem	60
Wallside	63

ORGANIZATIONS 67

The Green Council	67
The Dojan family	68
The Council of Stone	68
The Baaken family	68
The Brown Cloaks	69
Stone Guard	72
The Watch	72
Waywalkers	73
Preservers	73
Children of the Sun	73
The Voiceless	74

RELIGION 74

Ihlanar - The Light	75
Thalrec - The Dark	76
Thorn - The Change	76
Ruksau - The Cold	77

THE THREE HELLS 78

The Silence	78
The Bleeding	78
The Horror	78

CALENDAR AND FESTIVALS 79

MAGIC

Available powers

82

83

BESTIARY

102

GAME MASTER SECTION

86

Setting rules

87

Crowded and cold

87

Rules for handling cold

88

Red shards

89

The lost orc tribes

92

The stone invaders

93

The false god

95

The dead ruler

96

The new rulers of Ehlerrac

98

The rift of the dead

98

THANK YOU

112

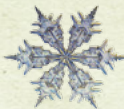
INDEX

121





WINTOR ETERNOL



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, half-folk and orc-tainted 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

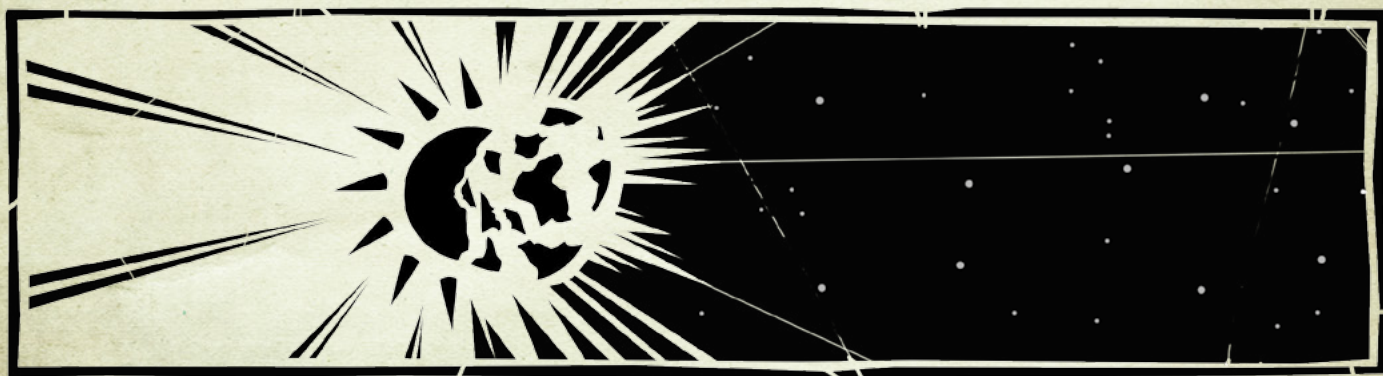
— ❄ —
The last years
before the
death of the
sun were for
the most part
free of wars
and
squabbles

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 artificers 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. The nightside did not escape the catastrophe, though. Today, many refer to this event as Sun Death. Terrible earthquakes and tsunamis rocked Azegar while meteors blazed across the

— ❄ —
In one
terrible
moment
everything
changed

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.

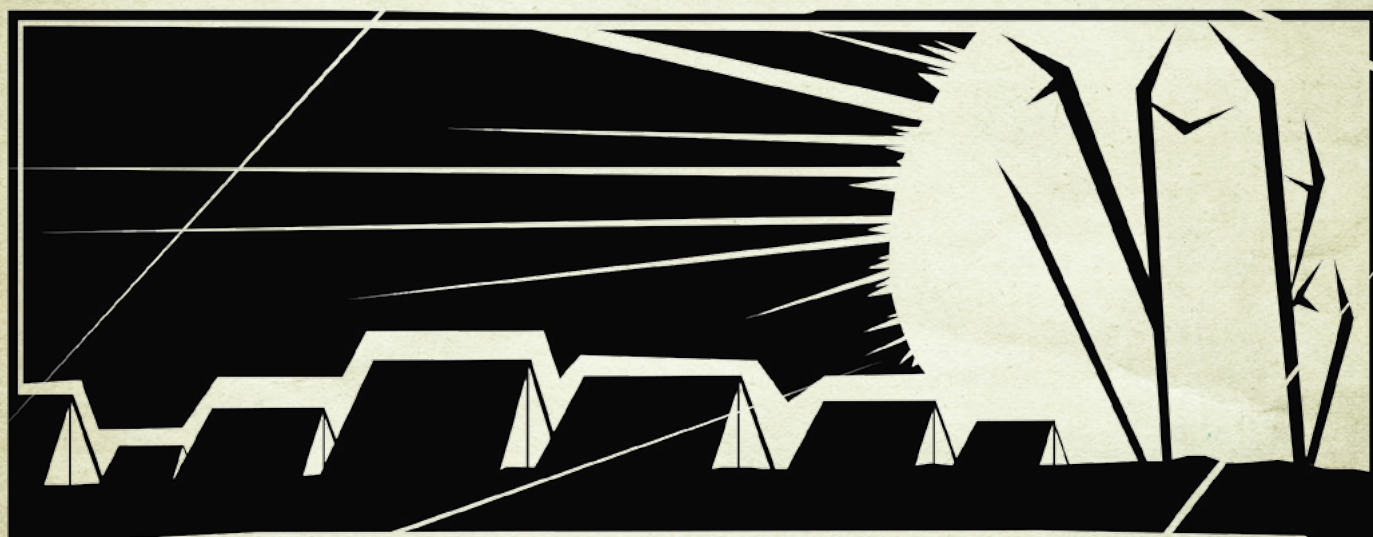
The first year was really tough. The camps were open to the elements and snowstorms destroyed many of the tents and food gardens. For some of the

It was also
in this time
that the great
magical
heat-spells
were first
tested

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.



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 Ehlerac'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

❄️
The camps
grew into
large towns.
❄️

spot to take advantage of the protection 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 artificer 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 artificers 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.

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 cities
were
growing, even
as the world
around them
grew colder
still
❄️

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.

Artificers 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 artificers 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 artificers 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 artificers 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.

SUPER BLIZZARD

Every 4 to 8 weeks Ehlerrac 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.



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 *Savage Worlds* system, follows in Making your hero.

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.

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

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.

Recommendations: Troubadour Edge

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.

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.

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. As an action a Cleric of Change can pray to Thorn for help. All adjacent allies gain +1 to their attacks for a round. Then roll a d6. On a 1 or a 2 the +1 goes to adjacent enemies for the round.

Requirements: Holy Warrior Edge

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.

Requirements: Adept Edge. All trappings must be ice-based

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.

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.

Requirements: Holy Warrior Edge, all trappings must be light based.

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.

Thief: Why work when you can take what you want? For some it's the thrill of

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

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?

Requirements: Gravespeak power.
Arcane Background (Magic)

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 solitary 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.

Requirements: Woodsman Edge

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.

Requirements: Arcane Background (Magic or Sorcery)

— ❄ —
I can help and
it won't even
cost you that
much
— ❄ —

MAKING YOUR HERO

NOW to flesh out the character from your imagination, using the rules provided by *Savage Worlds*. This setting uses rules from the *Core Book*, as well as the *Savage Worlds Fantasy Companion*. 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 half-folk or goblin, looking with envious eyes at that pouch filled with gold? Let's start with the next section and find out!

RACE

MOST of the usual fantasy races can be found in *Winter Eternal*. Humans, dwarves and orc-tainted are the dominant races.

DWARVES live mostly underground and they are just too stubborn to die.

ELVES are more rare, since the forests were mostly destroyed, along with most of their cities. There are communities trying to survive in the overcrowded cities, but it has been especially difficult for them.

GOBLINS are also present in most cities. Tolerated scavengers; this adaptable race is thriving in this dark world.

GRAYNS sometimes struggle to live

in peace with so many old enemies, but younger generations find it much easier. They feel this gives them an opportunity to prove their superiority to outsiders. They can be found in all the cities.

HUMANS are resourceful enough to survive the cold and darkness. They can be found in all the cities

HALF-FOLK, being opportunistic survivors, are found in all the cities. In most cases they are doing pretty well, from running inns to heading the local thieves' guild.

MEKELLIONS hate the cold and try their best to stay in the warmest areas in each city. There are bigger communities in the dwarven cities though, away from the cold of the outside.

— ❄ —
Friends or
enemies,
everyone
was forced
together by
the death of
the sun
— ❄ —

ORC-TAINTED are strong and tough and probably the best adapted to survive in the new world.

Living in the dark is starting to change most of the races. Except for the dwarves, all the races on Ehlerrac are slowly losing the pigment in their skin and hair. Each generation is being born with lighter hair than the previous one and those with

different color skin, like the goblins, are turning paler as well. It seems the younger generations are also adapting to the darkness and there are already children with better dark vision than their parents.

Let's get to the heroes of this world. Have a look at each race before you make a decision. Each comes with its own set of advantages and disadvantages.

TRAITS

YOUR Traits define what your character can do and how well they can do it. Traits are broken up into 2 categories: attributes (starting with a d4) and skills (starting at zero). Each rank you buy gives one die type higher, which means your character is better at using that specific trait.

You get 5 points to spend on attributes and can spend them any way you want. It costs 1 point to raise an attribute by 1 die type. Just remember, you can't raise any attributes above a d12.

You also get 15 points to buy ranks in

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

skills. It costs 1 point to buy the skill and 1 point to raise the skill by 1 die type, up to the linked attribute. To raise the skill higher, it costs 2 points.

All the standard skills are available from the *Savage Worlds* core rulebook. The Boating skill is used to pilot the ice-skiffs and the Riding skill is used for from riding a horse to steering a wagon. Driving is used for the velopedals in the cities.

Remember to buy the corresponding skill when your character has an Arcane Background. Available skill backgrounds are Magic, Miracles and Weird Science.

SECONDARY STATISTICS

LIKABLE characters have high **Charisma** and know how to influence others.

Unless changed by Edges or Hindrances, your starting Charisma score is +0. This total is added to Persuasion and Streetwise rolls.

Pace is how far your character can move in a turn and still act normally. Unless changed by Edges or Hindrances, your pace is 6".

Parry describes how well you can defend yourself in melee combat. It is equal to 2 plus half your Fighting die type. Some Edges, Hindrances and equipment can modify this total.

Toughness helps protect your character against damage. It is usually 2 plus half your Vigor. Some Edges, Hindrances and armor can modify this total.

EDGES AND HINDRANCES

EACH character is defined by more than just their skills and attributes. Edges and Hindrances add powers, backgrounds or flaws to flesh out your character.

You can take one Major Hindrance and two Minor Hindrances. A Major Hindrance is worth 2 points, and a Minor Hindrance is worth 1 point.

For 2 points you can:

- Raise an attribute one die type (you may raise your attributes before purchasing skills).
- Choose an Edge.

For 1 point you can:

- Gain another skill point.
- Gain additional money equal to your starting funds (if you start with 500 gold, you gain an additional 500 gold).

GEAR

EACH hero starts the game with a set of clothes and 500 gold pieces. 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 *Savage Worlds core rulebook* and *Savage Worlds Fantasy Companion* for gear that can help your character survive in the cold, dark world.

BACKGROUND

A character's background tells the story of his life. The more time you spend on this, the more depth the character will have. This makes for even better stories for you as a roleplayer to tell. Where is your character from? Where is his family? What are his dreams and fears? Who are his trusted friends and what are their names? Does he have any contacts that can help when there is trouble? Take some time and create an interesting history for your hero.

RACES

THERE are eight playable races to choose from. Each comes with its own strengths and weaknesses. Some races adapted more easily

to the 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 Ehlerac.

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

— ❄ —
If you want
something
done right,
ask a dwarf
to do it
— ❄ —

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.

Dwarves also have the following traits:

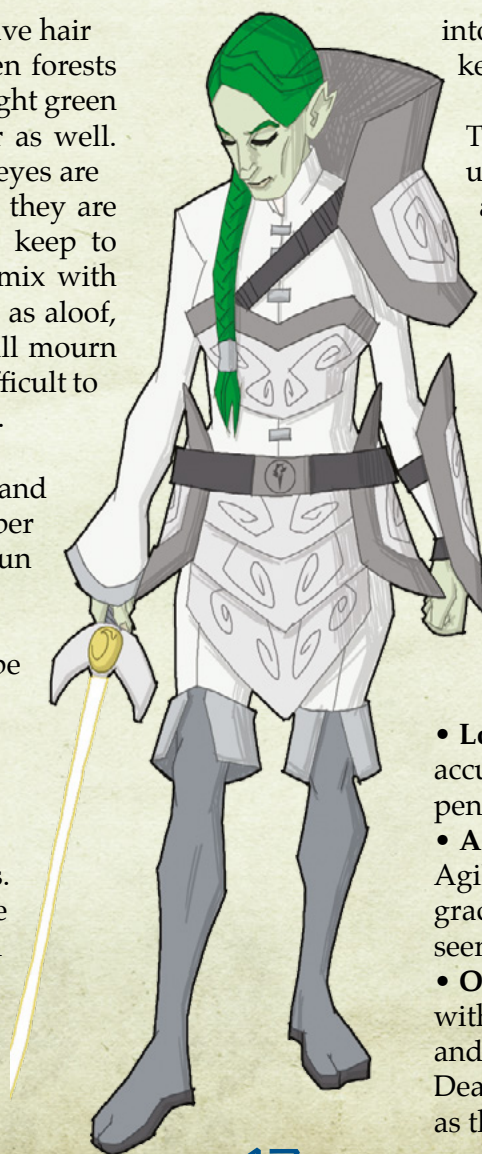
- **Low Light Vision:** Dwarven eyes are accustomed to the dark. They ignore attack penalties for Dim and Dark lighting.
- **Slow:** Dwarves have a Pace of 5".
- **Tough:** Dwarves are stout and tough. They start with a d6 Vigor instead of a d4.

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.

Elves have the following traits:

- **Low Light Vision:** Elvish eyes are accustomed to the dark. They ignore penalties for Dim and Dark lighting.
- **Agile:** Elves start the game with a d6 in Agility instead of the usual d4. They are graceful and even the best human dancers seem like clumsy giants next to them.
- **Outsiders:** Elves are moody and withdrawn. Many prefer to be left alone and to keep away from other races. Dealing with anyone not of the same race as them, gives them a -2 to Charisma.

GOBLINS

BEFORE Sun Death goblins were killed on sight. They are sneaky, greedy and love 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.

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 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.

Goblins are also very curious and it's almost impossible for a 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 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.

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



— ❄ —
You finished
with that, me
can make a
fine hat with
it
— ❄ —

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 goblins endure and their numbers have been growing in each city.

Goblins are never down for long. Goblins live for around 40 years, though their natural curiosity keeps the lifespan of many goblins a lot shorter.

Goblins have the following traits:

- **Fast:** Goblins start with a Base Pace of 10.
- **Infravision:** Goblins halve penalties for dark lighting against living targets, because they can see heat signatures.
- **Size -1:** Goblins stand about as high as children, around 3-4'; they also subtract 1 from their Toughness.
- **Sneaky:** Goblins can move very quietly and start with a d6 in Stealth
- **Ugly Or Not:** Goblins taking the Attractive or Very Attractive edges only get the bonus when dealing with their own race.

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.

Grayns have the following traits:

- **Low Light Vision:** Grayns see very well in the dark and ignore penalties for Dim and Dark lighting.
- **It’s All In The Nose:** Grayns receive a +2 to Notice when using their sensitive noses. Sometimes this can be a curse, as they can be overwhelmed by strong or strange smells in the crowded cities.
- **Feared For A Reason:** Many still fear this savage race. Grayns receive a -2 to Charisma when dealing with other races.
- **Teeth Bared:** Grayns have a bite attack that does STR+d6 damage.

You see that
hill? I bet you
I can make it
there before
you

HALF-FOLK

SOMETIMES confused for human children, half-folk 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. Half-folk 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, half-folk 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 half-folk 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”.

Half-folk 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.

Half-folk have the following traits:

- **Fortunate:** Half-folk draw one more Benny at the start of the session. This can be combined with the Luck and Great Luck Edges.
- **Short:** Half-folk come with a -1 in size and subtract 1 from their Toughness.
- **Spirited:** Because half-folk are so happy and optimistic they start with a d6 in Spirit instead of a d4.

Welcome,
see anything
you like? You
won’t find
better wares
anywhere else

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

❄️
Don't think
because you
are bigger, I
can't take you
in a fight
❄️

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.

Humans have the following traits:

- As usual, humans start the game with 1 **extra Edge** of their choice.

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

❄️
You think
no-one saw,
but I sure did
❄️

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

Mekellions have the following traits:

- **Cold-Blooded:** Mekellions dislike the cold. As reptiles they suffer a -2 to their Vigor roll to resist the environmental effects of cold
- **Keen Eyesight:** The independently moving eyes of Mekellions never miss much. They receive a +2 on Notice rolls involving sight.
- **Natural Climbers:** Mekellions have a natural talent at scaling seemingly smooth surfaces and start with a d6 in Climbing.
- **Quiet Like A Whisper:** Mekellions know how to move without making a sound and start with a d6 in Stealth.
- **Tail Slam:** Mekellions can use their tails as a natural weapon doing Str+d6 damage.
- **Uncomfortable:** Other races find the seemingly emotionless Mekellions a bit disconcerting. They suffer a -2 to Charisma.

ORC-TAINTED

ORC-tainted are tough and strong.

As a race they 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.

Orc-tainted also share larger lower incisors with those of their non-human parents.

During the Orc Wars, many unwanted Orc-tainted were conceived. Before Sun Death the few Orc-tainted were shunned by many. People were scared of them and they found it hard to find their place in the world.

But now Orc-tainted are guards and protectors. They are strong and in this hard world they will always be needed.

There aren't enough Orc-tainted in the

cities to form their own communities; they have homes in many different places and Zones. Orc-tainted are no longer shunned or ignored and many hold powerful positions in the cities.

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

Orc-tainted have the following traits:

- **Ill-Tempered:** Orc-tainted are usually in a bad mood and disagreeable. They suffer -2 to their Charisma.
- **Infravision:** Orc-tainted can see heat signatures and halve penalties for fighting in the dark against living targets.
- **Strong:** Orc-tainted are very strong and start the game with a d6 in their Strength attribute and not a d4.

Don't worry,
I'm here to
help

EDGES AND HINDRANCES

The following Edges and Hindrances are available in *Winter Eternal*. The ones in the *Core Rulebook* and the *Fantasy Companion* are also available, so go through all of them before deciding.

Unfortunately some Edges aren't available in this setting. The Arcane Background: Psionics and Arcane Background: Super Powers, as well as any Edge that has one of these two as a prerequisite cannot be used.

NEW HINDRANCES

Cold Blood (Minor)

Your hero doesn't hate the cold, he loathes it. If he had his way, he would sit in front of a warm fire the whole day. He takes a -2 penalty when making Vigor checks to resist the effects of cold.

Frostbite (Minor)

Your hero was stuck out in the cold for too long and suffered tissue damage because of it. If it's his foot, he takes a -1 on Pace. If it's his hand or some fingers, he takes a -1 on the roll for physical actions using this hand. Damage to his face results to a -1 to Charisma.

NEW EDGES

BACKGROUND EDGES

Famous Family

Requirements: Novice

This edge substitutes the Noble edge. In this case it means the hero is part of a ruling Nature Warden or dwarf family, or

of the Baaken or Dojan families. He gains +2 Charisma and the Rich Edge for free. Family members also stay for free in any city they have a compound in or at the homes of the rulers, if they want to make their presence known.



This Edge comes with much added responsibility and even an enemy or two. The Famous Family Edge is not meant to be an easy way to get more money. Players and the GM must work together on how high the hero's standing is within the family, what his responsibilities are and so forth. It is not possible to take the Famous Family and the Noble Edges together.

Snow Walker

Requirements: Novice

Heroes with this Edge can move at their normal pace when walking in snow and on ice. It is not treated as difficult ground.

Suit Master

Requirements: Seasoned

Your hero has been wearing the ice suit for so long, he knows how to move effectively in it. All Strength and Agility-based checks while wearing the suit are made with no penalties and not with the normal -2.

Warm Blood

Requirements: Novice

The cold doesn't bother your hero as much as it does others. He gets a +2 to Vigor checks for the effects of cold.

PROFESSIONAL EDGES

Brown Cloak

Requirements: Novice, Fighting d8+, Streetwise d8+

Brown Cloaks are a familiar sight on the streets of many cities. They protect the citizens and make sure the streets are safe. With permission from their commander, they are also allowed to follow criminals all the way to other cities. The local Brown Cloak Chapter will usually do its best to help, though they don't always get any help in cities without one.

Brown Cloaks get a +1 bonus on all Notice rolls and a +1 on Streetwise rolls

only when in the city they work in. This bonus stacks with Alertness.

Hand of Death

Requirements: Novice, Arcane Background (Miracles), Spirit d8+, Faith d6+

Those called by the god Thalrec to find and punish the guilty are called The Hand of Death. They are relentless and many evil men lay awake at night, dreading their knock on the door.

As a free action a Hand of Death can call on Thalrec to show him the guilt of those around him. Its costs 1 Power Point and has a range of the character's Spirit. 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. For the next 2 rounds he gets a +1 on damage against his foes.

Nature Warden

Requirements: Novice, Arcane Background (Miracles), Spirit d8+

Protectors of nature, Nature Wardens are now also the protectors of the citizens of Ehlerrac.

They can grow plants without the need for sunlight and they make sure the masses are well fed. Not even the rangers are as in touch with nature and the environment as Nature Wardens. For many Nature Wardens the protection of nature outweighs the protection of Ehlerrac's citizens.

Nature Wardens can make plants grow in a radius of their Spirit die, by using nature's magic they have a link to. As an action they can cause seeds to germinate and plants to grow a small increment. By spending a Power Point, the plants grow very vast and can restrain those caught in their area of growth. This works like the Entangle power and lasts for 3 rounds. If the Nature Warden wants to maintain the power after that, he must pay the usual Power Point cost stipulated in the *Savage Worlds* core rulebook.

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!

GEAR

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. Unless you have an Edge or Hindrance that changes it, your character starts with 500 gold pieces.

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 GM to decide what they have in stock.



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 artificers. Artificers 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 artificers 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 artificers are coming up with new uses for these shards almost every day. Artificers also produce interesting alchemical and some clockwork devices. Have a look at the descriptions to see what they do.

Most items are self explanatory and have no extra rules associated with them. Some items needs 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 really bad, no Vigor 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.

CANDLE: Candles give light in a 2" radius. You can't run while holding the candle or the flame will go out. Wind can also snuff the flame out.

CLOCKWORK PROXIMITY ALARM: This round mechanical contraption is about as big as a dwarf's head. Only an artificer 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 8" (or 16 yards) 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 full round to wind up again. On a roll of 1, the sword suffers a malfunction and must be repaired by somebody who knows clockwork devices.

COOKING UTENSILS: This set includes a pot, a pan, 4 plates, mugs and cutlery. No hungry adventurer should travel without these.

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 Notice checks for discerning fine details, like reading or recognizing banners and people. A sudden bright light can also blind





GRUKDAR "GRUMBLEPAUNCH" FIREFORGE

LEADER OF ECHO

In his youth Grukdar knew mostly deprivation and despair, which molded him into the responsible, though affable person he is today. He fought giants, orcs, and other fell beasts that crept in the shadows, yet always had an eye for the needs of his people that slowly recovered from those dark years.

Being one of the heroes of the Battle at Icicle Gorge, he became an envoy helping to reestablish relations with other emerging settlements. Half a century ago he became headman, following in the footsteps of his father, Urac.

Being the busy leader, Grukdar is shielded by his submissive goblin factotum Kug Crookback.

ATTRIBUTES: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d6

SKILLS: Climbing d6, Fighting d8, Healing d4, Intimidation d6, Knowledge (Battle) d8, Knowledge (Area: Echo) d6, Notice d8, Persuasion d8, Repair d4, Shooting d6, Streetwise d4, Survival d4, Taunt d4, Throwing d4

CHARISMA: 4; **PACE:** 4; **PARRY:** 6; **TOUGHNESS:** 6

LANGUAGES: Dwarven, Common, Elvish, Goblin

HINDRANCES: Heroic, Obese, Quirk: Always grooming his beard

EDGES: Charismatic, Command, Command Presence, Common Bond, Level Headed, Noble, Tactician,

GEAR: Well crafted and used armor & weapons. Fine, yet practical clothing at home, armed only with a dagger.

SPECIAL ABILITIES:

Low Light Vision, Slow, Tough

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 8" 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.

GRAPPLING HOOK AND LINE: To throw a grappling hook is the same as a range attack. It has a range of 3/6/12. The line is usually no longer than 15 yards and can carry up to 200 pounds.

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.

ICE SUIT: The ice suit is a relatively new invention, 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 50% chance of breaking when you fall.

The suit protects its wearer against the deadly cold and no Vigor rolls are required against cold effects while wearing it, unless the visor is broken. It is very heavy and bulky, so Vigor checks are required every 4 hours to see if the wearer gains a Fatigue level. All physical actions while wearing the suit have a -2 penalty to the roll. There are slots in the suit for equipment like the shoulder lantern (see below) and it comes with snowshoes. The bonus from snowshoes is already included when wearing the suit.

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 add an extra inch to the distance a character can jump vertically or horizontally.

LANTERNS: Normal lanterns need oil. They provide light in 4" radius for 3 hours per pint of oil. If it is dropped there is a 50% chance it will break and a 1 in 6 chance it will set flammable items alight. A Glowstone lantern gives off the same light, 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.

LOCKPICKS: Trying to pick a lock without these tools incur a -2 penalty to the roll.

OIL: Can be used to fuel a lantern or can be poured into a flask, set alight with a fuse and thrown as a weapon. Lighting the fuse takes 1d6 rounds with a flint, or 1 round with an open flame. The range to throw is 3/6/12 and it does 1d10 damage when it hits. Check the *Core Rulebook* for rules on when a object catches fire.

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.

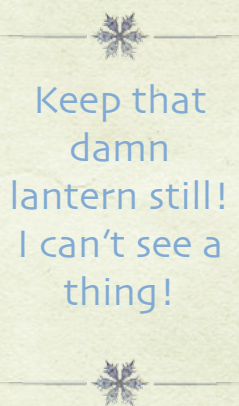
POTION OF HEALING: This alchemical potion heals one wound when consumed.

POTION OF SPEED: This potion doubles the basic pace of a character for 1 round.

POTION OF WARMTH: For 3 hours this potion adds +1 to Vigor rolls out in the cold. This stacks with clothing or other powers.

POTION OF INVISIBILITY: This potion renders the drinker invisible for five minutes. To notice or hit the hero is done with a -4 penalty and he can only be attacked if the attacker knows where he is.

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 33 yards and lasts for 5 minutes.

SNOWSHOES: These round, flat leather soles are tied to normal shoes. They make it easier to walk in deep snow and add 1 when making Vigor rolls for fatigue when walking for a while in deep snow.

A note on potions: If bought in a shop, potions are watered-down versions of what a hero with Arcane Background: Alchemy can make. The effects are lessened and don't last very long. Refer to the Powers section when making potions as a character.

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%.

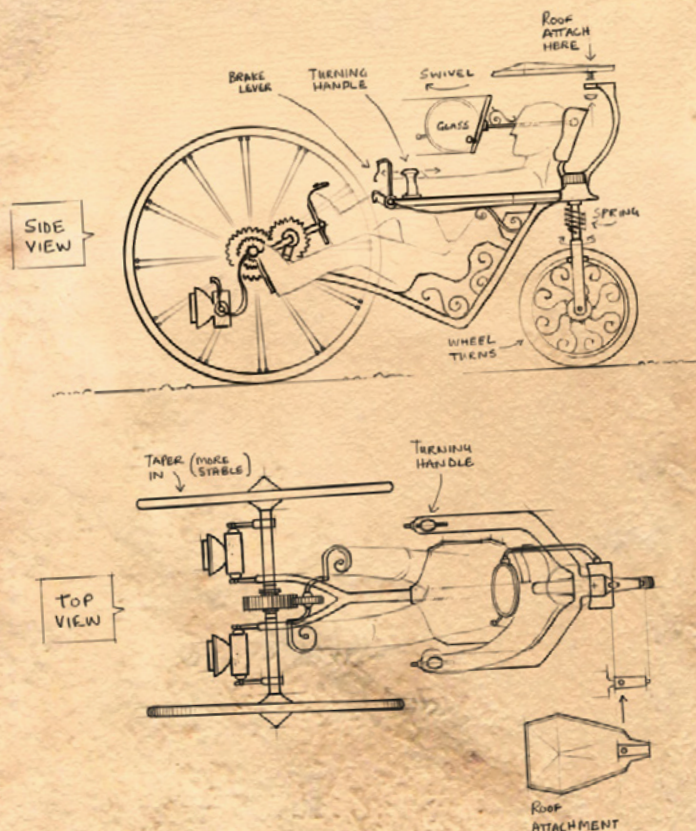
TORCHES: Wood is very scarce, so most normal torches are made of ceramic or bone, with the point dipped in tar or some other substance that burns. It gives light in a 4" radius and lasts about an hour. Glowstone torches are smaller, give off no heat and last for 5 hours. Unlike a normal torch, a strong wind can't blow out the flame. Glowstones can also be recharged.

VELOPEDAL: It takes a short while to learn to drive this three-wheeled metal cycle, but it speeds up travel inside cities considerably. A velopedal has a pace of 8.

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 Vigor check or he becomes nauseous and suffers a level of Fatigue for an hour.

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.

VELOPEDAL



ITEMS

Item	Cost	Weight
Air filter	25gp	1
Backpack	25gp	2
Bedroll	25gp	4
Blanket	10gp	4
Candle (2" radius light)	1gp	
Clockwork Proximity alarm	55gp	3
Cooking utensils	2gp	3
Crowbar	10gp	2
Dark goggles	80gp	2
Flare (8" radius light)	5gp	
Flask (ceramic)	5gp	1
Flask (metal)	10gp	1
Flint and steel	3gp	1
Glowstone (permanent) (3" radius light)	50gp	
Glowstone (charge) (3" radius light)	25gp	
Glowstone recharge	10gp	
Goggles	15gp	1
Grappling hook	50gp	2
Hammer	10gp	1
Horn	3gp	1
Ice cutter	235gp	25
Ice suit	1,000gp	50

Item	Cost	Weight
Jump jets	10gp	3
Lantern (oil) (4" radius light)	25gp	3
Lantern (Glowstone) 4" radius light)	45gp	3
Lockpicks	100gp	1
Oil (1 pint)	2gp	1
Portable campfire	40gp	6
Quiver (holds 20 arrows)	10gp	2
Rope (10")	10gp	15
Room heater	100gp	35
Pick or Shovel	5gp	5
Packet of powder	1gp	
Shoulder lantern (10" beam light)	30gp	3
Skyflare (250" radius light)	15gp	1
Snowshoes	15gp	3
Soap	1gp	
Torch (4" radius light)	5gp	1
Torch (Glowstone) (4" radius light)	15gp	1
Velopedal	35gp	50
Wide-angle goggles	1,500gp	1
Waterskin (3 quarts)	5gp	1

POTIONS

Potion	Cost	Weight
Healing	250gp	1
Invisibility	300gp	1
Perception	270gp	1
Speed	250gp	1
Warmth	200gp	1

FOOD

Item	Cost	Weight
Average meal	10gp	
Cheap meal	5gp	
Expensive meal	15gp +	
1 week's rations	25gp	10
1 day's water (2 quart)	1gp	1

CLOTHES

Item	Cost	Weight
Normal clothing	20gp	—
Formal clothing	60gp	—
Tailored clothing	100gp+	—
Winter clothes	35gp	2

TRAVEL

Item	Cost
Buggy travel	5gp per half mile
Caravan	3gp+ per day
Caravan space	1gp+ per day
Skiff passage	5gp+ per day
Ice-ship passage	8gp + per day
Velopedal rental	1gp per day

SERVICES

Item	Cost
Bath	2gp
Meal (cheap)	6gp
Meal (good)	12gp
Meal (feast)	20gp
Room (shared with 6)	3gp
Room (double)	10gp
Room (private)	15gp

SHELTER

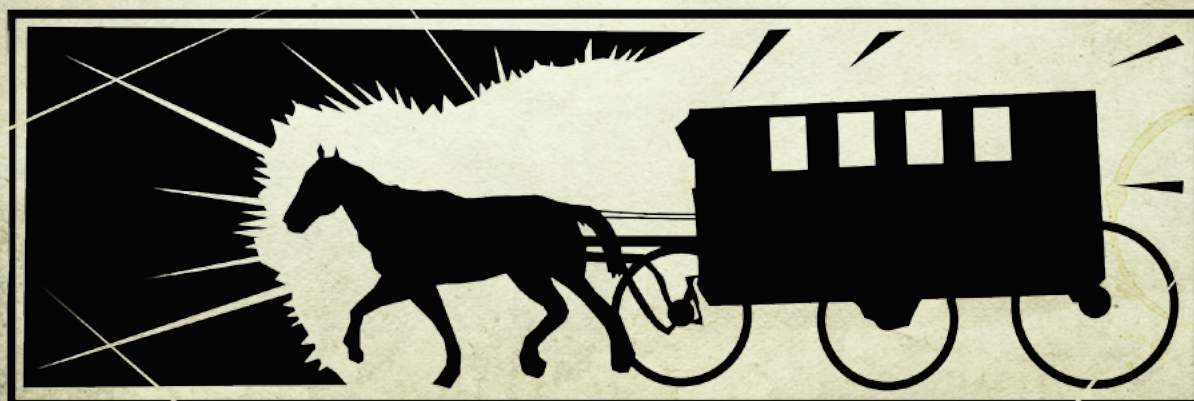
Item	Cost	Weight
Insulated tent	35gp	30
Sunshard tent	550gp	40

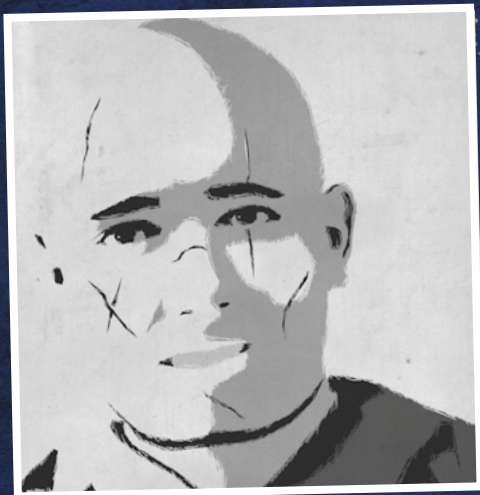
WEAPONS

Weapon	Damage	Weight	Cost	Notes
Clockwork sword	Str+d8+2	10	500gp	Rare item. Only sold in Wallside.

ARMOR

Weapon	Armor	Weight	Cost	Notes
Gear armor	+3	40	1,500gp	Covers torso, arms, legs. Only sold in Wallside.





ZED COBB
THE LUCKLESS MERCENARY

Zed is the go-to guy when you want a job done. He can be anything from a personal bodyguard to a sword for hire and a bounty hunter; if you have the right money and are willing to follow his rules.

Those are simple: no trouble, no lies and everyone keeps to their end of the bargain. When he's on your heels, you have two options: turn and face this bald hulk with his long sword, or run and hide for the rest of your life, knowing he will only stop once the job is done.

Being a man of principle, he is loyal to his comrades-in-arms and his employers, but won't hesitate to go after them if they cross him. Living like that for years has formed a man that can withstand any sort of punishment the world throws at him. He is a silent man, focused and lonely. Luck has seldom been on his side and his scars and cold eyes tell the stories he will not.

ATTRIBUTES: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

SKILLS: Fighting d8, Intimidation d6, Notice d4, Persuasion d4, Riding d4, Streetwise d6, Survival d4, Throwing d4, Tracking d6

CHARISMA: 0; **PACE:** 6; **PARRY:** 6; **TOUGHNESS:** 9 (2)

LANGUAGES: Common, Elvish, Goblin, Grayn

HINDRANCES: Bad Luck, Code of Honor, Loyal

EDGES: Brawny, Nerves of Steel

GEAR: Long Sword (Str+1d8 damage) Strapped to his belt. In most duel situations held with both hands.

Daggers (Str+d4 damage, 3/6/12 range) One in the boot, two on the belt.

Chain Hauberk (+2 Armor) With furs and a hood to keep the cold out.

Helmet (+3 Armor on head)

A dog he loves very much.



ELLA
LEADER OF A BAND OF
CHILD PICKPOCKETS

When in Emerald Rest, it is wise not to only keep an eye out for the animals walking the streets. Crime is more prevalent here since the Brown Cloaks must also protect the animals.

The Pixies is a group of child pickpockets working the streets of Emerald Rest. They know how to strike fast then disappear in the busy crowds and parks.

Ella is the strong-willed leader of this ragamuffin group. She may be young, but she should never be underestimated. She is smart and fast and many citizens and visitors to the city have found themselves without a gold pouch when they need to pay for food or lodging.

ATTRIBUTES: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d4

SKILLS: Climbing d6, Fighting d6, Lockpicking d4, Notice d6, Taunt d6

CHARISMA: 0; **PACE:** 6; **PARRY:** 5; **TOUGHNESS:** 4

LANGUAGES: Common, Elvish, Goblin, Grayn, Mekellion

HINDRANCES:

Loyal, Young

EDGES:

Luck

GEAR: Armed with a dagger.



THE BLACKBIRD

CAPTAIN OF THE ICE-SKIFF
"BLACKBIRD"



BLACKBIRD

ICE-SKIFF WITH AN ALL
FEMALE CREW

Her name is Helgo Morgain and she's the captain and sole owner of the ice-skiff "Blackbird". Helgo is a slim, willowy woman in her early thirties with flowing black hair. The people in Mirror's Edge and Witbay have nearly forgotten her real name and just refer to her as "Blackbird".

Blackbird transports cargo of all kinds across Mirror Lake. There are two slightly odd things about the captain and her skiff. First, her crew is all-female, she never hires men. Blackbird allows men as passengers, as long they pay the standard fair and mind their manners. Women can book passage at a lower rate.

The second is that more often than not she doesn't take the shortest route. When the delivery isn't urgent, the "Blackbird" is seen traveling along the southern shores of Mirror Lake. Why? Nobody knows for sure, but it is rumored that she is searching for something.

ATTRIBUTES: Agility d10, Smarts d12, Spirit d6, Strength d4, Vigor d6

SKILLS: Boating d12, Knowledge: Lake Mirror d12, Notice d10, Spellcasting (Arcane) d12, Survival d8

CHARISMA: 2; **PACE:** 6; **PARRY:** 2; **TOUGHNESS:** 5

LANGUAGES: Common, Dwarven, Elvish

HINDRANCES:

Curious, Vow (Help Women)

EDGES:

Arcane Background (Magic), Attractive, Command

GEAR: Armed with only a dagger.

ARCANE POWERS (Power Points: 10):

Confusion, Darksight, Detect/Conceal Arcana, Mind Reading

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 artificers 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



DARQ ODEN
LEADER OF HAVEN

Born Malek Oden, this frail and weak boy was a disappointment to his parents. Their lack of love turned him into a bitter withdrawn youth. The schism between heir and ruler became more pronounced when he found that the magic of the Nature Wardens was beyond him. Fire magic came naturally to him, though, and his father saw this as an abomination.

Malik grew more and more distant. He left to join the Waywalkers and changed his name to Darq to match the darkness of his mood. He struggled at first, given his weak constitution, but eventually the effort paid off as he won the grudging respect of his peers. Life made him hard and strong. His outward bitterness gave way to a dry sense of humor that he exercised often.

He became known as a just and courageous Waywalker. He protected many caravans against overwhelming odds and bandits learned to fear him. When Darq returned to Haven upon the death of his father he received a hero's welcome. When he took over the leadership of Haven, he was met with guarded optimism.

Over the years, this has turned into love and respect, as the city has thrived under his guidance. The people feel warm and safe and almost no one goes to bed hungry.

ATTRIBUTES: Agility d4, Smarts d12, Spirit d10, Strength d10, Vigor d6

SKILLS: Fighting d8+3, Knowledge (Arcana) d6, Knowledge (Battle) d8, Notice d6, Persuasion d4, Shooting d4, Spellcasting d10, Survival d4, Tracking d4

CHARISMA: 4; **PACE:** 6; **PARRY:** 5; **TOUGHNESS:** 6

LANGUAGES: Dwarven, Common, Elvish, Goblin, Mekellion

HINDRANCES: Doubting Thomas, Heroic

EDGES: Arcane Background (Sorcery), Brave, Brawny, Charismatic, Command, Command Presence, Famous Family, Rich, Snow Walker, Suit Master, Sweep, Tactician

GEAR: Magic Greataxe - Flamebite

- Attack Bonus: +3; • Damage Bonus: +5
 - First Strike - Free attack vs. foe who moves adjacent (1/turn)
 - Burst - Use Cone Template; Roll Agility or 2d10 damage
- Trappings: Flame

feel they are the rightful heirs of Ehlerrac 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.

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.

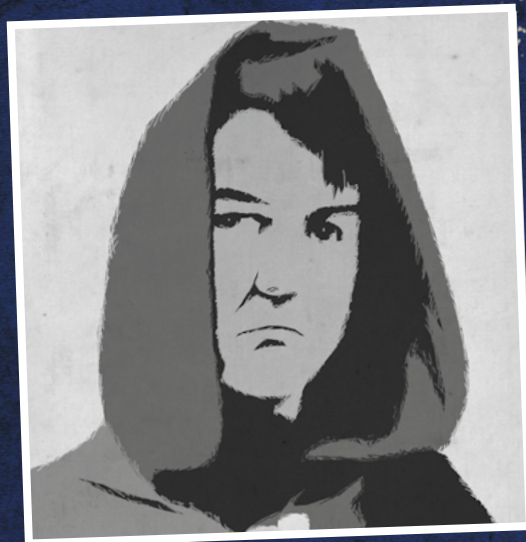
About 12 years ago the Baaken family decided to start work on an ice channel between Haven and Mirror's Edge. The

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.



**THEMARA
OAKENSTAFF**
LEADER OF DEADFALLS

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.

Themara was born in a gray and cold castle. She had many friends, though. She could hear the voices of many ghosts moving throughout the castle. She grew up cold and emotionless with only the dead for companions.

Now she is the leader of Deadfalls, but she leaves most of the ruling to Devan Gray. She is concentrating on her studies to become one of The Voiceless and does not care for the day-to-day running of the city.

The city is very important to her, though, and it is because she is privy to the secrets Gray is keeping that she wants to protect Deadfalls and the people who call it home.

ATTRIBUTES: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

SKILLS: Investigation d6, Knowledge (Dimensions) d8, Knowledge (Ghosts) d8, Persuasion d8, Spellcasting d8

CHARISMA: 2; **PACE:** 6; **PARRY:** 2; **TOUGHNESS:** 5

LANGUAGES: Common, Dwarven, Elvish, Grayn, Mekellion

HINDRANCES:

Loyal, Stubborn

EDGES:

Arcane Background (Magic), Arcane Resistance, Famous

Family, Rich

ARCANE POWERS (10 POINTS):

Banish, Damage Field, Dispel, Environmental Protection, Light,

Mind Reading, Pummel, Stun, Telekinesis, Teleport

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 and carriages, called buggies, propelled by pedal power. 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.



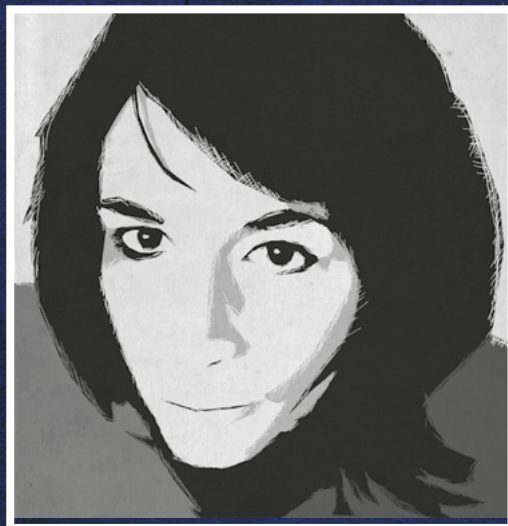
Mirror's Edge also exports fish. It's the city's biggest industry and provides work for many of its citizens.

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.

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. Other cities have insect dishes, but it's mostly eaten by poorer people and most goblins.

Pets and other domesticated animals took a giant drop in numbers during the cataclysm, as most were eaten in desperate times.

Many 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.



NIRIC UL'MEER
LEADER OF EMERALD REST

Though born mute, Niric Ul'Meer astounded people with her ability to understand animals, as well as the way they responded to her. From early on she could tame the wildest beasts and was spending more time with animals than people.

She is a kind person and much loved by the citizens. She is always surrounded by her two snow leopards and her close friend Tristan Lightoak acts as interpreter when people come to speak with the leader of Emerald Rest. She also trains animal companions and her animals are sought-after in every city on the continent.

Some worry that she might not have the strength if she had to make tough choices involving the city, but many underestimate her.

ATTRIBUTES: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

SKILLS: Healing d6, Knowledge: Animals d8, Notice d6, Riding d6, Spellcasting d6, Tracking d8

CHARISMA: 0; **PACE:** 6; **PARRY:** 2; **TOUGHNESS:** 5

LANGUAGES: Dwarven, Common, Elvish, Goblin

HINDRANCES:
Pacifist

EDGES:
Arcane Background (Miracles), Beast Bond, Beast Master, Common Bond

ARCANE POWERS (15 POINTS):
Beast Friend, Dispel, Entangle, Environmental Protection, Shape Change, Slumber, Stun

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


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

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 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.

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.


Get
everybody
downstairs
and start
handing out
blankets

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.

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 artificers, 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. Artificers 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 artificers 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 Ehlerrac.

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 it's 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.

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.



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.

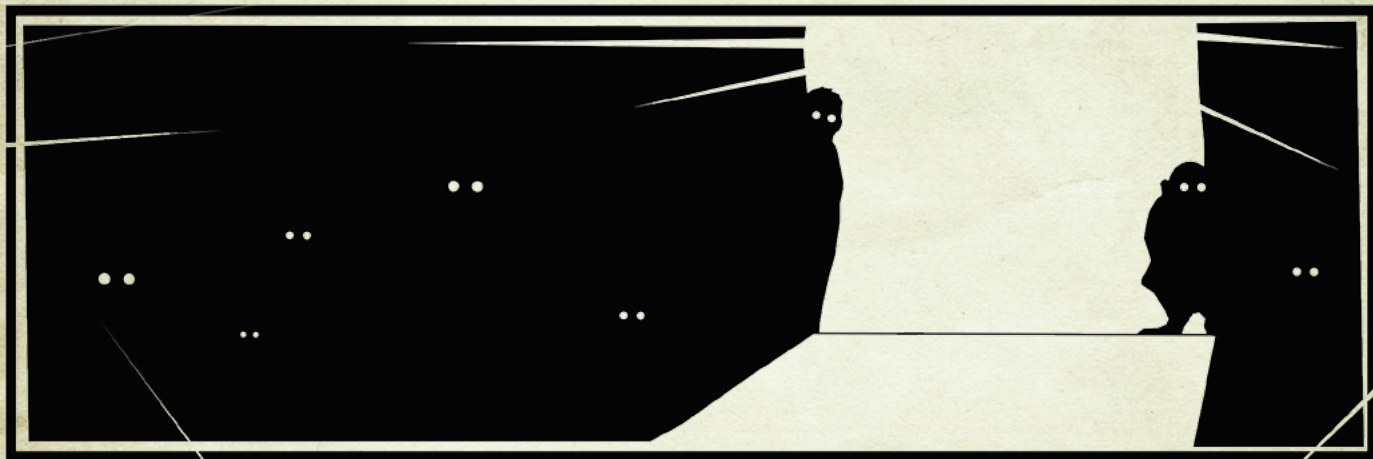
Soon after he formed The Voiceless, a group of necromancers that took over many duties in the growing town. Ghosts were seen drifting around even when the camp was started, but as time passed by, more and more ghosts were seen on the streets. It took some time to calm the panicked survivors. The explanation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

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.

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.

The Super Blizzards have their usual impact on the city and citizens, though the buildings seem to weather the storm better. Many still try to find a safe spot in the Summer Zone and people open their houses to those less fortunate. Many buildings in the Summer Zone have cellars just for such an emergency.

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.

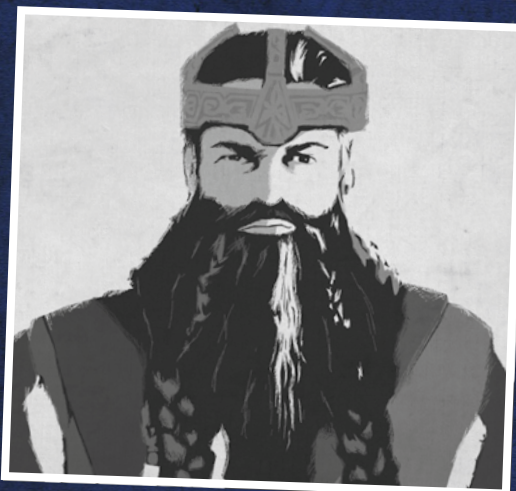
Deadfalls



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.



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.

Keldir Redaxe was raised to be proud of his dwarven heritage. Thanks to the dwarven engineers, the city survived the cataclysm. He will never forget the sight of his father leading an army outside to help protect the newly formed camps.

He fought hard to keep monsters away from the city and would give his life to keep its people safe.

He found it hard to accept when many different races came to Drogan and was given so much room in his beloved city. While he isn't a bad person, Keldir does not have much love for other races and goblins aren't permitted to live in Drogan.

ATTRIBUTES: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

SKILLS: Climbing d4, Fighting d12, Intimidation d6, Notice d6, Shooting d4, Stealth d6, Throwing d6

CHARISMA: 0; **PACE:** 5; **PARRY:** 9; **TOUGHNESS:** 6

LANGUAGES: Common, Dwarven, Grayn, Mekellion

HINDRANCES:

Code of Honor, Stubborn

EDGES:

Block, Combat Reflexes, Danger Sense, Improved Frenzy, Noble, Sweep

SPECIAL ABILITIES:

Low Light, Slow, Tough

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.

Drogan



 The Preservers

 Children of the Sun compound

 Hanging bridges and
walkways around the pillars

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.

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.

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 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 echo's 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.



Urac Fireforge was the head of the settlement, until his 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.

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.

Echo



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 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.

EMERALD REST

DANIKA UI'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.

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

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.

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.

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 Brown Cloaks are having a hard time policing the city and criminals are quick to use the advantage this gives them.

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. An artificer 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.



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

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.

Haven is one of the biggest cities on the continent.

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 every body 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.

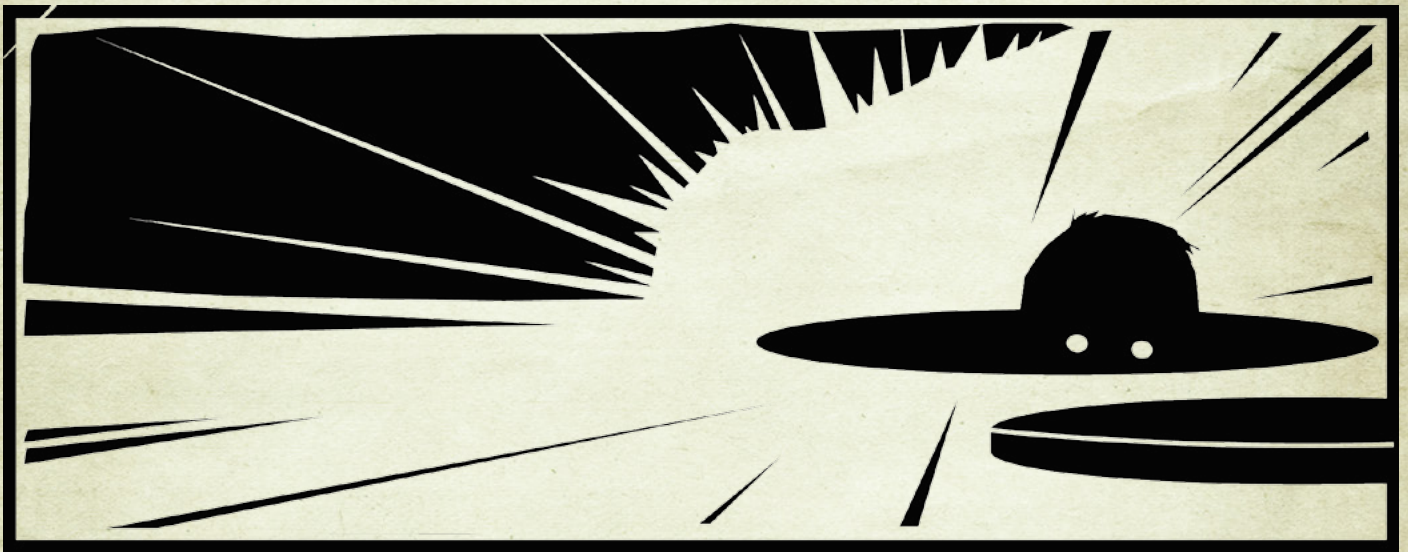
The Gray Tower of the Brown Cloaks stand across from the market. Baron Dalger Reint stands at the head and keeps a close eye on his men.

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. Many of the roads in the Autumn Zone are hard-packed dirt, though work is underway to cobble the rest.

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.

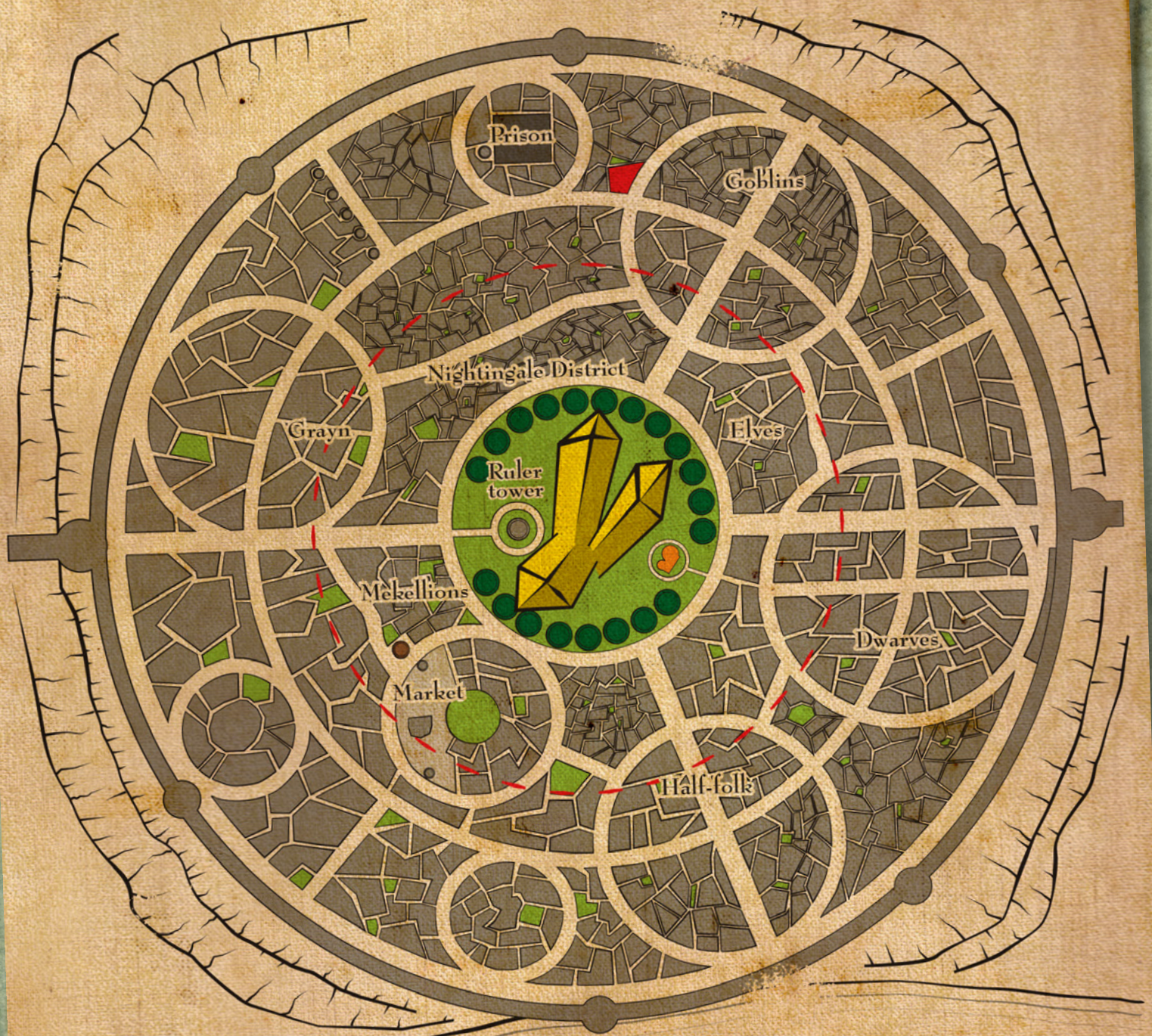


During a Super Blizzard most of the city shuts down and many people move into the Summer Zone. Even then, it's still very cold and many clerics and Nature Wardens try to help the shivering people. Many try to ride out the storm in their homes, though those in the Autumn Zone have a few extra holes in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

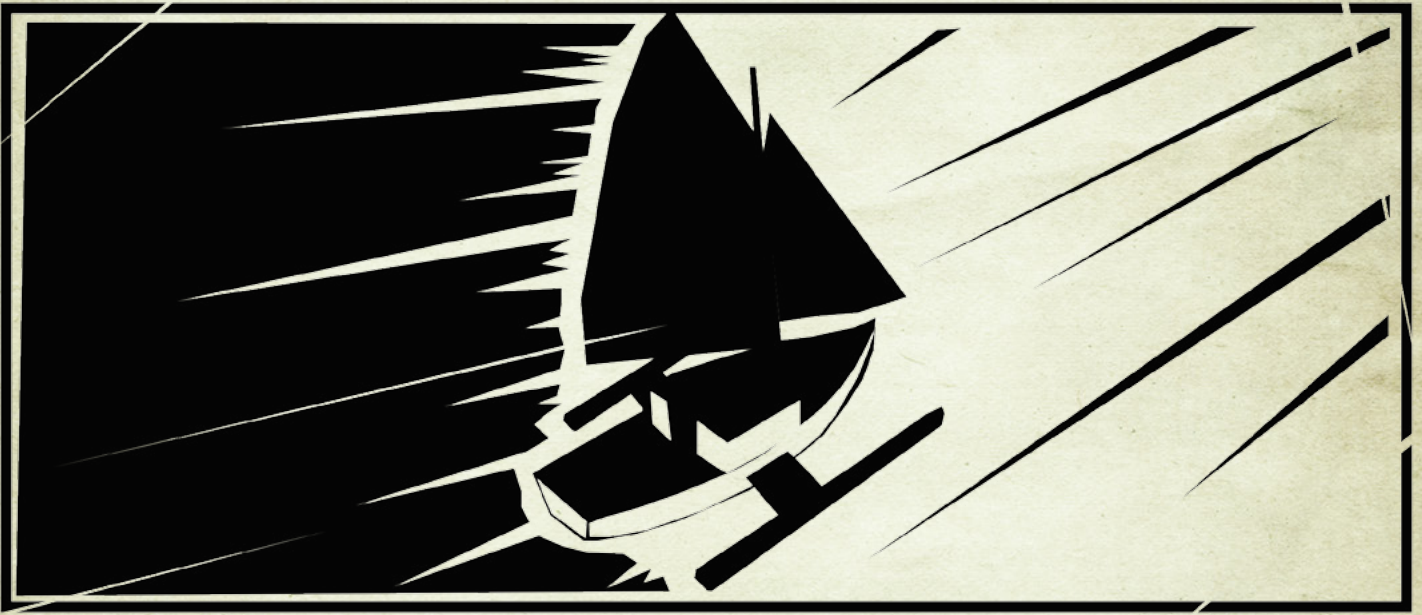
- Garden Towers
- ♥ The Preservers
- ▲ Children of the Sun compound

- 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

Even as a child, Bennet Car-Jo found it difficult to stay still for long. He was always looking for adventure and getting into trouble. As a young man he ventured into the wilderness with adventure groups and he hoped that he could stay out there forever.

The death of his father did not stop the wanderlust in Bennet's heart. He left most of the ruling to the Council and would disappear for weeks sailing the great Mirror Lake or walking the wilderness.

Though his people don't see much of him, they enjoy the stories of his adventures and many younger adventurers start out in Mirror's Edge with Bennet Car-Jo as their hero.

ATTRIBUTES: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

SKILLS: Boating d6, Fighting d6, Intimidation d6, Knowledge (Wilderness) d6, Notice d6, Stealth d6, Survival d10, Tracking d6

CHARISMA: 0; **PACE:** 6; **PARRY:** 5; **TOUGHNESS:** 7

LANGUAGES: Common, Dwarven, Goblin, Grayn

HINDRANCES:

Loyal, Overconfident

EDGES:

Brave, Brawny, Danger Sense, Hard to Kill, Improvisational Fighter, Luck

Mirrors Edge



● Garden Towers

○ The Preservers

● Children of the Sun Compound

● Tower of the Brown Cloaks

--- Edge of the Heat Spell

■ Parks

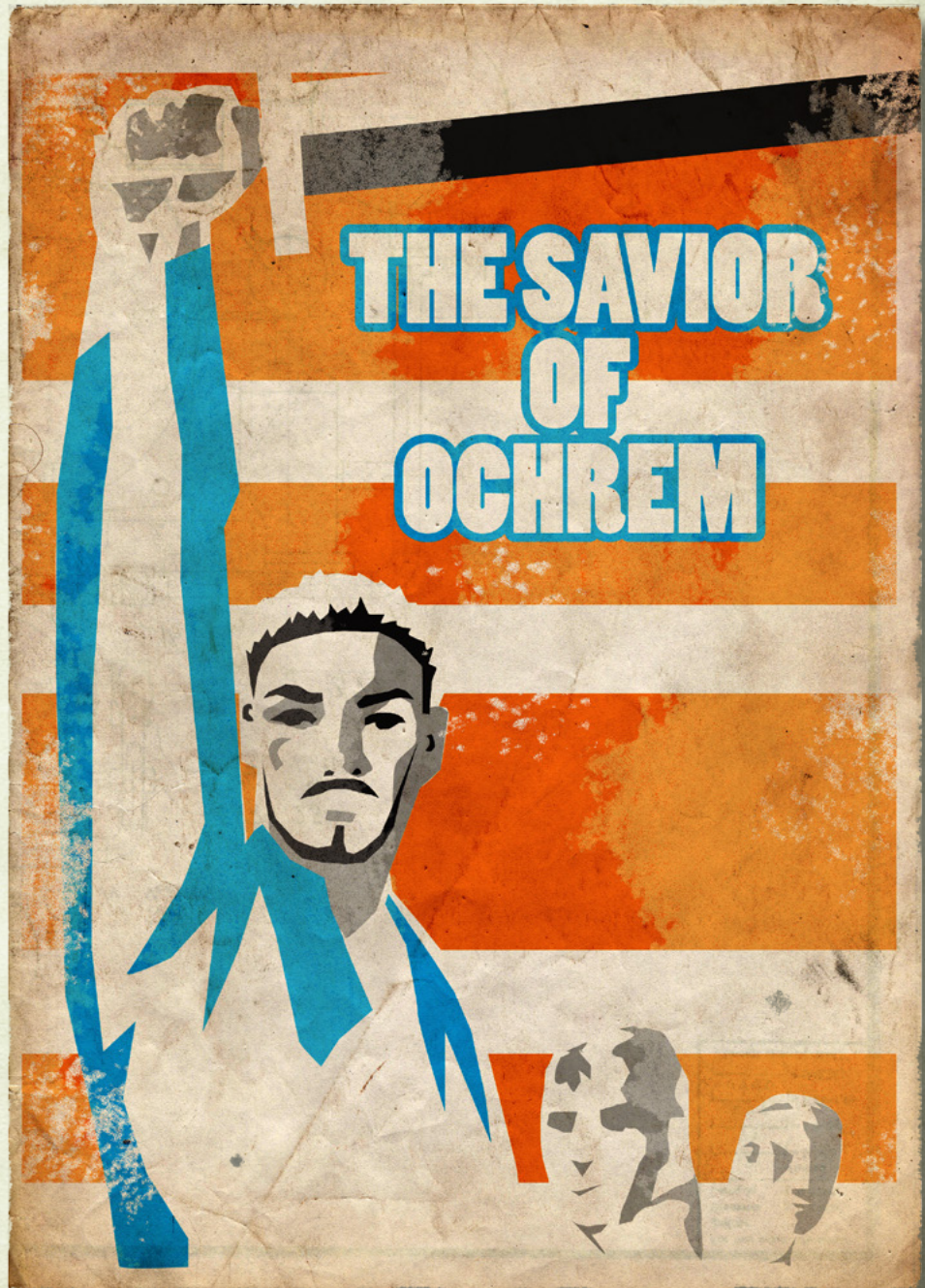
OCHREM

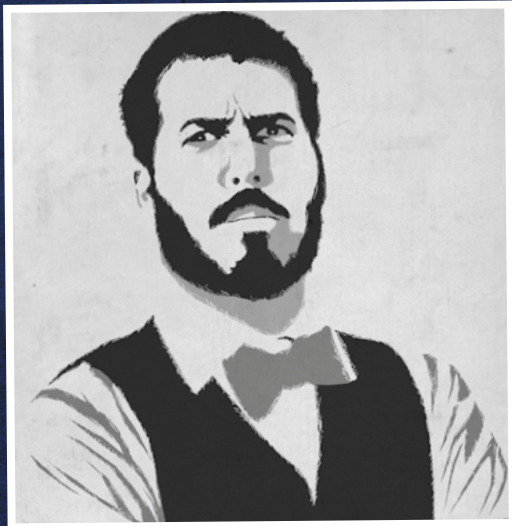
MALEK Firespear is the savior of Ehlerrac. He was the one who brought the Green Council together when people were dying. He cares and protects everyone in his city and all are happy. Ask any citizen on the streets of Ochrem about their founder and this is the answer you will get.

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.





MALEK FIRESPEAR

LEADER OF OCHREM

Malek rules Ochrem with an iron fist. He cares very much for the city and feels that in order to flourish, Ochrem needs strict rules and no council. The Watch enforces his edicts and he is happy with that.

Most of the time Malek stays in his tower, studying magic and few people have met him. He is extremely dedicated and focused and is used to having his commands obeyed immediately. He has plans for his city and will not tolerate interference. He is not a man to be messed with.

See the GM section for more on Malek Firespear.

ATTRIBUTES: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d8

SKILLS: Intimidation d8, Notice d4, Persuasion d6, Shooting d8, Spellcasting d6

CHARISMA: 0; **PACE:** 6; **PARRY:** 2; **TOUGHNESS:** 6

LANGUAGES: Common, Dwarven, Elvish, Goblin, Grayn, Mekellion

HINDRANCES:

Arrogant, Greedy, Vengeful

EDGES:

Arcane Background (Magic), No Mercy, Rapid Recharge

ARCANE POWERS (20 POWER POINTS):

Barrier, Blast, Bolt, Burst, Confusion, Disguise, Telekinesis

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 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.

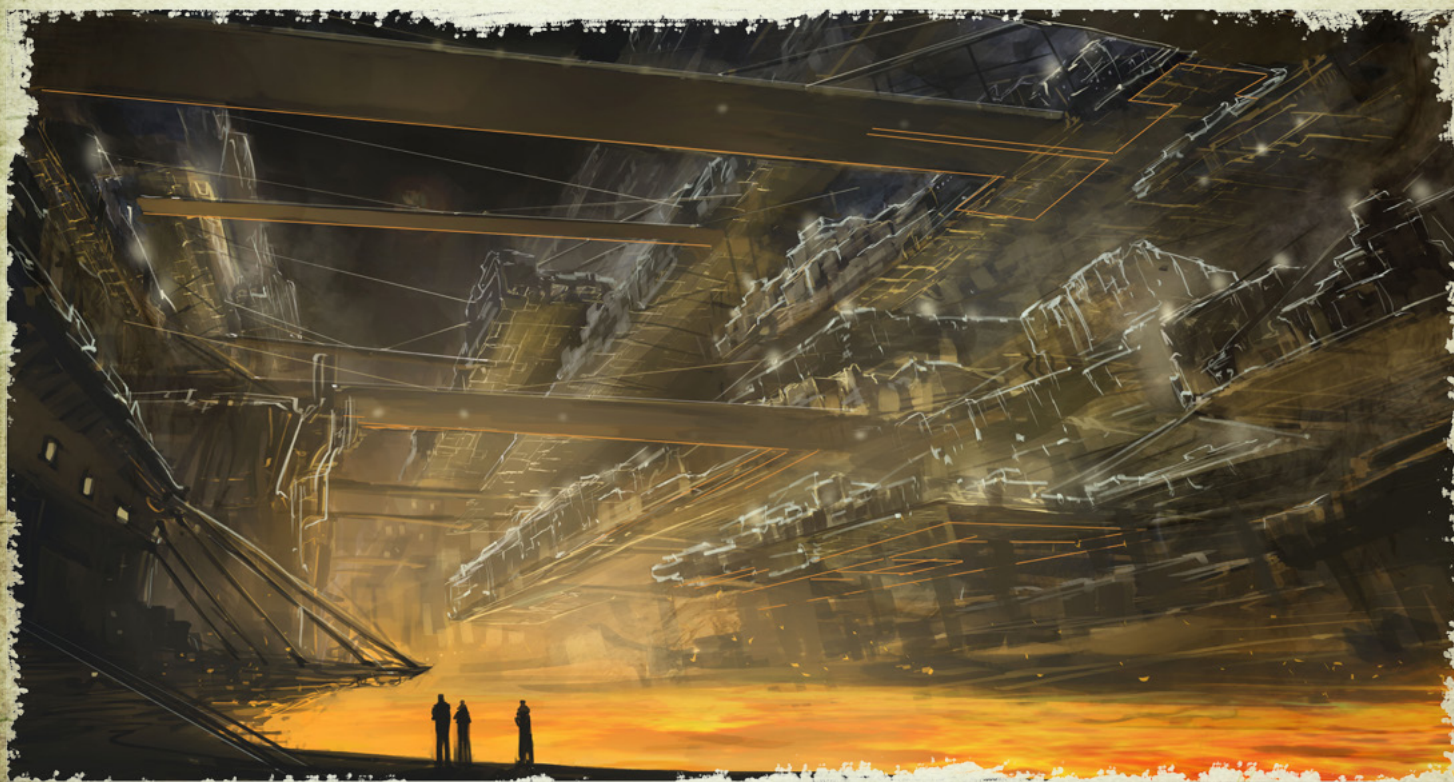
Its founder, Jerod Baaken, was an artificer and soon people of likeminded interests moved there. Some believe he was already building it when the sun was destroyed. But whatever it may be, today Wallside is a fast-growing city and his great-grandson, Gerald Baaken, is head of the family and the Guild of Gears.

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

Many
artificers 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 must make a Vigor roll or add one level of Fatigue until they can get back inside.





GERALD BAAKEN
HEAD OF THE BAAKEN FAMILY
AND WALLSIDE

Like most of his family, Gerald is an amazing inventor and artificer. He spends hours in his laboratory and at any time works on at least three or four separate inventions and ideas. There are rumors of one invention that he has been working on for years and that is said could change everything. No one knows for sure what it could be and the laboratory is too well protected.

But he is more than just a laboratory rat. Gerald usually tests his own inventions and he likes to travel with explorer groups to do this. His family is not happy with the danger he puts himself in, but he enjoys his time away from the city.

Gerald might be a bit gruff, but he is a brave and fair man and much loved in the city of Wallside.

ATTRIBUTES: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

SKILLS: Boating d6, Fighting d4, Knowledge (Alchemy) d8, Knowledge (Metal works) d6, Notice d6, Shooting d6, Weird Science d10

CHARISMA: 0; **PACE:** 6; **PARRY:** 4; **TOUGHNESS:** 5

LANGUAGES: Common, Dwarven, Elvish, Goblin, Grayn

HINDRANCES: Curious, Enemy (Rival Artificer), Phobia (Small spaces)

EDGES: Arcane Background (Weird Science), Luck, Power Surge, Scavenger

ARCANE POWERS (15 POWER POINTS)
Barrier, Bolt, Entangle, Light

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.

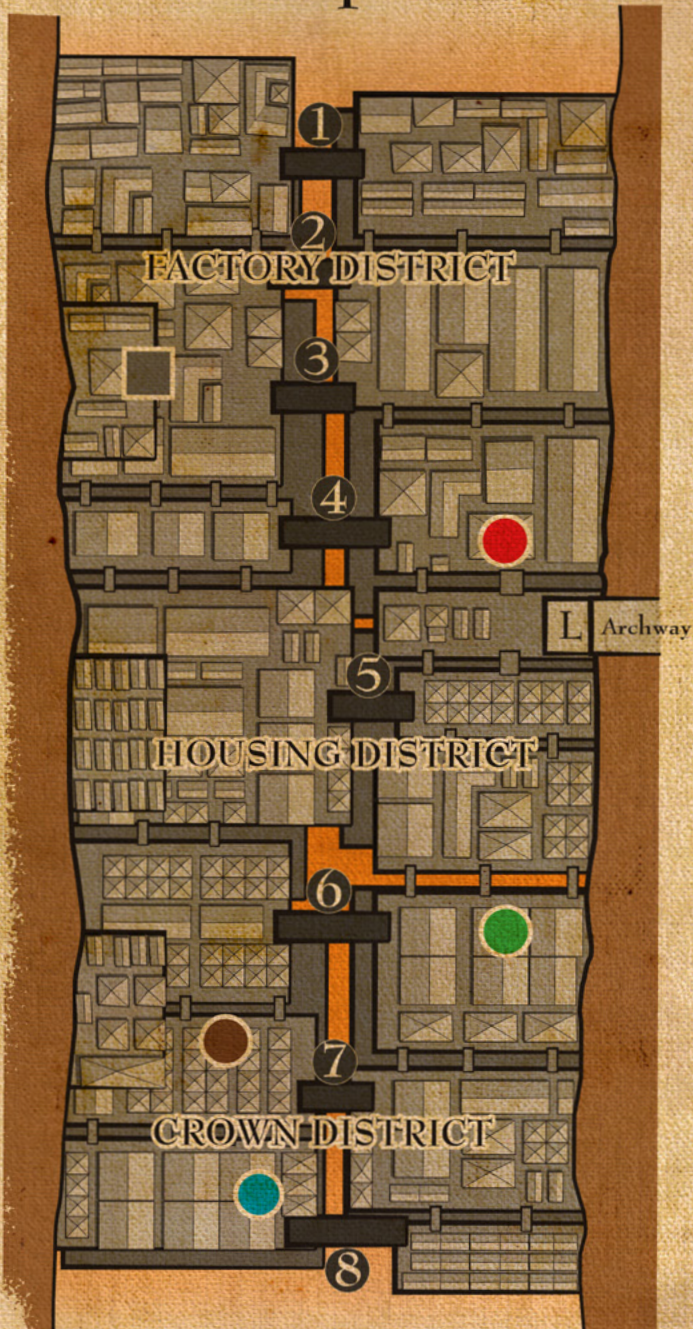
In the middle is the housing district, but citizens call it The Nests. Hundreds of homes are stacked above each other like a huge birds' nest. Some also hang from the bottom of the level above. At the top is a huge marketplace and below that, the poorest make their homes. The lower you go, the bigger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

Wallside

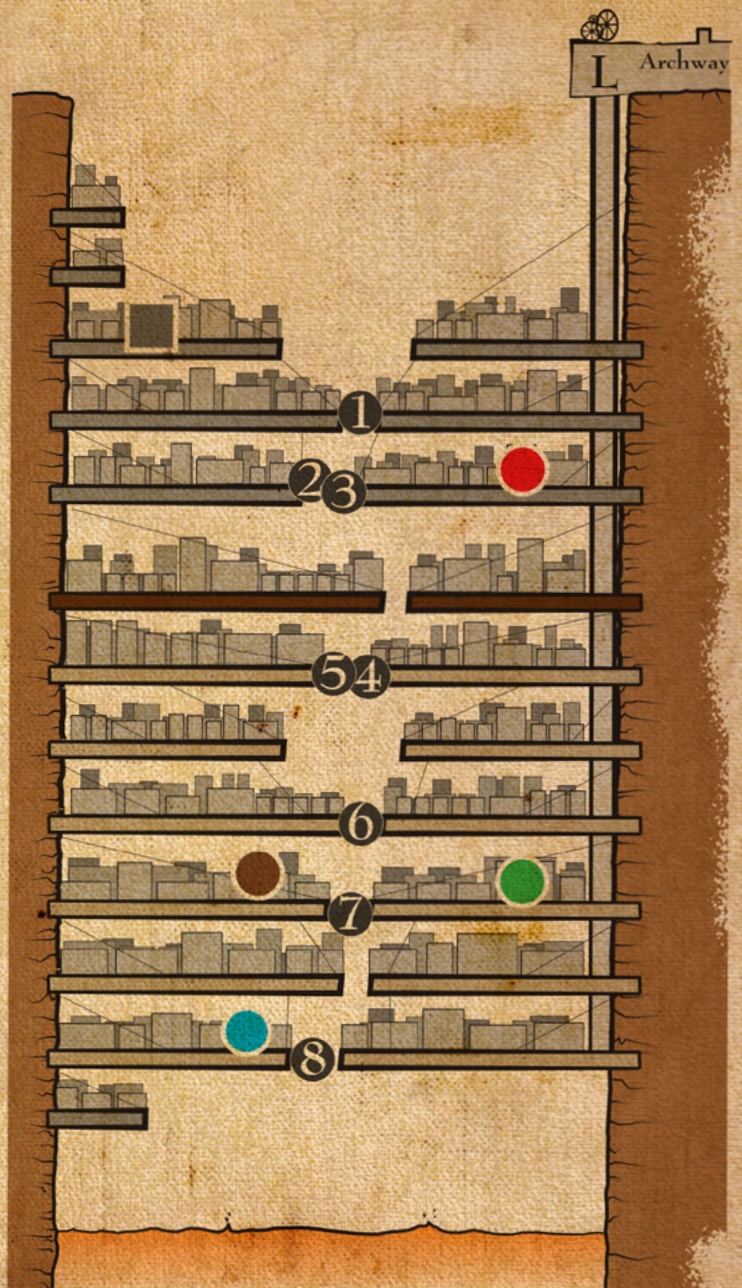
Top

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

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 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 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.

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.

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.



TA-HA AKHI
LEADER OF THE WEREWOLVES
IN EMERALD REST

In every city you will find groups of undead or other monsters living among the normal citizens. Ta-Ha is the leader of the werewolves in Emerald Rest and it is her job to make sure that no one breaks the laws protecting the safety of the pack. All werewolves must spend the night of the full moon in the dungeons of The Den, a large tower in the Autumn Zone. It has happened that a member or rogue werewolf changes and causes unimaginable carnage. She then works with the Brown Cloaks to hunt and kill this monster. It's a harsh punishment, but one such rogue endangers everyone in the pack. When meeting Ta-Ha, many assume her to be timid and weak, but they learned differently soon enough. She is a ferocious fighter and strong enough to lead the pack with no opposition from any member.

She has a daughter of 8 years old. An attack on their home claimed her husband and she is still looking for the killers.

ATTRIBUTES: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

SKILLS: Climbing d8, Fighting d10, Notice d6, Persuasion d6, Stealth d6, Streetwise d8, Tracking d10

CHARISMA: 0; **PACE:** 6; **PARRY:** 7; **TOUGHNESS:** 6

LANGUAGES: Common, Dwarven, Goblin, Grayn

HINDRANCES:

Enemy (Killer of her husband), Heroic, Loyal

EDGES:

Combat Reflexes, Connections (Street people), Counterattack, Improvisational Fighter, Quick

*When she turns, use the werewolf stats in the *core rulebook*.

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.

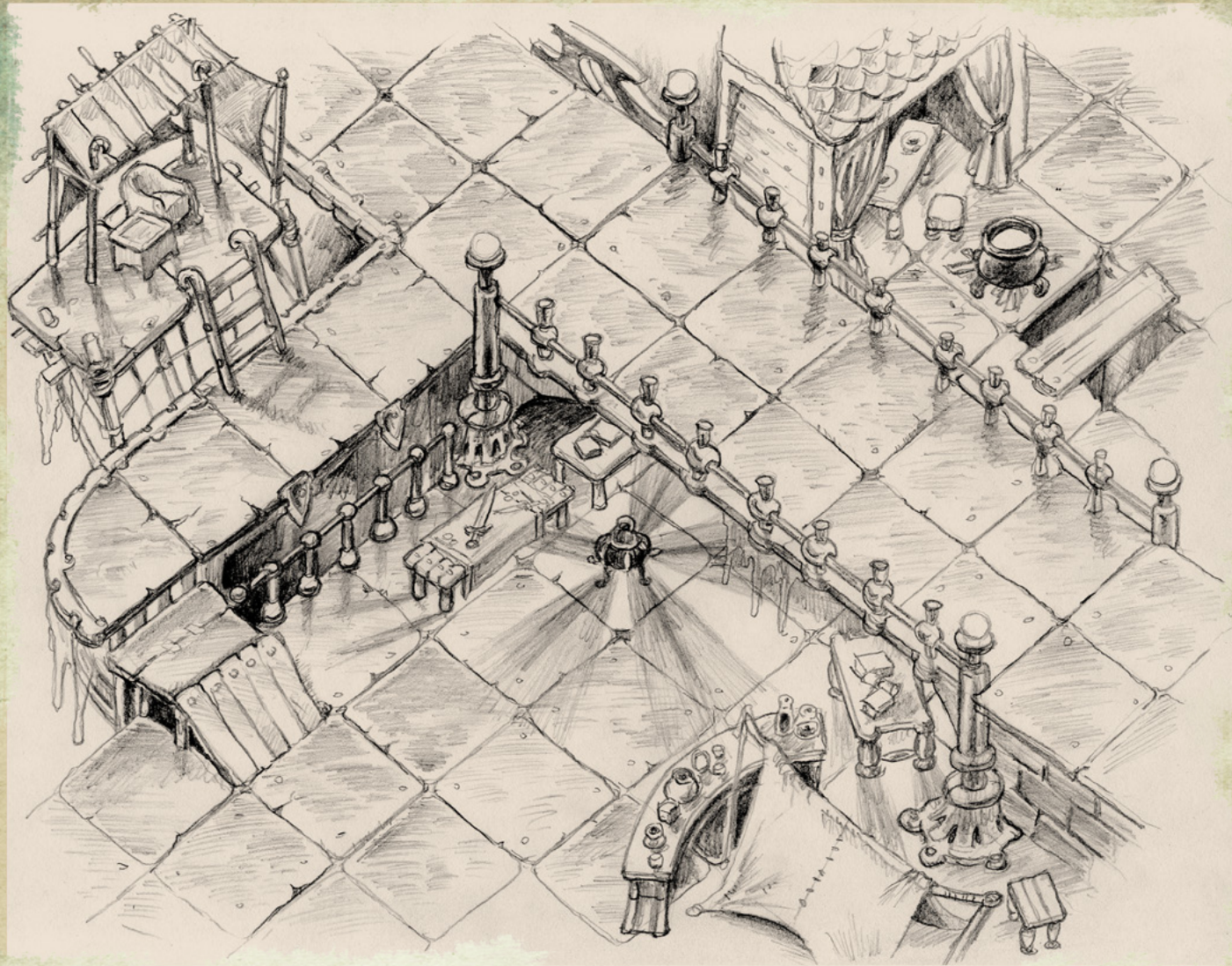
They also rent space in their caravans for those who can't afford their prices, but

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 were
carrying
goods
between
cities

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.



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.

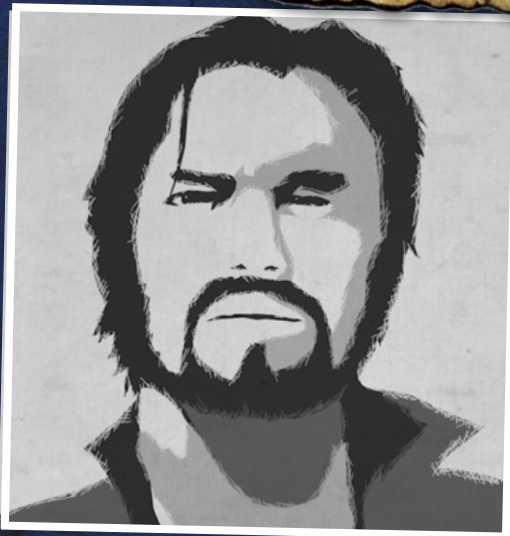
Today the Brown Cloaks police most of the Nature Warden cities. The group does have its corrupt members, but as a whole the Brown Cloaks are fair and just. They patrol the streets usually in groups of five, with one sergeant in charge. They usually wear leather armor and carry swords.

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



ADRASTOS FROSTBORNE

LEADER OF THE FROST WOLVES

Born to a caravan master, Adrastos accompanied his father on treks from a young age. There were still many open areas in the Archway and caravans were forced to travel for longer times through the snow and cold. Though they faced many dangers, Adrastos was almost 19 when his life changed. The caravans were caught in the open by a group of frost giants. Many guards died that day, including his father. The caravan was thought be lost, but a surprised Waywalker found them walking out of the darkness with Adrastos in the lead a few days later. His determination and leadership helped save the survivors and he felt the open wastelands calling him.

Now, some years later, Adrastos is the leader of the Frost Wolves, a group of explorers braving the cold and the dark. He is loyal to his men and does not compromise. He is at his happiest when outside the cities, exploring ancient ruins with his frost wolf and trusted group of comrades.

ATTRIBUTES: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d6

SKILLS: Climbing d6, Fighting d8, Knowledge (Wilderness) d6, Notice d6, Stealth d4, Survival d10, Tracking d6

CHARISMA: 0; **PACE:** 6; **PARRY:** 6; **TOUGHNESS:** 5

LANGUAGES: Common, Dwarven, Elvish, Grayn

HINDRANCES: Code of Honor, Enemy (Children of the Sun), Loyal

EDGES: Suit Master, Snow Walker, Warm Blood, Beast Master, Brave, Combat Reflexes

Has a frost wolf as an animal companion.



THORSEN'S DELVERS

GROUP OF 8 DWARVEN "RELIC HUNTERS" FROM DROGAN THAT SCOUR THE FROZEN WASTES LOOKING FOR ANCIENT RELICS AND, MORE RECENTLY, SUNSHARDS OF ALL VARIETIES. WORKED WITH ARTIFICERS IN WALLSIDE TO DEVELOP THE ICE SUIT



THORSEN GRAYBEARD

LEADER OF THORSEN'S DELVERS

Originally from Drogan, King Keldir Redax is a bit jealous of Thorsen's fame, but they have mutual respect for each other.

He helped design the ice suit in Wallside. He had a few close calls out in the wilds testing the suit and almost lost some fingers to frostbite.

He has some friends on the Council of Stone and has close ties to the Waywalkers as well. Thorsen only sells his artifacts to the Preservers and he and the Children of the Sun are sworn enemies, he can't stand them and does not like the way they go about their business.

Thorsen is hiding a red crystal mutation.

ATTRIBUTES: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d10

SKILLS: Climbing d8, Fighting d6, Intimidation d6, Knowledge (Sunshards) d10, Notice d10, Persuasion d6, Repair d8, Survival d10, Throwing d6, Tracking d8

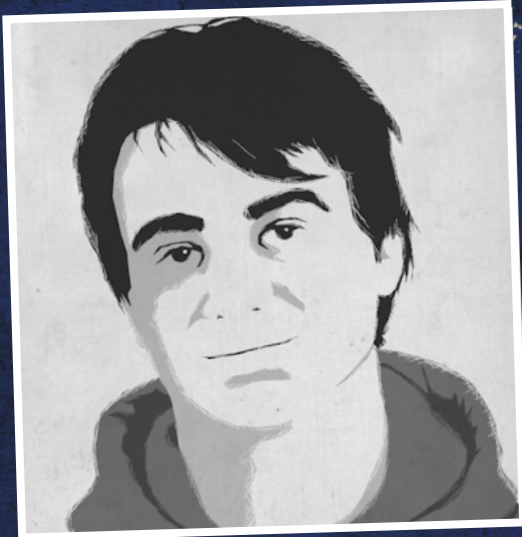
CHARISMA: 0; **PACE:** 5; **PARRY:** 5; **TOUGHNESS:** 7

LANGUAGES: Dwarven, Common, Goblin, Grayn
HINDRANCES: Curious (major), Stubborn (minor), Enemy (minor; Children of the Sun), Red crystal mutation (minor; hidden)

EDGES: Suit Master, Snow Walker, Warm Blood, Alertness, McGyver, Scavenger, Woodsman

SPECIAL ABILITIES:

Low Light Vision, Slow, Tough



LUPO

OWNER OF "THE DRUNKARD WOLF"

He was a mercenary who spent his life fighting and adventuring. After many years Lupo bought a brewery in Emerald Rest and soon discovered that his skill in beer brewing is equal to his skill as a fighter. He opened an inn and soon "The Drunkard Wolf" became a famous haunt for local fighters, mercenaries, and guards.

Lupo fights with a long sword in the left hand and dagger in the right. He defends and attacks the opponent with both blades. Lupo constantly mocks his opponents and never keeps mum in battle.

There is a rumor that his beer has the unnatural power to improve strength and morale. No one knows if this is true and Lupo is not saying anything. Business is good and a little mystery helps draw more customers.

ATTRIBUTES: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d10

SKILLS: Climbing d6, Fighting d8, Intimidation d6, Knowledge (Brewing) d6, Notice d6, Shooting d6, Stealth d6, Streetwise d4

CHARISMA: 0; **PACE:** 6; **PARRY:** 7; **TOUGHNESS:** 7

LANGUAGES: Common, Dwarven, Goblin, Grayn

HINDRANCES:

Code of Honor, Enemy: Old Rival, Stubborn

EDGES:

Block, Combat Reflexes, Improvisational Fighter, Nerves of Steel, Sweep

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

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.



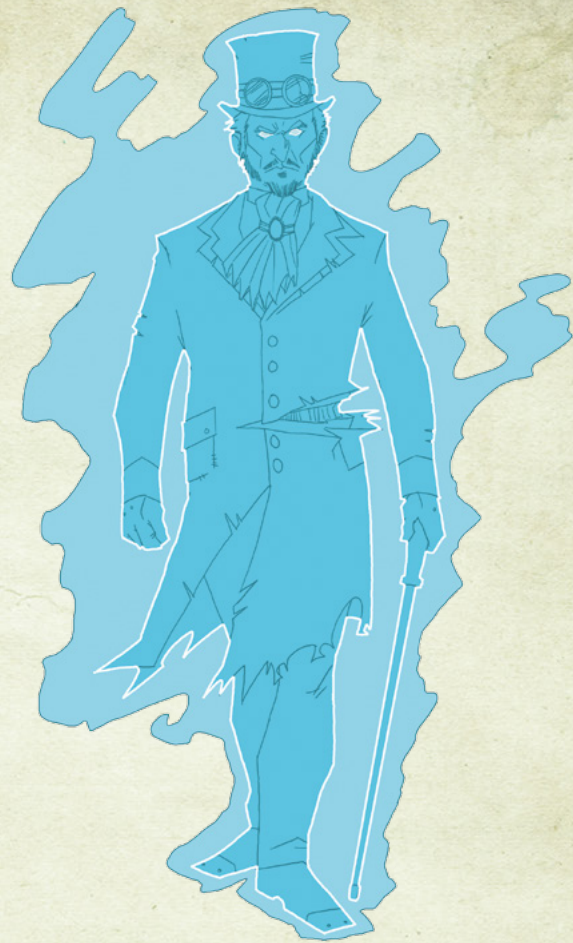
THE VOICELESS

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.



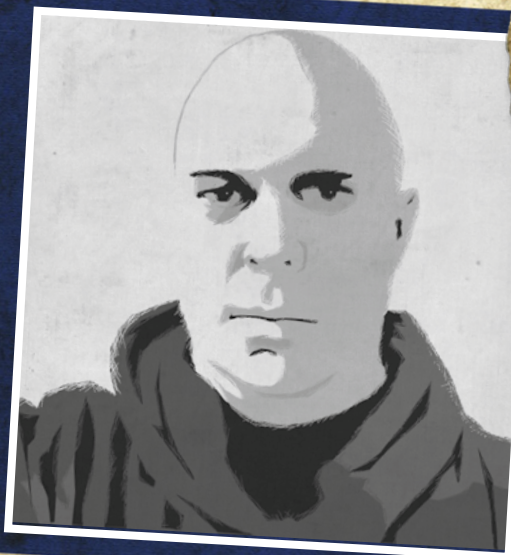
RELIGION

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.





ANDREW VENN

Andrew, or 'The Venn' to those that do business with him, is a well known merchant in Haven. He is friendly and well liked and a source of equipment and information for many adventurers, if you have enough coin, that is.

His shop lies between the two gates in the Autumn Zone. He knows the city and Archways very well and caters for those planning to travel between cities or into the wilderness. He makes a tidy profit from selling items at outrageous prices, though he is willing to cut his prices drastically if the customer has information that he can use. He also makes a profit from selling information. He has a network of people who supply him with gossip, news and other information about what is happening out in the Archways.

Looking to find out about a newly discovered shard mine or how to make a contact in one of the smaller towns, The Venn is your first stop for information and gear to stop you from freezing to death.

ATTRIBUTES: Agility d4, Smarts d8, Spirit d6, Strength d4, Vigor d6

SKILLS: Fighting d4, Gambling d4, Intimidation d6, Investigation d6, Knowledge (The Cities) d6, Knowledge (The Archways) d6, Notice d6, Persuasion d8, Streetwise d8, Survival d4, Taunt d6

CHARISMA: 0; **PACE:** 6; **PARRY:** 4; **TOUGHNESS:** 5

LANGUAGES: Dwarven, Common, Elvish, Grayn, Goblin

HINDRANCES:

Greedy (minor), Loyal (minor)

EDGES:

Alertness, Connections (Loyal network of merchants, thieves, less scrupulous Brown Cloaks, and travelers), Strong Willed

IHLANAR – THE LIGHT

IN a world so dark, Ihlanar 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 Orc-tainted 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.

Many dwarves worship the darkness and silence aspects of Thalrec. Goblins worship his death aspect. Other aspects are sleep and judgment. The church leaders reside in Drogon and work in a large, thick-walled structure with extensive murals and friezes depicting Thalrec and his followers.



THORN - THE CHANGE

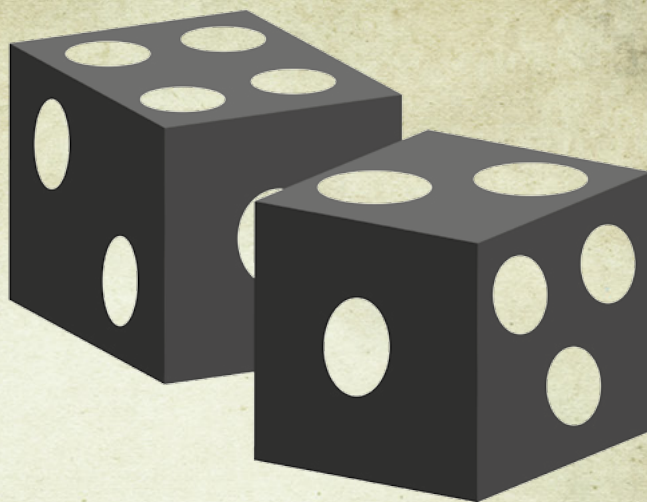
LIFE is filled with change and random happenings. A man can pick up a gold coin on the street and be crushed by a wagon an instant later. Mostly half-folk and goblins are followers of Thorn, though many thieves venerate him too. They live a life as if there are no consequences and it's nice to know that 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's influence. When this happens, draw a card from the deck of playing cards. If the card is below 5, check the suit. Red means that little mischief happens, while Black brings something beneficial.

The GM will decide when drawing a card 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 Ehlerac 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.

Ruksau'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 Haunter, 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.

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 | |



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.



TERGAN THRALL

LEADER OF THE CHILDREN OF THE SUN

Tergan Thrall was a guard on a merchant caravan. On a fateful trip in the wasteland he got separated and was thought to be dead. He was found hours later, close to death, but clutching an old backpack in his arms.

Soon after returning home, he founded the Children of the Sun. Its mission was to find as many magic items as possible. Tergan wants the items to fuel a spell he claims he found that would re-ignite the sun. He soon found many followers willing to steal, intimidate or even murder to find these items.

There are many con artists talking about re-igniting the sun, so most people tend to ignore such stories. Tergan and his followers are fanatical and dedicated and in his heart he sees himself as the hero and ruler of Ehlerrac.

ATTRIBUTES: Agility d4, Smarts d6, Spirit d10, Strength d6, Vigor d8

SKILLS: Fighting d6, Gambling d6, Intimidation d8, Intimidation d6, Notice d8, Persuasion d6, Shooting d8, Streetwise d8

CHARISMA: 2; **PACE:** 6; **PARRY:** 5; **TOUGHNESS:** 6

LANGUAGES: Common, Dwarven, Elvish, Grayn

HINDRANCES:

Arrogant, Delusional (Spell to ignite the sun), Enemy (The Preservers), Greedy

EDGES:

Alertness, Charismatic, Danger Sense, Fast Healer

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 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



CLAUD BUGGER
HEAD OF THE BUREAU

Claud Bugger is the head of The Bureau, a group of lawyers in Wallside. They have a huge library, containing laws and traditions of the old world and the new cities. They consult with clients and serve as negotiators in formal debates and disputes and help new businesses and criminals.

Sometimes they need to use more subversive ways to get information and has artificers working on spy and burglary equipment. They will also hire mercenaries if the situation warrants it.

Claud is a collector of old law books and artifact and proud of his collection.

ATTRIBUTES: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d6

SKILLS: Investigation d10, Notice d6, Knowledge (History) d6, Knowledge (Law) d10, Persuasion d8, Streetwise d10, Taunt d8

CHARISMA: 2; **PACE:** 6; **PARRY:** 2; **TOUGHNESS:** 5

LANGUAGES: Common, Dwarven, Elvish, Goblin, Grayn, Mekellion

HINDRANCES:

Curious, Enemy (Old client)

EDGES:

Charismatic, Connections (Brown Cloaks), Connections (The Children of the Sun), Connections (The Preservers), Connections (Thieves' guild)

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 Ehlerac. 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. Holy warriors, 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 hands and voice to cast their spells. If they are restrained, they can't cast any spells. Holy characters just need to speak while they pray when casting spells.

Magic means power and status and in most cases the wealthy living in the Summer Zone is 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 every one 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 and don't need help controlling their magic.



Although each religious group has it's holy warriors, a player can also take the Arcane Background (Miracles), to just be a normal preacher of that particular religion. Preachers spread the teachings of their gods, but that doesn't mean they can't use weapons when it's time to do some butt-kicking.

Nature wardens have their own way of teaching. There are no formal schools and they are always happy to share their knowledge whenever and with whoever they can. Some of those who hear the call of nature develop their skills on their own, but it is always wise to get help. There have been some incidents over the years with runaway plant growth or exploding houses.

AVAILABLE POWERS

ONLY Nature Wardens and artificers can use the *Environmental Protection* power but the *Shape Change* power is only for Nature Wardens.

Other powers are chosen normally and must have a plant or other trapping based in nature.

The Followers of Frost can only use some powers and most will affect only them. The powers they can use are *Armor*, *Boost Trait*, *Burst*, *Damage Field*, *Healing (self)*, *Quickness*, *Speed*, *Stun* and *Wall Walker*. The trappings of their powers must be ice-based.

Other magic-users and holy characters can choose powers from the *core rulebook* and the *Fantasy Companion*. Magic-users can't use the *Healing* power and only the Voiceless can use the *Zombie* power and *Speak to the Dead*. The Lightbringers' powers usually have light as a trapping, while the Hand of Death's powers are

based on darkness. The trappings of the powers of the Clerics of Change vary each time used, but it's never the same twice.

Artificers can take Arcane Background (Weird Science) or Arcane Background (Alchemy). Since this is a relatively new field, only the following powers can be used. But, if you have a good explanation for how a device of potion can duplicate another power and the GM agrees, it can be added.

For Alchemy use the following: *Armor*, *Blast*, *Boost/Lower Trait*, *Burrow*, *Environmental Protection*, *Greater Healing*, *Healing*, *Invisibility*, *Light*, *Obscure*, *Quickness*, *Slumber*, *Smite*, *Speak Language*, *Speed*, *Stun*, *Teleport*.

Weird science uses the following powers: *Armor*, *Banish*, *Barrier*, *Blast*, *Bolt*, *Blind*, *Burst*, *Darksight*, *Entangle*, *Fly*, *Light*, *Obscure*, *Quickness*, *Slumber*, *Speed*, *Stun*, *Teleport*.

Magic is a big
part of
everyone's
lives on
Ehlerrac.

Speak to the Dead

Rank: Seasoned

Power Points: 4

Range: Touch

Duration: 3 (1/round)

Trappings: Silence, listening to a spirit, candles

It is said the dead know many secrets, and the Voiceless know how to listen to the many dead on Ehlerrac.

For this spell to work the caster must find or follow a ghost. The caster then makes an arcane skill roll opposed by the target's Spirit. With a raise the power works and

the Voiceless attracts the attention of the ghost. One question may be asked for each round the spell is active. The spirit is not necessarily friendly but it cannot lie or refuse to answer. The spirit is not omnipotent and typically knows only what it knew in life up to the moment of its death, though many ghosts pick up details and see things as the move to the city.

A skilled caster can gather a lot of information this way. On a roll of 1 the ghost will attack the caster.



KELEN BRACE

ADVENTURER AND INVESTIGATOR

Kelen is a well-known adventurer and investigator in Haven. He made a name for himself in a high-profile kidnapping case and fame and fortune has followed him and his partner.

He has a habit of talking about himself in the third person.

Kelen and Adriana have traveled to a few cities across Ehlerac and are always looking for new adventures and new challenges.

ATTRIBUTES: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

SKILLS: Fighting d6, Investigation d10+2, Notice d4, Shooting d4, Streetwise d8+2, Taunt d6, Throwing d4

CHARISMA: 2; **PACE:** 6; **PARRY:** 5; **TOUGHNESS:** 5

LANGUAGES: Common, Dwarven, Elvish, Goblin, Grayn, Mekellion

HINDRANCES:

Curious, Enemy (A con artist he helped to catch), Quirk (Talks about himself in the third person)

EDGES:

Charismatic, Connections (Brown Cloaks), Danger Sense, Investigator, Rich



ADRIANNA FELL

ADVENTURER AND INVESTIGATOR

Cool and calm, nothing much fazes Adrianna. She and Kelen enjoy some small degree of fame in Haven after some prominent cases and exciting adventures. She is an amazing shot with a bow and rarely misses.

She keeps her horse, Menulis, in a stable next to her house and is very protective of him, as one unfortunate thief found out the hard way.

Adrianna and Kelen have traveled to a few cities across Ehlerac and are always looking for new adventures and new challenges.

ATTRIBUTES: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d6

SKILLS: Fighting d4, Healing d6, Investigation d8, Notice d8+2, Shooting d10, Stealth d6, Streetwise d8

CHARISMA: 2; **PACE:** 6; **PARRY:** 4; **TOUGHNESS:** 5

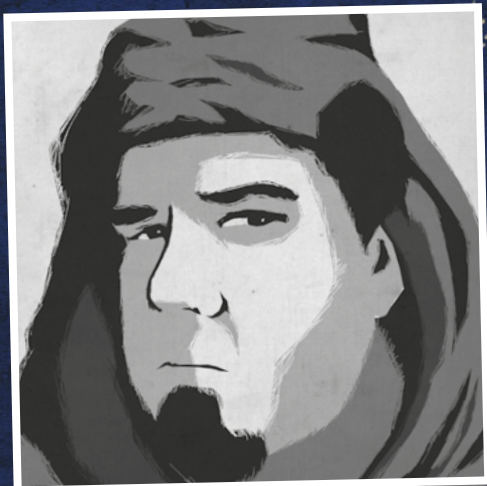
LANGUAGES: Common, Elvish, Goblin, Grayn, Mekellion

HINDRANCES:

Anemic, Enemy (A murderer she helped catch), Overconfident

EDGES:

Alertness, Attractive, Connections (Thieves' Guild) Marksman, Quick, Rich, Steady Hands



RALONAN MISTBORN

ADVENTURING MAGE AND
VIGILANTE

Ralonan studied magic and combat at one of the finest schools in Haven and was a natural at both. He loves adventure and was soon hired by explorer groups that ventured out into the wastelands.

One evening he was attacked at home by enemies he made as an explorer. He survived but his wife and son were not so lucky. He became obsessed with finding the killers and spent many nights asking questions and busting heads. He soon found out that The Children of the Sun was responsible for the attack.

Ralonan still works and travels with explorer groups, but whenever he has time, he attacks The Children and disrupts any plans they might make. The Children whisper of a man calling himself Vengeance and they rightfully fear him.

ATTRIBUTES: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

SKILLS: Fighting d10, Intimidation d6, Knowledge (Children of the Sun) d4, Notice d4, Spellcasting d10, Stealth d6, Streetwise d6, Survival d6

CHARISMA: 0; **PACE:** 6; **PARRY:** 8; **TOUGHNESS:** 6

LANGUAGES: Common, Dwarven, Goblin, Grayn

HINDRANCES:

Enemy (Children of the Sun), Vengeful, Vow (Find and kill all involved in his family's murder)

EDGES:

Arcane Background (Magic), Block, Combat Reflexes, Connections (Children of the Sun)

ARCANE POWERS (15 POINTS)

Bolt, Jet, Pummel, Teleport



KESTREL

HALF-FOLK ASSASSIN AND THIEF

As a young girl, Kestrel's mother took her away from her father and taught her to be a thief and assassin. Now barely in her teens, she has become a highly lethal martial arts and weapons expert. Her acrobatics and stealth training get her into almost any room. But the adrenaline rush of almost getting caught, makes pick-pocketing her favorite skill. Her small size makes her limber and often hard to catch.

She often adopts a sarcastic demeanor, curses regularly, and taunts her foes at every opportunity. While hiding from the law, The Children of the Sun took her and her mother in and have been working with them ever since.

ATTRIBUTES: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

SKILLS: Climbing d6, Fighting d6, Notice d4, Shooting d6, Stealth d10, Streetwise d6, Taunt d6, Throwing d4

CHARISMA: 0; **PACE:** 8; **PARRY:** 6; **TOUGHNESS:** 4

LANGUAGES: Common, Elvish, Goblin, Grayn

HINDRANCES:

Loyal, Overconfident, Wanted (Pickpocketing)

EDGES:

Acrobat, Assassin, Fleet-Footed

RACIAL ABILITIES:

Luck, Small, Spirited

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. Detailed plot-point adventures will follow later.



SETTING RULES

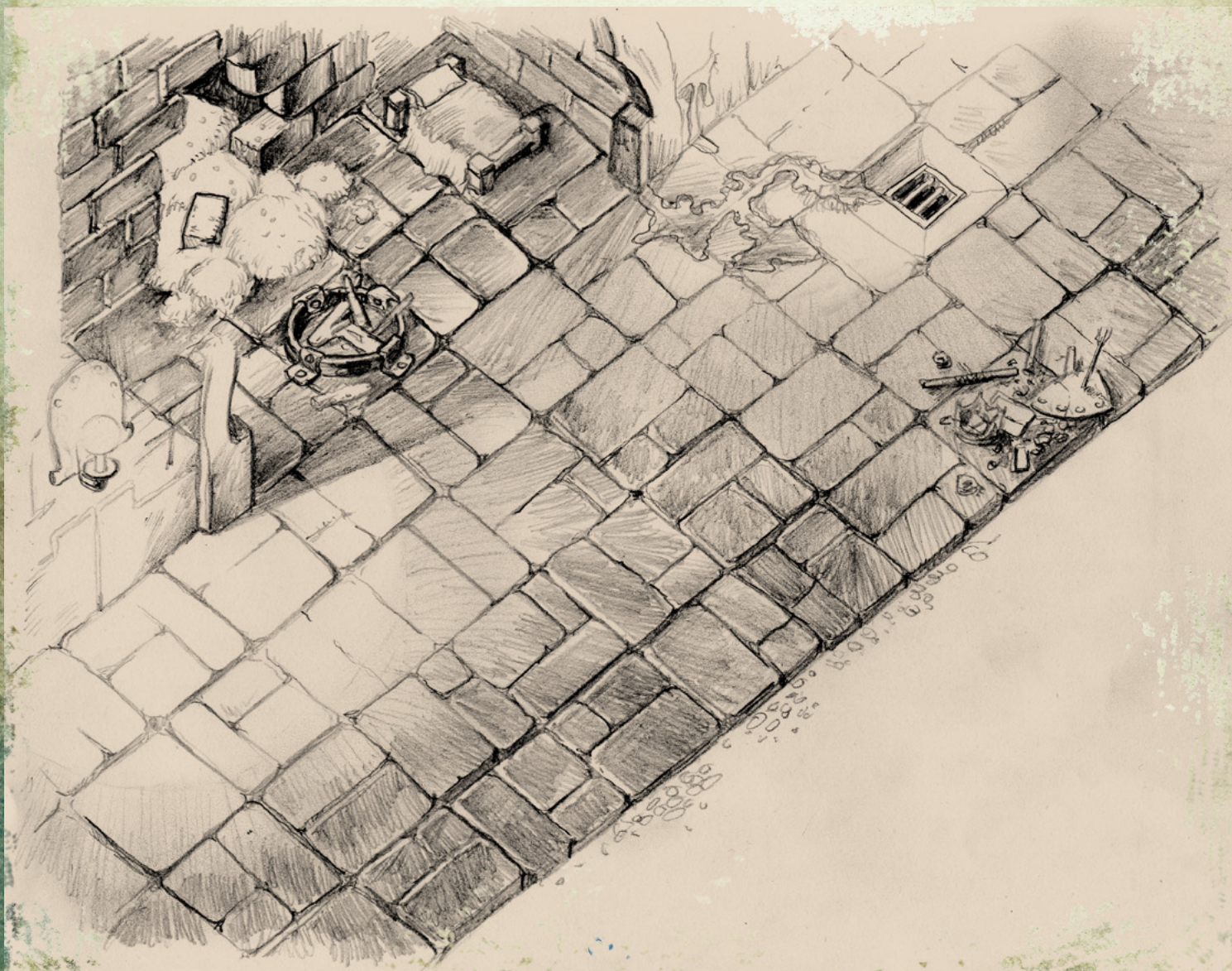
MULTIPLE LANGUAGES

WITH many different races living in each city, there are also many different cultures and languages. This rule helps to show that because everybody lives so closely together, most learn another few languages along the way. Your character knows the common language as well as an additional number of languages equal to half his Smarts die.

CROWDED AND COLD

THIS is not your basic fantasy world. The frozen world of Ehlerrac 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. You don't always have to make the players roll for Vigor checks, especially in the Autumn Zones, but 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 (-1 to attack rolls) and at night the usual Dark or Pitch Darkness penalties are used, depending on the weather and location of the group.


I need to see
your pass
before you
can enter


RULES FOR HANDLING COLD

IN THE CITY

Summer Zone:

- No checks necessary

During a Super Blizzard

Summer Zone:

- No clothes – A Vigor check every 10 minutes at -1
- Winter clothes – A Vigor check every hour

Autumn Zone:

- No winter clothes – A Vigor check every 1 hour at -2
- Winter clothes – No check necessary

Autumn Zone:

- No winter clothes – A Vigor check every 5 minutes at -8
- Winter clothes – a Vigor check every 20 minutes

IN THE ARCHWAYS

- No winter clothes – A Vigor check every 30 minutes at -2
- Winter clothes – A Vigor check every 4 hours

During a Super Blizzard

- No winter clothes – A Vigor check every 5 minutes at -8
- Winter clothes – A Vigor check every 20 minutes (unless the heroes have shelter, like a tent)

IN THE WILDERNESS

- No winter clothes – A Vigor check every 5 minutes at -6
- Winter clothes – A Vigor check every 10 minutes at -2
- Ice suit – No check necessary

During a Super Blizzard

- With or without winter clothes, death occurs in about 15 minutes
- Ice suit or Sunshard tent – No check necessary

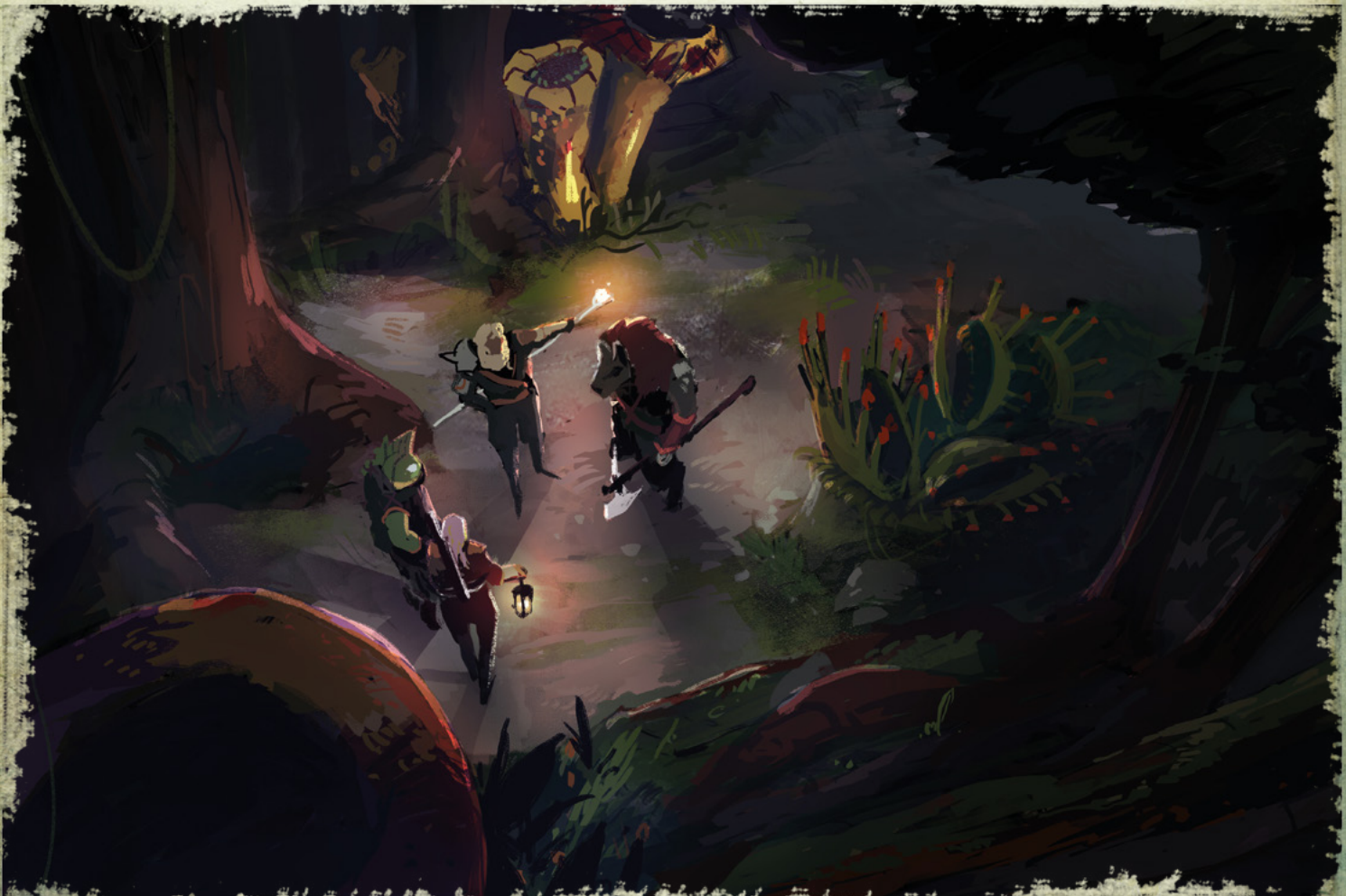
Winter clothes adds +2 to Vigor rolls.

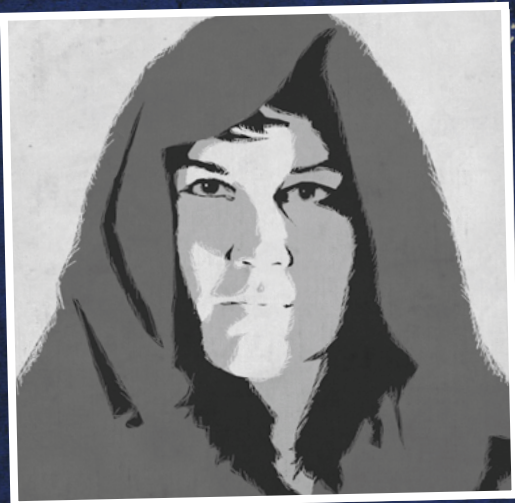
RED SHARDS

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

Artificer 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.





EILEEN DOJAN

LEADER OF THE DOJAN FAMILY

Growing up in the streets of Wallside, Eileen learned early on that curiosity is the key if you want to leave the city and create your own adventures. Listening to her father's tales of the evil that exists in Wallside, she knew that she did not want to follow in his footsteps of being a prison guard, and had to escape the city.

When she turned 17, she decided to see what lies outside the city, and hid herself in one of the Dojan's goods trains. It is on this journey that she met her life partner, Gilyon Dojan. She became one of their finest guards, and thus gained the trust of the family.

Eileen and Gilyon married 5 years later and had three sons, which helped her cope with the untimely death of her husband. Whilst overseeing a transit between Wallside and Echovale, some wagons exploded. Most saw this as a terrible accident but Eileen wasn't so sure. She made a vow that she would discover the truth, no matter the cost.

ATTRIBUTES: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

SKILLS: Fighting d10, Knowledge (Dojan business) d8, Notice d6, Persuasion d6, Riding d6, Streetwise d6

CHARISMA: 2; **PACE:** 6; **PARRY:** 7; **TOUGHNESS:** 5

LANGUAGES: Common, Dwarven, Goblin, Grayn

HINDRANCES:

Enemy (Killer of husband), Loyal, Vow (Find killer)

EDGES:

Famous Family, Brave, Combat Reflexes, Connections (Waywalkers), Luck, Rich

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.

Everything is
different and
mutated

Then there is the mutation effect it has on its surroundings. When working with a big piece, like an artificer 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
1-3	Nothing happens: The character is lucky and isn't affected by the red crystal.
3-8	Headaches: While working around a red crystal and for the next 4 hours after getting away from it, the character is Shaken due to nausea.
9-12	Sick: The character becomes sick, coughing and vomiting. He has trouble sleeping and concentrating. This works the same as the Long-Term Chronic, Minorly Debilitating disease in the core book.
13-15	Minor Phobia: The character gains the Minor Phobia Hindrance.
16-17	Major Phobia: The character gains the Major Phobia Hindrance.
18-20	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 mutations.

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.



— ❄ —
The
mutations
drove the orcs
insane
— ❄ —

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.



ELEONORA "NORA" MOONASH

ROGUE IN MIRROR'S EDGE

Raised by her father, Jean Luc, Nora moved around a lot because he was a con artist and could not stay in one place for long. She learned many rogue skills and became a pretty good burglar and helped her father in many of his scams.

The family recently moved to Mirror's Edge, changed its name and bought a house in the Summer Zone. Jean Luc has decided it is time to leave his dishonest past behind him and give his daughter a safer and honest life.

Nora is not inclined to stop doing what she enjoys and though she plays the role of rich man's daughter, she is also member of the local thieves' guild and is slowly making a name for herself.

ATTRIBUTES: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

SKILLS: Climbing d6+2, Fighting d6, Lockpicking d8+2, Notice d6+2, Shooting d8, Stealth d8

CHARISMA: 0; **PACE:** 6; **PARRY:** 5; **TOUGHNESS:** 5

LANGUAGES: Dwarven, Common, Goblin, Mekellion

HINDRANCES:
Greedy, Stubborn

EDGES:
Alertness, Thief

GEAR: Leather armor, Dagger, Mini-crossbow

THE STONE INVADERS

CALEB the Black is a wizard with huge dreams. He felt that the whole of Ehlerrac 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 Ehlerrac. 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 Ehlerrac.

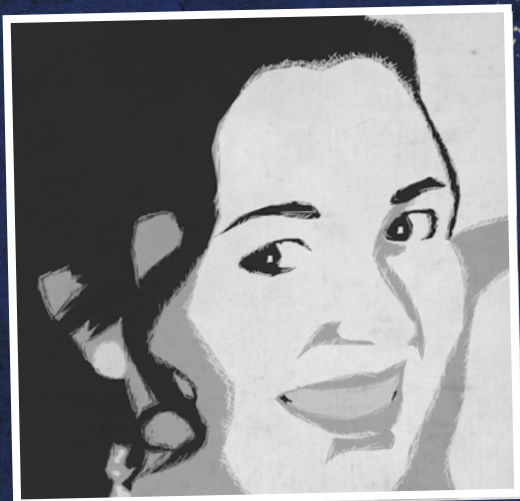
The ships with his army sank during the cataclysm and hundreds of golems were lying inert on the bottom of Dagger Bay.

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.



ANYA
WINTERDAWN
LEADER OF VAMPIRES
IN DEADFALLS

This headstrong and feisty lady is the leader of the vampires of Deadfalls. She knows what she wants and not many can resist her charms.

Anya is a young vampire. She looks about 18 years old and by all accounts hasn't been a vampire for more than 30 years. It is unheard of to have such a young vampire as a leader. Many of the older vampires are very unhappy, but none dare oppose against her. Why? Those that know aren't saying anything.

The mystery surrounding the young leader is deepening, but the group is doing very well under her leadership, so not many complain.

ATTRIBUTES: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d8

SKILLS: Fighting d6, Intimidation d8, Notice d6, Stealth d8, Streetwise d8

CHARISMA: 4; **PACE:** 6; **PARRY:** 5; **TOUGHNESS:** 8

LANGUAGES: Dwarven, Common, Elvish, Goblin

HINDRANCES:

Enemy (Vampire haters), Outsider

EDGES:

Attractive, Brave, Charismatic, Connections (Thieves), Danger Sense, Level Headed, Quick Draw, Rich, Very Attractive

SPECIAL ABILITIES:

Claws: Str+d4, Frenzy, Level Headed, Invulnerability, Weaknesses, Sire, Undead, Weakness (Sunlight), Weakness (Holy Symbol), Weakness (Holy Water), Weakness (Invitation Only), Weakness (Stake Through the Heart)

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.

Clerics and the Followers of Frost walk a thin line between the holy and the infernal. Usually their powers have the ice trapping, but on a critical fail, the real nature of their god

shines through. Their eyes glow deep red and all their powers have the fire trapping instead. This lasts for a round, but the GM controls the character for that time. 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.



The symbol of Ruksau is also burned into his flesh somewhere on his body. The player must make a note of each burn mark. After 15 marks the hero turns into an insane, vicious monster and is no longer playable except by the GM.

Vicious and insane does not mean stupid and snarling and some of the higher-ranking clerics in the church have turned already. They know what Ruksau really is but that doesn't matter anymore. These men and women have done some unspeakable acts of evil in the name of their demon master.

The closer a character gets to his 15th burn mark, the harder it gets for him to keep his anger under control. It is a fight that every Follower of Frost loses in the end.

Will heroes rise up to stop Ruksau and his planned decimation of Ehlerrac and its people? That is something for later; for now Ruksau is slowly building his army and fooling his believers into believing that he is a good and caring god.



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.



GELDAR THUNDERBRUSH

HALF-FOLK ARTIFICER

Geldar works, eats and sleeps with a notebook nearby. His brilliant mind is always coming up with new ideas and he is always doodling on the ink-stained pages.

He has a large warehouse in the Factory District of Wallside, which he uses as a workshop and laboratory. Street people and workers have learned to give the building a wide berth. There are always explosions, weird noises and sometimes dangerous contraptions coming from the warehouse.

Geldar is a legend in Wallside. He has a large collection of inventions, ranging from household appliances to weapons of mass destruction. He is a bit scatterbrained and his warehouse is not a place many would venture into uninvited. Who knows what kind of security measures he has invented!

ATTRIBUTES: Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d6

SKILLS: Fighting d4, Knowledge: Science d6, Knowledge (Tinkering) d4, Repair d8, Shooting d6, Taunt d6, Weird Science d10

CHARISMA: -1; **PACE:** 6; **PARRY:** 4; **TOUGHNESS:** 4

LANGUAGES: Dwarven, Common, Elvish, Goblin, Mekellion

HINDRANCES:

Curious, Enemy (Other artificer), Habit (Chews on pencil when thinking)

EDGES:

Arcane Background (Weird Science)

RACIAL ABILITIES:

Luck, Small, Spirited

ARCANE POWERS (10 POWER POINTS):

Blind (Flash gun), Bolt (Lightning gun)

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. They felt they were "chosen" as the new rulers of Ehlerac.

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

They are the
last line of
defense



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.



THE RAGMAN

STREET PERSON WITH A
MYSTERIOUS PAST

A figure glimpsed in dark alleyways, he is known among the street people as The Ragman. Considered an urban legend, there are many stories from the street people about The Ragman. Some say he lives in the sewers, in a cavern next to a frozen waterfall. Some believe that he is a demon, stalking the streets of Mirror's Edge, and others say that he is a ghost avenging the murder of his family.

The few things that witnesses do agree on is that he has amazing fighting skills and in many cases protected people from monsters, or thugs. He seems wholly human and, some say, well mannered as well.

What or who is this mysterious figure? The legend of The Ragman keeps growing on the dark and cold streets of Mirror's Edge.

ATTRIBUTES: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

SKILLS: Climbing d6, Fighting d10, Intimidation d6, Notice d8, Stealth d6, Streetwise d6

CHARISMA: 0; **PACE:** 8; **PARRY:** 7; **TOUGHNESS:** 5

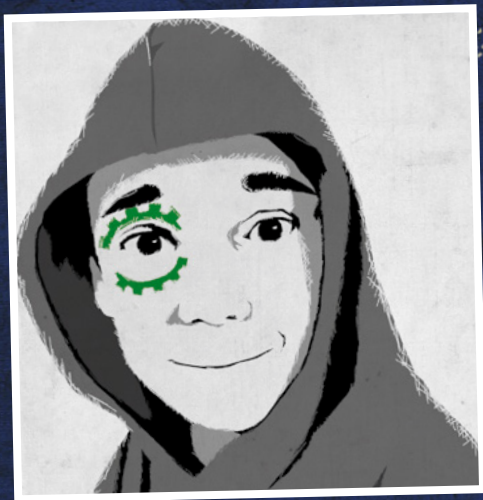
LANGUAGES: Common, Dwarven, Goblin, Grayn

HINDRANCES:

Delusional (Believes he is being spied on), Heroic, Phobia (Spiders)

EDGES:

Combat Reflexes, Counterattack, Fleet-Footed, Improvisational Fighter, Sweep



JOSH NIGHTSHADOW

HALF-FOLK THIEF

The rich in the Summer Zone of Ochrem have a new reason to lie awake at night. Many houses have been burgled the past few months and it seems no matter what precautions are taken, the thief finds a way in.

Josh Nightshadow, a half-folk thief, is spending his nights breaking into the homes of rich people and then helping poor people living in the Autumn Zone. Lucky for him, his name is unknown, since The Watch is actively looking for him.

He enjoys the thrill of breaking in and helping people. He hates The Watch so he uses any chance to discredit them.

ATTRIBUTES: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

SKILLS: Climbing d6, Fighting d8, Investigation d6, Notice d6, Stealth d10, Streetwise d10, Taunt d6

CHARISMA: 4; **PACE:** 6; **PARRY:** 7; **TOUGHNESS:** 5

LANGUAGES: Common, Dwarven, Elvish, Goblin

HINDRANCES:

Enemy (Noble he once mugged), Overconfident, Quirk (Leaves a metal half-moon as calling card)

EDGES:

Acrobat, Quick, Quick Draw

SPECIAL ABILITIES:

Luck, Small, Spirited



SOPHY

DAUGHTER OF TA-HA AKHI

This wild child loves nature and disappears for hours in the large parks of Emerald Rest. She is great with animals and is always bringing home stray or baby animals. She wears a small pendant around her neck belonged to her father when he was still alive.

Her mother is the leader of the werewolves and Sophy might be the only weakness her enemies could exploit.

ATTRIBUTES: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6

SKILLS: Climbing d6, Fighting d4, Notice d6, Survival d6, Swimming d4, Throwing d6

CHARISMA: 0; **PACE:** 6; **PARRY:** 4; **TOUGHNESS:** 5

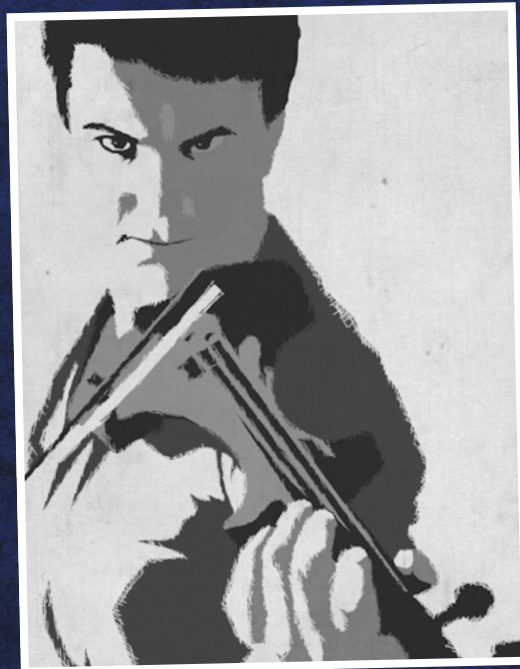
LANGUAGES: Dwarven, Common, Elvish, Goblin

HINDRANCES:

Quirk (talks to animals), Young

EDGES:

Beast Bond



CADE THINDAR

BARD AND ADVENTURER

Born to a rich family in Ochrem, Cade never wanted for much. He did not fall into the trap so many spoiled rich children fall into and was a well-loved boy.

As a young man he fell in love with a girl who was a lorekeeper in the Preserver Tower. When she died during a Super Blizzard, he left the city and traveled between the cities of Ehlerac. He gathered old stories, fables and songs from before the sun died and used his money to gain access to libraries and schools all over the continent.

He joined a group of explorers as a ancient-lore expert and visited a few ruins in the wilderness. Now, he lives in Haven and is gaining fame as a bard since singing some of the old songs at a local bar one night.

ATTRIBUTES: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d4

SKILLS: Fighting d6, Knowledge (History) d8, Knowledge (Lore) d8, Perform d8, Stealth d6, Survival d4

CHARISMA: 4; **PACE:** 6; **PARRY:** 5; **TOUGHNESS:** 5 (1)

LANGUAGES: Dwarven, Common, Elvish, Grayn

HINDRANCES:

Curious, Enemy (Children of the Sun)

EDGES:

Arcane background (Miracles), Brave, Charismatic, Noble, Rich, Troubadour

GEAR:

Leather armor, Sword and two daggers. Violin to play.

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.

Most stats can be found in the core book and supplements, but here are some monsters and animals that represent some of the bigger threats in Ehlerrac.



FROST GIANT

Frost giants 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.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d10

Skills: Climbing d8, Fighting d8, Intimidation d10, Notice d6, Throwing d8

Pace: 8; **Parry:** 6; **Toughness:** 12 (1)

Gear:

Thick furs (+1), large maul (Str+d10, carried in one hand), thrown rock (Range: 5/10/20, Damage: 3d6).

❄️
Don't look
back! RUN!
❄️

Special Abilities:

- **Icy Aura:** Frost giants radiate deadly cold. At the end of movement, all adjacent foes suffer 2d6 damage.
- **Immunity:** (Cold): Frost giants take no damage from Arcane powers with a cold or ice trapping.
- **Improved Sweep:** Frost giants can attack all adjacent foes at no penalty.
- **Large:** Attackers gain +2 to attack rolls against frost giants due to their size.
- **Size +4:** Frost giants are over 15' tall.
- **Weakness (Fire):** Magical heat and flame attacks cause +4 damage. Non-magical heat has no additional effect.



THE NOMAD

MYSTERIOUS WANDERER OF
THE ARCHWAYS

Seen by only a few, tales tell of a man of darkness; belonging to that side of the world where no one should be able to exist. Some say he used to be a Waywalker, some say he used to be the protector of the mysterious orange crystal, but nobody is certain of this nomad's origin.

Those that have claimed to see him, spread tales of a warrior, a master of weapons, a man seeking an unknown truth. Not certain of what motivates this nomad, whether he fights for glory or evil, most tend to turn the other way when confronted by this stranger.

He walks alone, whether it is towards his own death or the deaths of others.

ATTRIBUTES: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

SKILLS: Fighting d10+1, Intimidation d10, Notice d8, Stealth d10, Spellweaving d10, Throwing d8

CHARISMA: -2; **PACE:** 6; **PARRY:** 7; **TOUGHNESS:** 8 (2)

LANGUAGES: Dwarven, Common, Elvish, Goblin, Mekellion

Hindrances:

Mean, Vow (Unknown)

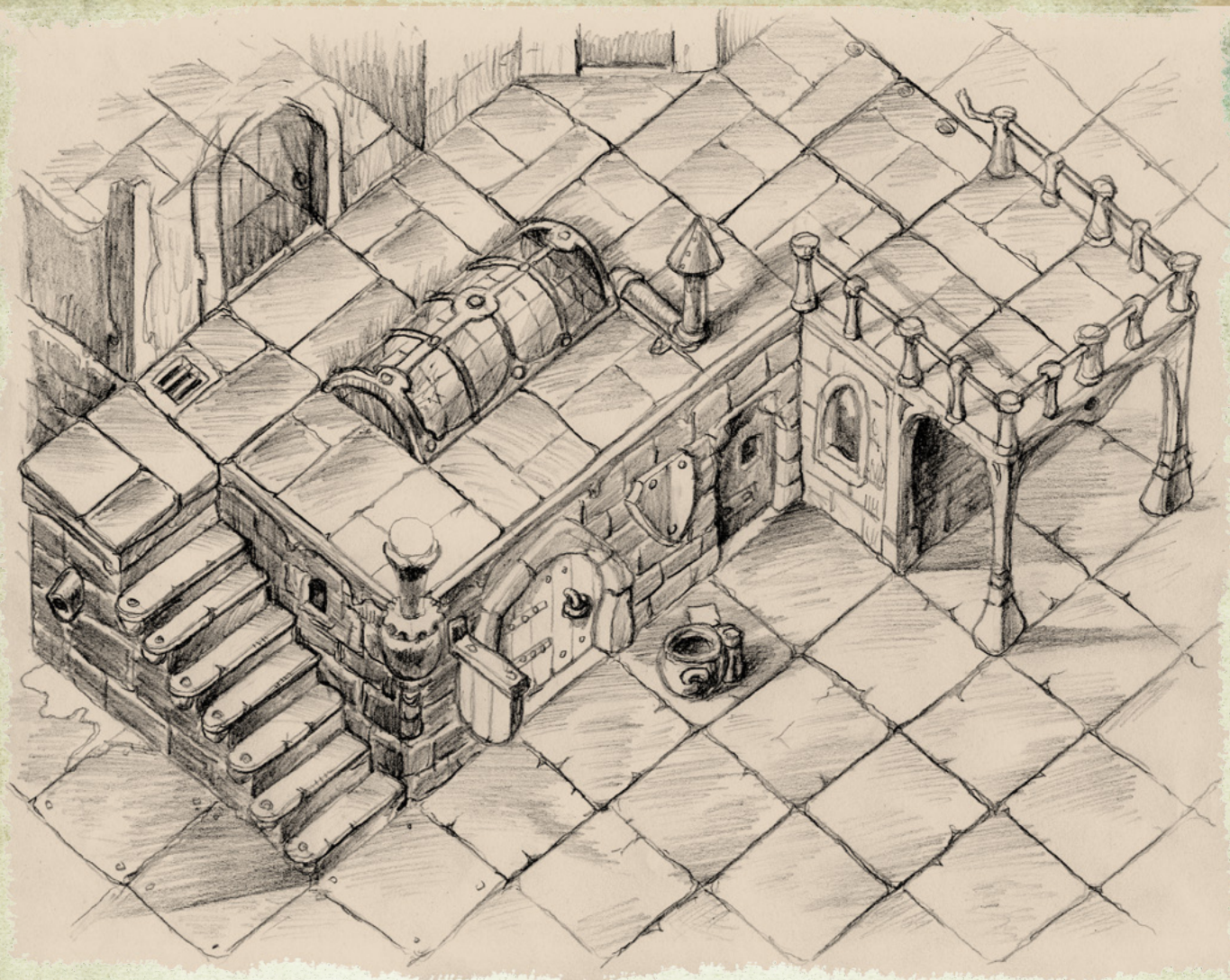
Edges:

Arcane Background (Sorcery), Combat Reflexes, Dodge, Hard to Kill, Quick, Power Points

GEAR: Chain Vest, Daggers, Vambrace, Magic sword - Blitz (causes fear in a medium burst around the user and adds +1 to Fighting)

Arcane Powers (20 Points):

Dispel, Fear, Intangibility, Invisibility



FROST WOLF

Thought to be extinct, Frost wolves suddenly returned in great numbers. They attack explorers and Archway travelers and then disappear back into the darkness. They are vicious, deadly and rightly feared.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d10

Pace: 8; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Bite:** Str+d6.
- **Chill Bite:** The icy bite of a frost wolf can paralyze prey. Anyone Shaken or Wounded must make a Vigor roll or be paralyzed for 1d6 rounds.
- **Fleet Footed:** Frost wolves have a d10 running die.
- **Go for the Throat:** If a frost wolf gets a raise on its attack roll, it strikes its opponent's least armored location.

- **Immunity (Cold):** Frost wolves take no damage from cold.
- **Size +1:** Frost wolves stand 5' tall and are over 7' long.

❄️
Frost wolves
suddenly
returned in
great
numbers
❄️

❄️ GEAR SWARM

Whether caused by arcane accidents or experiments gone wrong, these swarms of a Medium Burst template, plague areas with lots of metal.

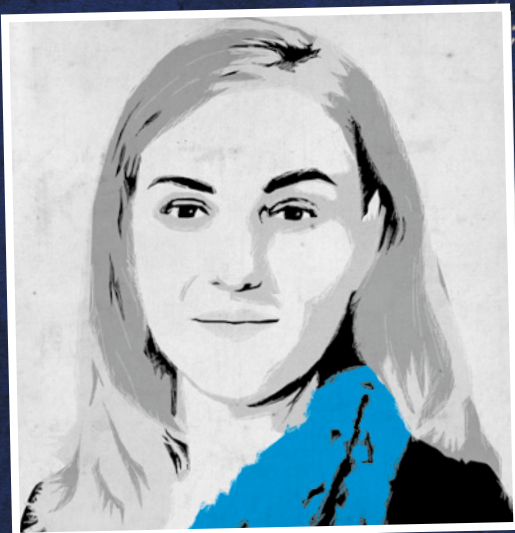
Adventurers would be advised to stay well clear of gear swarms, before they lose some of their prized possessions.

Gear swarms cause metal objects to rust and break, adding to the size of the swarm.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d10

Skills: Notice d6

Pace: -; **Parry:** 4; **Toughness:** 7



LUCIA SANMAR

ACTRESS AND SOCIALITE

There are few in Deadfalls who do not know the name of Lucia Sanmar. She stars in many plays and is adored by many. Many of her shows have special runs for poor people, so she has a wide following. She was born in a poor area in the Autumn Zone and her rags to riches story caught the imagination of many.

Lucia is more than just an actress and socialite. She knows many of the secrets the rich and famous would rather keep buried as well as what skeletons rattle in whose closet. She despises pretentious people and enjoys gathering all this information.

ATTRIBUTES: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

SKILLS: Knowledge (History) d8, Notice d6, Persuasion d8, Streetwise d8, Throwing d6

CHARISMA: 4; **PACE:** 6; **PARRY:** 2; **TOUGHNESS:** 5

LANGUAGES: Dwarven, Common, Elvish, Grayn, Mekellion

HINDRANCES:

All Thumbs, Curious, Greedy

EDGES:

Attractive, Charismatic, Connections (Preservers), Rich

Special Abilities:

- **Wear and Tear:** The swarm inflicts hundreds of scratches and bumps against other objects. It does 1d4 against characters caught in the Large Burst template. The swarm also does 1d4 damage to any metal the character is holding or wearing. For each round after the first the character spends in the swarm, add 2 to the damage roll. The metal starts to rust and break apart.
- **Fly:** The swarm flies at a Pace of 6".
- **Swarm:** Parry +2; Because a swarm is composed of so many small creatures, cutting and piercing weapons are useless and do no damage. Area of effect weapons and powers work normally.
- **Split:** When a gear swarm is wounded, it splits into two smaller swarms. These are Small Burst templates with a Toughness of 5.

GHOSTS

Ghosts can be found anywhere, but there are many in Deadfalls. Though in most instances they leave the citizens alone, there are always those angry enough to attack. Explorers must always be on the lookout. There are many ghosts still left in the ruins of old cities and they are not happy when the living trespass.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12+2, Notice d12, Taunt d10, Stealth d12+4, Throwing d12

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear:

Thrown objects (Str+d4)

Special Abilities:

- **Ethereal:** Ghosts are immaterial and can only be harmed by magic.
- **Fear -2:** Ghosts cause Fear checks at -2 when they let themselves be seen.

HUMMER

Hummers are large 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.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Notice d8

Pace: 3; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Flight:** Flying pace of 6" and a climb of 4".
- **Poison:** Those struck by the stinger of a Hummer must make a Vigor roll or be paralyzed for 1d4 rounds. The Hummer then lands on the victim and sucks some of its blood doing 1d4 damage.
- **Sting:** Str+d4
- **Size -1:** The Hummer is about the size of a large dog.



**CALACORM
UDRATHAD**

WAYWALKER

Calacorm is an older human Waywalker, a protector of the travelers in the Archways. He has also on several occasions led rescue missions for people who wandered into the cold and frozen wilds.

Calacorm's demeanor is rough, and can be as cold as the climate around him, but his actions and lengths he goes to, to help the lost is commendable. Cal is mean, he does not socialize well, but he is loyal to those he is sworn to protect. He will go the extra mile to help those in need.

Calacorm is a skilled woodsman, survivalist and tracker who is far more comfortable out in the cold wilds than near the heated sanctuaries. He wears a large cloak fashioned from a large brown bear pelt, and wears many layers of animal fur clothing. His face is like leather and his skin became thick and grizzled from years in the cold harsh winds. Even with his gruff appearance, his salt-and-pepper beard and mustache is always well trimmed. There have also been rumors that he was indeed some noble. That many years ago, his betrothed and her family were killed while traveling to their wedding. And in his grief, he gave up his place and swore to protect the travelers of the Archways.

ATTRIBUTES: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d8

SKILLS: Climbing d8, Fighting d8, Healing d6, Notice d8, Stealth d6, Survival d10, Throwing d6, Tracking d10

CHARISMA: -2; **PACE:** 6; **PARRY:** 7; **TOUGHNESS:** 7 (1)

LANGUAGES: Dwarven, Common, Elvish, Goblin, Grayn

HINDRANCES:

Code of Honor, Loyal, Mean

EDGES:

Danger Sense, Woodsman

GEAR:

Leather Armor, Buckler, Spear, Battle Axe



GRAY HUNTERS

A group of grayn mercenaries, adventurers and warriors, the Gray Hunters will do about anything if the price is right. Protection, retrieval, exploring, no job is too big. They are honorable, though, and do not take illegal jobs. When you need help and you are desperate, this is the group to call.



WOLFE

Born in Wallside, Wolfe joined a local gang and made a name for himself as a good fighter and someone of his word. He tried to leave the gang, but the only way out was death. So he killed the leader and took over the gang. He then disappeared; no one knows what happened to him in the five years after that.

Then suddenly rumors started circulating in the cities of a group helping people in need and that Wolfe was the leader. Their adventures are written down in a serial booklet and the group has gained a following in many cities.

Proud and loyal, Wolfe feels that he is the best at what he does and his group must protect and help those who need it. This does not mean that he works for free, though, but he will amend his price if need be.

ATTRIBUTES: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d6

SKILLS: Climbing d6, Fighting d8, Healing d4, Intimidation d6, Notice d8, Persuasion d4, Shooting d6, Streetwise d4, Survival d6, Taunt d4,

CHARISMA: -2; **PACE:** 6; **PARRY:** 6; **TOUGHNESS:** 5

LANGUAGES: Common, Dwarven, Elvish, Goblin, Grayn

HINDRANCES:

Code of Honor, Enemy (Children of the Sun), Loyal

EDGES:

Suit Master, Brave, Combat Reflexes, Connections (The Preservers)

SPECIAL ABILITIES:

Teeth bared, Low Light Vision, It's all in the nose, Feared for a reason

RAZOR WING

These large birds hunt in the forests around a red shard. Attacking in groups of 3 to 4, they dive out of the darkness and cut their prey to pieces with their razor sharp wings.

Attributes: Agility d8, Smarts d6(A), Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10, Stealth d8

Pace: -; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Sharp ridges:** The cuts from their wings cause damage of STR+d4.
- **Size +0:** The birds are large and count as a medium-sized creature.
- **Flying:** Pace 8"



SCRAP GOLEM

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 artificers build them to protect their labs. Other times these golems are formed by accident when experiments go wrong.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d10, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d6, Shooting d6

Pace: 6; **Parry:** 7; **Toughness:** 11 (9)

Special Abilities:

- **Armor +2:** The pieces of scrap metal and other materials protect the golem.
- **Size +1:** Scrap golems stand around 8' high and weigh 2,000 pounds.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots.
- **Arcane Resistance:** +2 Armor against damage causing powers and +2 on trait rolls to resist opposed powers.
- **Gear Burst:** Shoots gears in a Large Burst template around themselves. Damage: 2d6.

SHARD MOUSE

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.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6

Pace: 10; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Bite:** Str+d6.
- **Tail Slap:** A shard mouse can whip its spiked tail at an enemy for Str +2 damage.

— ❄ —
Be quiet! It's
moving
closer.
— ❄ —



SHARD ORC

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.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+1, Vigor d8

Skills: Fighting d6, Intimidation d8, Notice d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 7/9(3)

Special Abilities:

- **Size +1:** Shard orcs are large and add +1 to their Toughness.
- **Infravision:** Halves penalties for poor light vs. warm targets.
- **Mutation:** The red shards have mutated

most of the orcs. Feel free to add extra mutations.

Here are some ideas:

- **Tails with spikes:** Str+d4.
- **Spiked fists:** Str+d4.
- **Large tusks:** Bite attack for Str+d6.
- **Poison:** Victims must make a Vigor roll or be paralyzed for 1d6 rounds.
- **Bone growths:** +2 armor.



STONE GOLEM

The stone golems by Caleb the Black look roughly humanoid. They have glowing eyes and follow his commands to the letter. But the powers to create stone golems are not just his. Many an old wizard tower or tomb are protected by these silent guardians.

Attributes: Agility d6, Smarts d6, Spirit d8 Strength d12+1, Vigor d12

Skills: Fighting d8, Intimidation d8, Notice d6

Pace: 5; **Parry:** 7; **Toughness:** 13 (3)

Special Abilities:

- **Armor +4:** Magically hardened stone.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half damage; Immune to poison and disease.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on trait rolls to resist opposed powers.
- **Size +1:** Stone golems stand over 8' high and weigh 4,000 pounds.
- **Stone Fists:** Str+d4.



ANNIA FORGESPARK

ARTIFICER IN WALLSIDE

Annia always wanted to be an artificer. She's always tinkering with something in her small workshop in her room. Her father, a rich merchant in Wallside, used his connections to get her an apprenticeship with a prestigious artificer called Magnen Ylather.

The first few months she spent as a glorified servant, but Magnen recognized her talent and soon she was helping him and learning a lot.

At the moment she has her own small workshop and is working on many exciting inventions.

ATTRIBUTES: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

SKILLS: Knowledge (Sunshards) d6, Weird Science d8

CHARISMA: 0; **PACE:** 6; **PARRY:** 2; **TOUGHNESS:** 5

LANGUAGES: Common, Dwarven, Elvish, Goblin, Grayn, Mekellion

HINDRANCES:
Curious, Stubborn

EDGES:

Arcane Background (Weird Science), Gadgeteer, Mr. Fix It

ARCANE POWERS (10 POINTS):
Stun

WAY-CRAB SWARM

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

They swarm over an area equal to a Large Burst template and attack every one inside it each round.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d6, Vigor d10

Skills: Notice d6

Pace: 6; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Bite:** Swarms inflict hundreds of cuts every round, hitting automatically and inflicting 2d4 damage to everyone in the swarm's reach.
- **Swarm:** Parry +2; Because a swarm is composed of so many small creatures, cutting and piercing weapons are useless and do no damage. Area of effect weapons and powers work normally.
- **Split:** When a way-crab swarm is wounded, it splits into two smaller swarms. These are Medium Burst Templates with a Toughness of 6. Another wound splits each swarm into two Small Burst templates with a Toughness of 5.

ZOMBIE

Zombies are found in sewers, ruins, shambling down the Archway and even buried beneath snow. Basically they are found everywhere, since they are not bothered by the cold.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Claws:** Str damage.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage (except to the head).
- **Weakness (Head):** Shots to a zombie's head are +2 damage.



NAREEN KENDAR

HEALER LIVING IN OCHREM

Nareen is a caring and gentle person, always ready to help. Even as a child, she was always looking after the younger kids.

Now she runs a healthcare center in the Autumn Zone of Ochrem. She uses her extensive knowledge of healing to care for the sick, the old and the infirm. She will never turn away anyone in need and even stood up to The Watch once to protect a patient.

ATTRIBUTES: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

SKILLS: Fighting d4, Healing d10, Knowledge (Medicine) d8

CHARISMA: 2; **PACE:** 6; **PARRY:** 4; **TOUGHNESS:** 5

LANGUAGES: Common, Dwarven, Elvish, Goblin, Grayn

HINDRANCES:

Enemy (Some of The Watch), Heroic, Pacifist

EDGES:

Brave, Charismatic, Connections (The Watch), Healer



SVEN ICESHIELD

FOLLOWER OF FROST

His cold demeanor hides a warm heart. Sven spends a lot of his time helping and protecting the less fortunate in the Autumn Zone of Ochrem.

He runs a soup kitchen and knows many of the street people by name. He patrols the streets during Super Blizzards and makes sure those under his care stays warm.

Sven is also a fierce fighter and there are many tales told of his bravery and skill. Even those from the Watch leave him alone and many gang members found out the hard way, that they are not welcome.

ATTRIBUTES: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

SKILLS: Fighting d10, Faith d10, Healing d6, Notice d6, Persuasion d6, Streetwise d8, Throwing d6

CHARISMA: 0; **PACE:** 8; **PARRY:** 7; **TOUGHNESS:** 5

LANGUAGES: Common, Dwarven, Goblin, Grayn

HINDRANCES:

Code of Honor, Enemy (Gangs in the area), Vow (Protect people in Autumn Zone)

EDGES:

Arcane Background (Miracles), Combat Reflexes, Connections (Street people), Connections (The Watch), Fleet-Footed

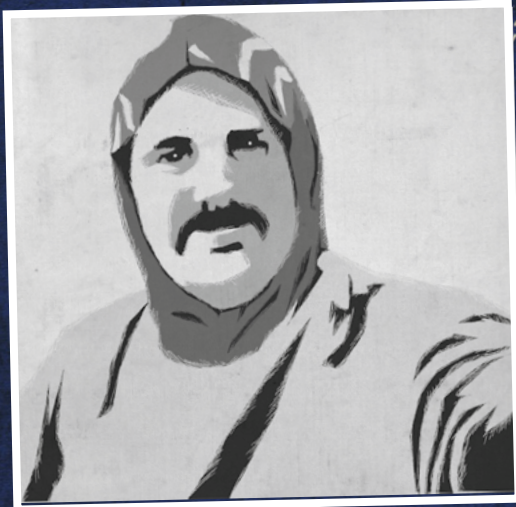
THANK YOU

What started out as an idea I mentioned to friends around our game table has turned into one of the best experiences of my life. I got to chat to some of the biggest names in fantasy art and Savage Worlds gaming, I made some new friends along the way and I met many interesting people from around the world. It might be a cliché, but you really can accomplish amazing things when you put your mind to it. Just get up and do it. Start small, but don't give up. You won't be sorry, I promise.

Thank you to all the people who helped my project by backing my Indigogo campaign for artwork. There would not be a finished product without your help.

Hans Bothe, Umberto Pignatelli, Paul Baldowski, Andreas Jaeger, Richard Woolcock, Shawn Janzen, Franz Georg Rösel,

David Lacerte, Deon and Sandra Schaap, Gustav Schaap, Hessie Vermeulen, Esther Henning, Louis Pretorius, Frikkie Coetzer, Thys and Wendy Sloan, Tom Ladegard, Dale C. Blessing, Lucia Swart-Walters, Derek Pennycuff, Fiona Pennycuff, Jaco Grobbelaar, Andre Gouws, Paul Nain, Jason Linker, Rudi Louw, Les Allen, Duncan Newton,



SIR ROBIN
MAYOR OF HALFWAY

His family pulled strings to get him the position of mayor in Halfway, more to get rid of the pompous Robin Egreeth than anything else. He is not a very likable person and they felt Mirror's Edge is too small to have him nearby.

Sir Robin, as he likes to be called, runs Halfway as if he built it himself, but he is mostly ignored by the citizens and the little town is doing very well, in spite of his "help".

ATTRIBUTES: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d8

SKILLS: Gambling d10, Fighting d4, Notice d4, Persuasion d6, Riding d6, Taunt d10, Throwing d8

CHARISMA: 4; **PACE:** 6; **PARRY:** 4; **TOUGHNESS:** 6

LANGUAGES: Common, Dwarven, Elvish, Mekellion

HINDRANCES:

Big Mouth, Stubborn, Yellow

EDGES:

Charismatic, Hard to Kill, Luck, Noble, Rich



GRANT TAYLOR

LIGHTBRINGER OF IHLANAR AND
LEADER OF THE TEMPLE GUARD

Grant Taylor was an orphan who grew up on the streets of Mirror's Edge. One day he was caught stealing by the leader of the Lightbringers of Ihlana, Ansem Dragon, who took him in and raised him to be a Lightbringer. He followed in his footsteps and trained hard until he became a well-respected paladin.

His mentor foiled an assassination attempt on the temple leaders but it cost him his life. Grant swore to protect every person in the city when he was sworn in as the new leader of the Order that protects the main temple.

He has struck out to stop all crime in the city and has been vigilant in his duty, improving the lives of the poor and downtrodden.

ATTRIBUTES: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d8

SKILLS: Fighting d8, Faith (Miracles) d8, Persuasion d6, Intimidation d6, Streetwise d4, Riding d4, Notice d6

CHARISMA: 2; **PACE:** 6; **Parry:** 9; **TOUGHNESS:** 9(3)

LANGUAGES: Dwarven, Common, Elvish, Goblin, Grayn

HINDRANCES:

Heroic, Loyal, Code of Honor

EDGES:

Attractive, Arcane Background (Miracles), Holy Warrior, Power Points, Champion, Block, New Power, Command, Fervor, Power, Leader of Men, Power Points

GEAR: Long Sword, Plate Corselet, Plate Leggings, Plate Arms, Steel Helm, Large Shield

ARCANE POWERS (20 Power Points): Boost Trait, Healing, Warrior's Gift, Greater Healing

Marco Beltramino, Hardus Botha, Rayner Botha, Mari-Louise Kaplan, Jason Buchanan, Eric Lamoureux, John Kane, Allan Bray, Roelf Swanepoel, Darrel Rossouw, Tiaan Ross, Leon Basson, Sunette la Grange, Christian Henning, Nora Kraus, Grant D Taylor, Andy Venn, Eric Thompson, Aleksandr Ermakov, Thom Shartle, Ulrich Stegmann, Werner Henneke, Carl Green, Stephen Gauthier, Richard van den Heever, Hanlie Stadler, Marius Louw, C. Scott Kippen, Tristan Shillinglaw, Altus Momberg, Viona Senke, Dave Ramsay, Ralph Yelverton, Jeffrey Gordon, Sven Schläpfer, Mikael Hansson, Benjamin Garforth, Dave Holliman, Norm Hensley, Robert Gilson, Paul Watts, Tomas Burgos Caez, Neal Hyde, Andreas Jaeger, Zachary Norwig, Carl Walter, Russell Hoyle,

Lance Grace, Chris Fuchs, Andrew Hall, Antonio G Rosales, Chris Visser, Maurice Strubel, Konrad Uhryn, Edward Bottomley, Melvish Welker, Andrzej Stój, Nathanael Shelley, Damian Hupfeld, Shawn Janzen, Daniel Uzunow, José Castañeda, Alexander Rodatos, Guillaume Botha, Kristopher Volter, Thanos Frost

Thank you as well to the amazing people on Facebook and the G+ groups and the guys from the Savage Worlds GM Hangout.



SHIVRA

LAST OF THE PEARL DRAGONS

DRAGON FORM

ATTRIBUTES: Agility d8, Smarts d8, Spirit d8, Strength d12+2, Vigor d12

SKILLS: Fighting d10, Healing d8, Intimidation d10, Knowledge (Ehlerrac) d10, Notice d12, Spellcasting d8

CHARISMA: 2; **PACE:** 8; **PARRY:** 7; **TOUGHNESS:** 20 (4)

LANGUAGES: Common, Dwarven, Elvish, Goblin, Grayn, Mekellion

HINDRANCES:

All Thumbs, Curious, Pacifist

EDGES:

Arcane Background (Magic), Brave, Charismatic, Command, Command Presence, Hard to Kill

SPECIAL ABILITIES:

Arcane Background (Magic), Brave, Charismatic, Command, Command Presence, Hard to Kill
Armor +4, Claws/Bite, Fear, Light Breath 2d10 burning damage, Flight, Hardy, Huge, Improved Frenzy, Level Headed, Size +8, Tail Lash

ARCANE POWERS (30 Power Points)

Shivra has all the allowed spells available to her. She can choose the trappings for her spells.

The last of her kind, this wise pearl dragon lives in a huge cavern in the Skypillar Mountains. Though there are heaps of gold, the most valuable treasure in the cavern are the huge collection of books, scrolls and maps.

Only a few adventurers know of her and the location of her lair is a closely guarded secret. The Children of the Sun would stop at nothing if they ever found out about her treasure trove of wisdom.

Though Shivra stays in her cavern most of the time, she is curious about the new world and the huge cities. She knows a spell that can change her into humanoid form. She loves to travel the Archways and visits all the towns and cities along it. She uses two personas and likes to stay a mystery to those who meet her.

She keeps her power in whatever form she uses and there are bandits along the Archways that will never forget the day they came across this lonely traveler. She also doesn't need an ice suit to travel in the wilderness.

Shivra is wise and benevolent and protects the secrets in her lair fiercely. She knows that a lot of what she has gathered is not yet meant for the eyes of the inhabitants of this new world.

HUMAN FORM

SHIV -
ELVISH
TRAVELER

OR

SHIVARA -
ELVISH
MAGE

ATTRIBUTES: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d12

SKILLS: Fighting d10, Healing d8, Intimidation d10, Knowledge (Ehlerrac) d10, Notice d12, Spellcasting d8

CHARISMA: 2; **PACE:** 8; **PARRY:** 7; **TOUGHNESS:** 8

LANGUAGES: Common, Dwarven, Elvish, Goblin, Grayn, Mekellion

HINDRANCES:

All Thumbs, Curious, Pacifist

EDGES:

Arcane Background (Magic), Brave, Charismatic, Command, Command Presence, Hard to Kill

ARCANE POWERS (20 Power Points)

Shivra has all the allowed spells available to her. She can choose the trappings for her spells.



ALLAN BRAVEEN

VAMPIRE LIVING OUTSIDE IN THE
WASTELANDS

The death of the sun was the best thing that could happen to this fearsome creature. He found a castle in the wilderness that survived the cataclysm, mostly intact. The closest town is Warden and even that is a few days travel away.

Braveen keeps the dungeon stacked with food and if necessary, will pounce on single travelers along the Archway to "fill his larder", as he calls it.

He feels safe in his castle, fancies himself a noble and will kill to keep his location a secret. He feels pretty safe out in the wilderness, there is no one out there to oppose him.

ATTRIBUTES: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

SKILLS: Fighting d8, Intimidation d6, Notice d8, Taunt d6, Throwing d4

CHARISMA: 2; **PACE:** 6; **Parry:** 6; **TOUGHNESS:** 9

LANGUAGES: Common, Dwarven, Elvish, Goblin

HINDRANCES:

All Thumbs, Arrogant, Stubborn

EDGES:

Berserk, Charismatic, No Mercy, Sweep

SPECIAL ABILITIES:

Change Form, Charm, Children of the Night, Claws, Improved Frenzy, Invulnerability, Level-Headed, Mist, Sire, Undead, Weakness (Sunlight), Weakness (Holy Symbol), Weakness (Holy Water), Weakness (Invitation Only), Weakness (Stake Through the Heart)



JEANA NERRAL

LIBRARIAN AT THE COLLECTION OF
WISDOM

Jeana knows the great Preserver library, The Collection of Knowledge, like the back of her hand. It might take a week, but she will find that old document or piece of a map a researcher is looking for.

She loves reading about the old world and likes to picture it in bright sunlight. She feels at home between the large bookshelves.

Her investigation skills are in high demand and her days are usually very busy. She likes to unwind in a small cafe in the Summer Zone after work and is a very private person.

ATTRIBUTES: Agility d4, Smarts d8, Spirit d10, Strength d4, Vigor d6

SKILLS: Healing d4, Investigation d12+2, Knowledge (History) d10, Persuasion d6, Streetwise d8+2, Taunt d6

CHARISMA: 0; **PACE:** 6; **PARRY:** 2; **TOUGHNESS:** 5

LANGUAGES: Common, Dwarven, Goblin, Grayn, Mekellion

HINDRANCES:

All Thumbs, Curious, Pacifist

EDGES:

Connections (Brown Cloaks), Investigator



Ehlerrac

● City

● Town

⊗ Sunshard
mining

..... Archway

----- Icerun

----- Underground
tunnle

||||| Archway
not
completed

0 50 miles



GRAY COMPANY

Sir Otr Manheim, mayor of Lightfield, formed a group to protect the town and the nearby sunshard mines. They were called The Rotheim Wolves. These men and women made a name for themselves as brave and honorable warriors.

But there was one thing they could not protect the town and their lord from and that was the political games by greedy nobles from Ochrem. In one bloody night Sir Manheim and many of the "Wolves" were killed by assassins and the survivors had to flee into the wilderness.

They formed the Gray Company and swore to find those responsible for the slaughter of their lord and comrades. As a mercenary group, their travels took them to the furthest cities and beyond, but they have not forgotten that night and are slowly closing in on the killers and those that hired them.

Though they work for money, they won't take jobs that they deem "bad" or "evil" but the jobs they will take, falls into a gray area and the whole group decides together which jobs to take.



THE DARK FOREST

The rule of Malek Firespear is absolute. Most people in Ochrem live in fear of The Watch and his "eyes" and "hands" in the city. Doors are kicked in in the night, people can be detained at any time and citizens disappear, never to be heard from again.

But in these dark times, there is a small light of hope. There is a group of elves that call themselves "The Dark Forest". Their goal is to actively oppose the rule of Malek Firespear and free the people of Ochrem.

The members of the group each have a huge price on his or her head. It seems there are many enemies against this small, determined group, but that just makes them fight harder.

They smuggle wanted citizens from the city, they interfere with the plans of The Watch and they are looking for a way to topple Firespear.

So far they haven't found anything, but that doesn't mean they will stop searching.



BREAK RUNNERS

A group of goblin artificers in Haven formed a group that handles breakdowns of any sort, from coaches, to velopedals and pedal wagons. They work throughout the city and travel in custom velopedals with red flags.

The Break Runners offer a six-month membership. Members get a finding stone and can activate it for help. Goblins will rush to where the stone is activated to repair and help however they can.

The leader of the group is Erich "The Wolf" Stegarasma, an old goblin who wears a wolfshead-shaped helmet. He was born in Wallside and was the assistant of an artificer. He picked up a lot and moved to Haven to start his own business.

At the moment there are eight members in the group.



TZCHIMNA "THE FEARIE"

ROGUE IN HAVEN

This power hungry rogue preys on the nobles and the rich in Haven. He will do whatever it takes to gain an advantage to strengthen his power base.

He gains his info by courting the nobles and what he can't get through charm, he steals. He also likes to play vicious pranks on people he thinks deserves it. He has gone too far a few times and the Brown Cloaks would be interested to hear what he knows about the deaths of a few people.

He has no qualms about stealing from rich or poor and feels that they deserve it. Keeping the windows locked at night might be a good thing, but this master thief seems to be able to break into anything, so it might be a waste of time.

ATTRIBUTES: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

SKILLS: Alchemy d10, Climbing d6+2, Fighting d6, Lockpicking d6+2, Notice d4, Stealth d10, Streetwise d4

CHARISMA: +2; **PACE:** 6; **PARRY:** 5; **TOUGHNESS:** 5

LANGUAGES: Common, Elvish, Goblin, Grayn

HINDRANCES:

Code of Honor, Enemy (Noble he stole from), Vengeful

EDGES:

Arcane Background (Alchemy), Charismatic, Thief

ARCANE POWERS (10 POINTS):

Armor, Environmental Protection, Speed, Sfun

WINTOR ETERNOL

Name

Profession

Setting Rules

ATTRIBUTES

Agility

d

Spirit

d

Vigor

d

Smarts

d

Strength

d

CHARISMA

PACE

PARRY

TOUGHNESS

SKILLS

HINDRANCES

EDGES

EQUIPMENT

WEAPONS

ARMOR

INDEX

Index

A

Adept Edge 14
Adrastos Frostborne 70
Adrianna Fell 84
After Light 9
Air filter 24
Allan Braveen 115
animals 36, 38
Annia Forgespark 110
Any Winterdawn 94
Arcane Background: Magic 14
Archways 9, 13, 35
Armor 29
Artificer 12
Automatic crossbow 24
Autumn Zone 9
Autumn Zones 40
Available powers 83
Azegar 7

B

Baaken family 21, 68
Bard 12
Bedroll and blankets 24
Bennet Car-jo 58
Bestiary 102
Blackbird 31
Bodyguard 13
Break runners 118
Brown Cloak 13, 22
Brown Cloaks 69

C

Cade Thindar 101
Calacorm Udrathad 106
Caleb 94
Calendar 79
Camping areas 35
Candle 24
Caravan Guard 13
Caravans 36
Children of the Sun 73
Cities 37
Civilization 37
Claud Bugger 81
Cleric 12
Cleric of Change 14
Clockwork proximity alarm 24
Clockwork sword 24
Clothes 29, 38
Cold 87

Cold Blood 21
Collection of Wisdom 52
Cooking utensils 24
Council of Stone 68
Crowded 87

D

Dark goggles 24
Darkness 41
Darq Oden 34
Day of Black 80
Day of Light 9
Day of Listening 80
Deadfalls 43
Dead ruler 96
Dojan family 21, 68
Dragon 114
Drogan 46
Dryads 52
Dwarves 14, 16

E

Echo 48
Edges 15
Ehlerrac 32
Eileen Dojan 90
Eleonora Moonash 93
Ella 30
Elves 14, 17
Emerald Rest 51
Explores 35

F

fairies 52
false god 95
Famous family 21
Festivals 79
Flare 25
Fog 40
Follower of Frost 14, 95
Food 28, 38
Frostbite 21
Frost giant 98, 103
Frost wolf 104
Frostwolves 70
Furniture 38

G

Games Master 87
Garden Towers 38
Gear 16
Gear armor 25

Gear swarm 104
Geldar Thunderbrush 97
Gerald Baaken 64
Ghosts 44, 105
Glowstones 23, 41
Goblins 14, 18
Golems 93
Grant taylor 113
Grappling hook 25
Gravespeak 14
Grayns 14, 19
Green Council 8, 67
Gray company 117
Gray Hunters 107
Grukdar Fireforge 25

H

Half-folk 14, 19
Hand of Death 13, 22
Haven 54
Heat spells 36
Heat spells 40
Hindrances 15
Holy Warrior Edge 14
Houses 38
Humans 14, 20
Hummer 106

I

Ice cutter 26
Ice run 35
Ice Runner 13
Ice suit 26, 33
Ihlanar 13, 17, 21, 75
Insects 39
Insulated tent 26
Investigators 13
Items 28

J

Jeana Nerral 115
Josh Nightshadow 100
Jump jets 26

K

Keldir redaxe 46
Kelen Brace 84
Kestrel 85

L

Lanterns 26
Leaders 42
Lich 96
Light 33, 41
Lightbringer 13
Light District 44
Light Mages 41
light orbs 41
Lockpicks 26
Lost orc tribes 92
Lucia Sanmar 105
Lupo 72

M

Maggots 52
Magic 42
Magic 82
Magic lanterns 35
Magic-users 82
Malek Firespear 61
Malek Firespear 96
Mekellions 14, 20
Mines 36
Mirror's edge 57
Mirror's Edge 39
Monsters 42
Multiple Languages 87
Mutation 91

N

Nareen Kendar 111
Nature Warden 12, 22
Necromancers 43
New rulers 98
Nightingale District 54
Niric Ul'Meer 39, 52
Nomad 103

O

Ochrem 60
Oil 26
Orc-tainted 15, 21
Orc Wars 8

P

Pantheon 74
Pets 39
Plants 34
Portable campfire 26
Potion of healing 26
Potion of invisibility 26
Potion of speed 26
Potion of warmth 26
Potions 28
Preservers 73
Private Council 96

R

Race 14
Races 16
RaGMan 100
Raksau 14
Ralonan Mistborn 85
Razor wing 108
Red shard 92
Red shards 89
Religion 74
Rift of the dead 98
Roaches 52
Room heater 26
Ruins 35
Ruksau 77, 95
Rules for handling cold 88

S

Schools of magic 82
Scrap golem 108
Secondary statistics 15
Services 29
Setting rules 87
Shard mouse 108
Shard orc 109
Shelter 29
Shivra 114
Shoulder lantern 27
Sir Robin 112
Skyflare 27
Skypillar mountain range 9
Smuggler 13
Snow shoes 27
Snow walker 22
Songbird District 52
Sophy 101
Speak to the dead 83
Stone Golem 109
Stone Guard 72
Stone invaders 93
Suit master 22
Summer Zone 9, 40
Sunshards 10, 24, 42
Sunshard tent 27
Super blizzards 41

T

Ta-ha Akhi 67
Tattoos 38
Technology 42
Temperature 33
Temperatures 41
Tergan thrall 80
Thalrec 13, 17, 19, 22, 76
Thank you 112
The Bleeding 78
The dark forrest 117
The Docks 58
The Horror 78

Themara Oakenstaff 36, 43
The Silence 78
The Venn 75
The Watch 72
Thorn 14, 18, 19, 76
Thorsen Graybeard 71
Thorsen's Delvers 71
Three hells 78
Torches 27
Towns 36
Traits 15
Trash 39
Travel 29, 38

U

Undead 34

V

Velopedal 27
Voiceless 14, 74

W

Wallside 63
Warm blood 22
Waywalker 13, 73
Weapons 29
Wide-angle goggles 27
Winter clothes 27
Wolfe 107
Woodsman Edge 13

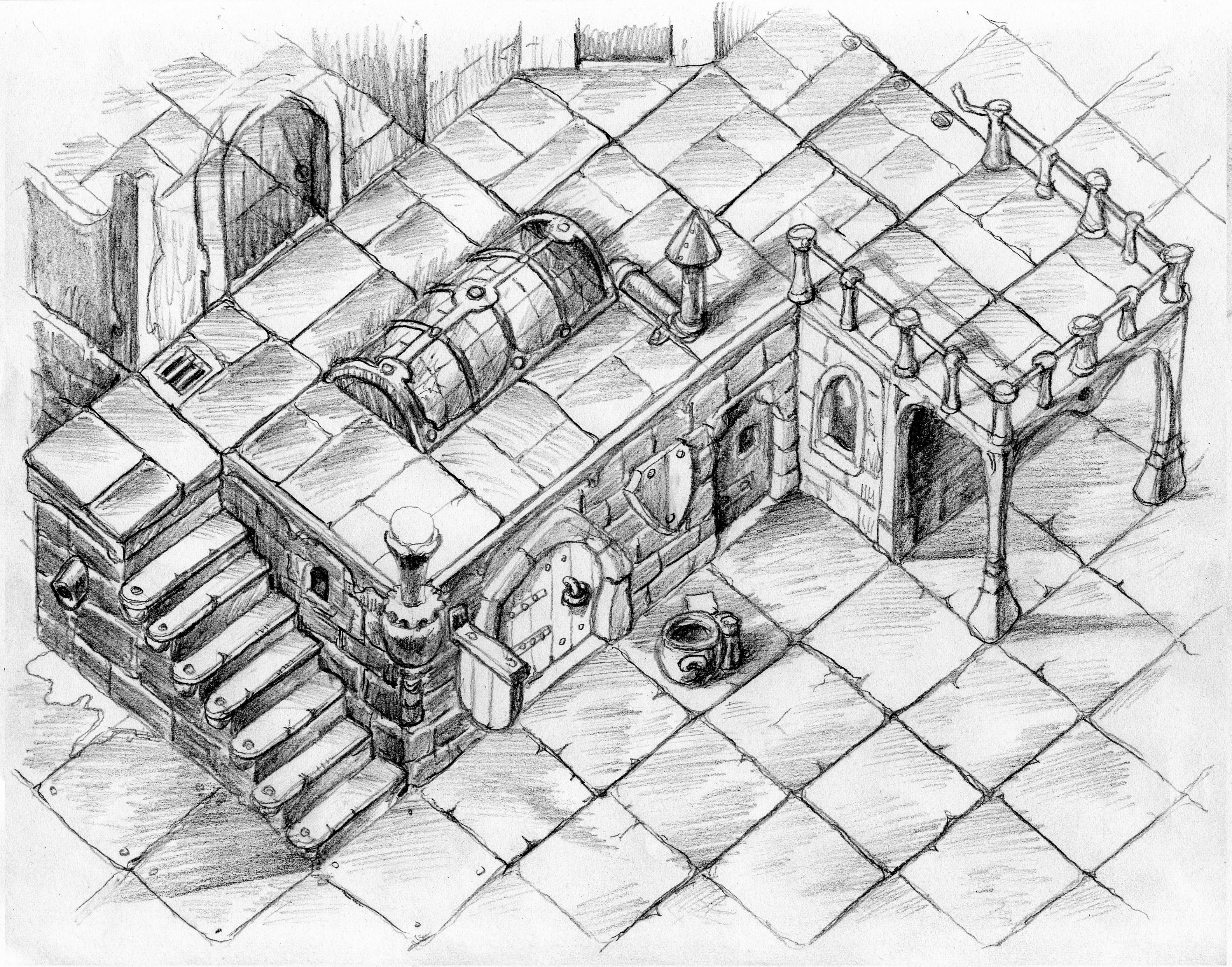
Y

Year 79

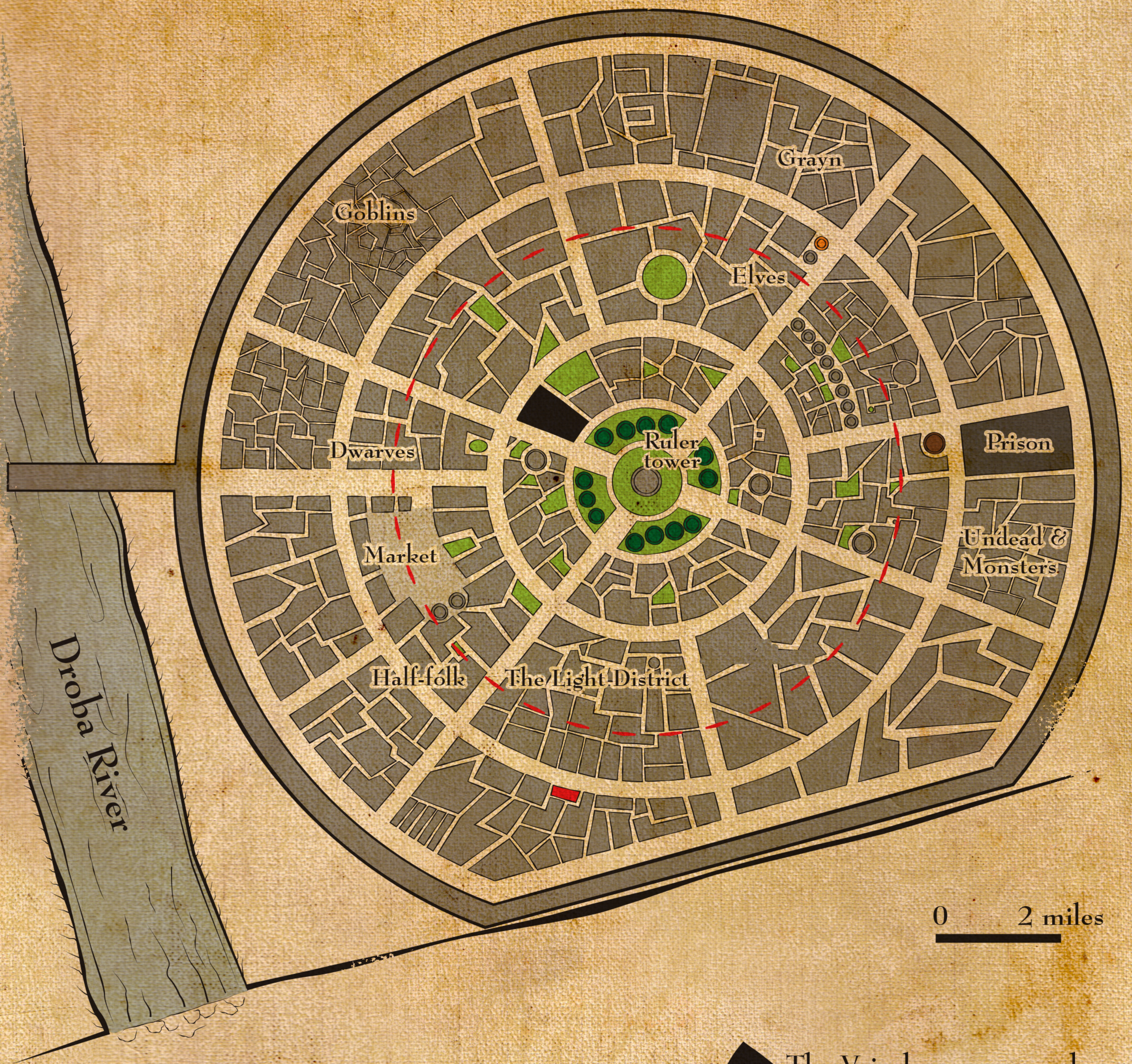
Z

Zed Cobb 30
Zombie 110





Deadfalls



 Garden Towers

 The Preservers

 Children of the Sun compound

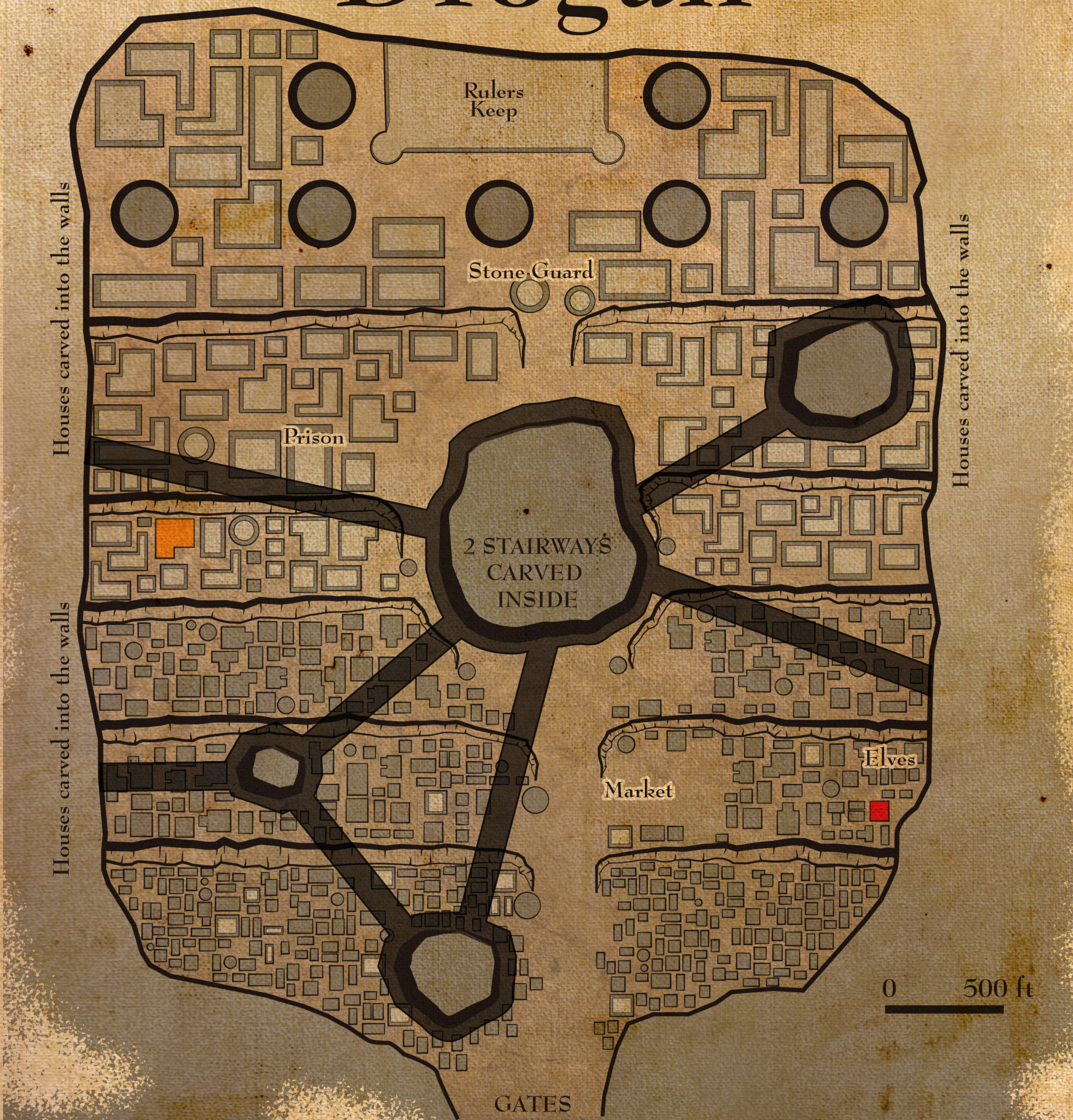
 The Voiceless compound

 Tower of the Brown Cloaks

 Edge of the Heat Spell

 Parks

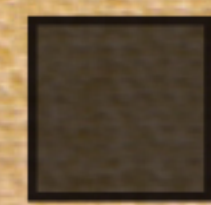
Drogan



The Preservers



Children of the Sun compound



Hanging bridges and
walkways around the pillars

Echo





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

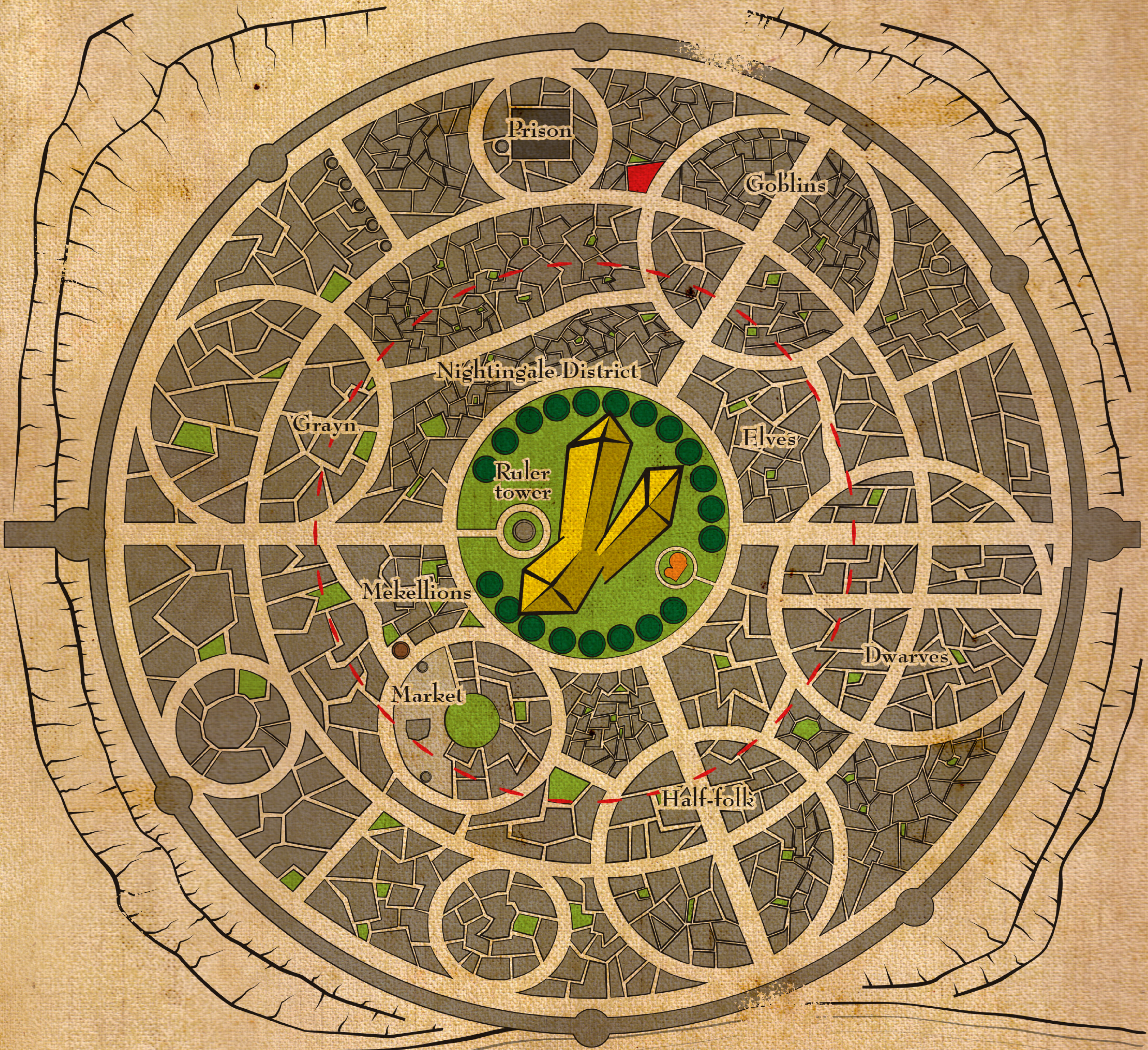
 Parks

 Tower of the Brown Cloaks

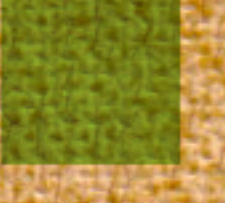
 Edge of the Heat Spell

 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

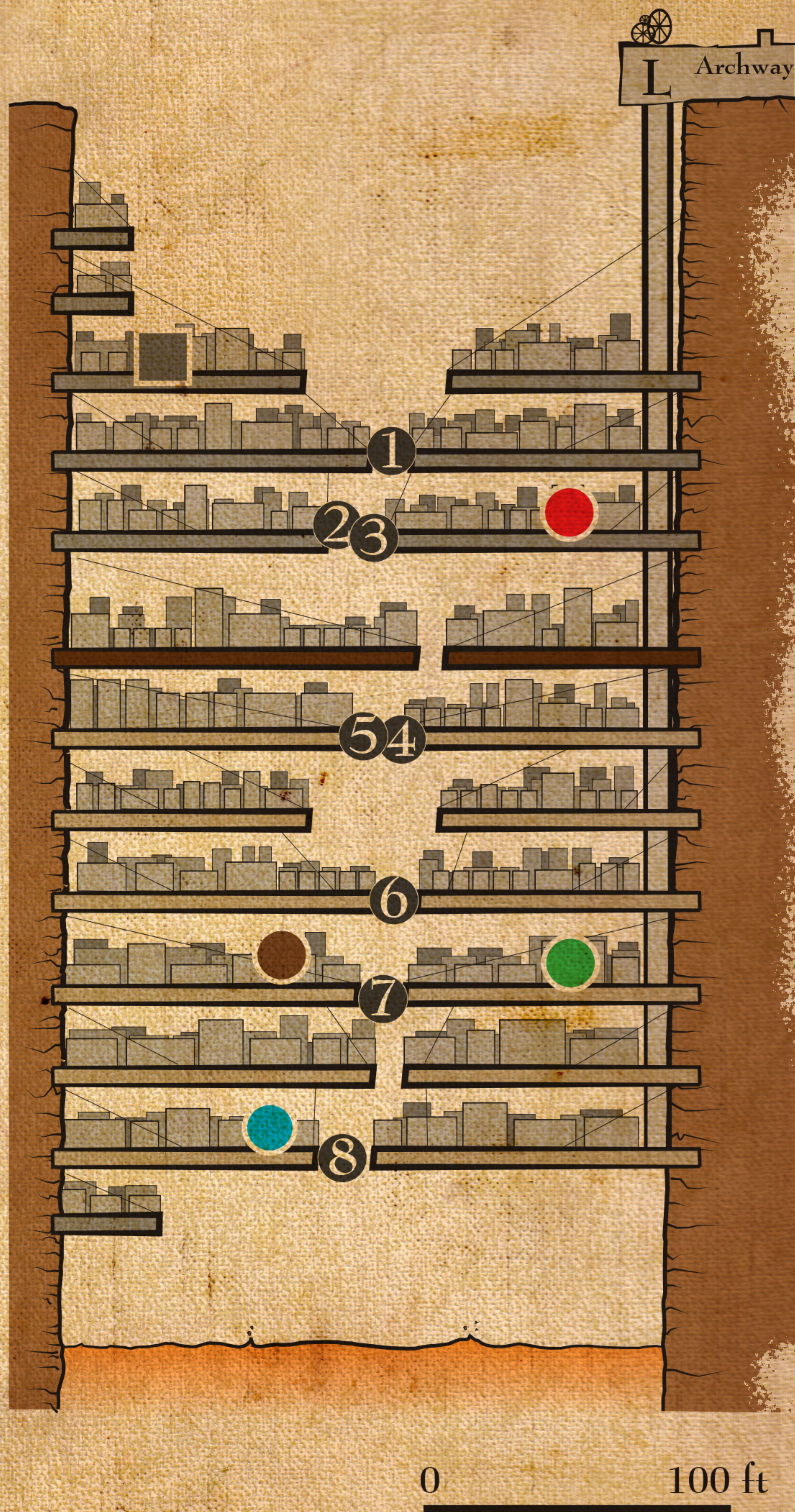
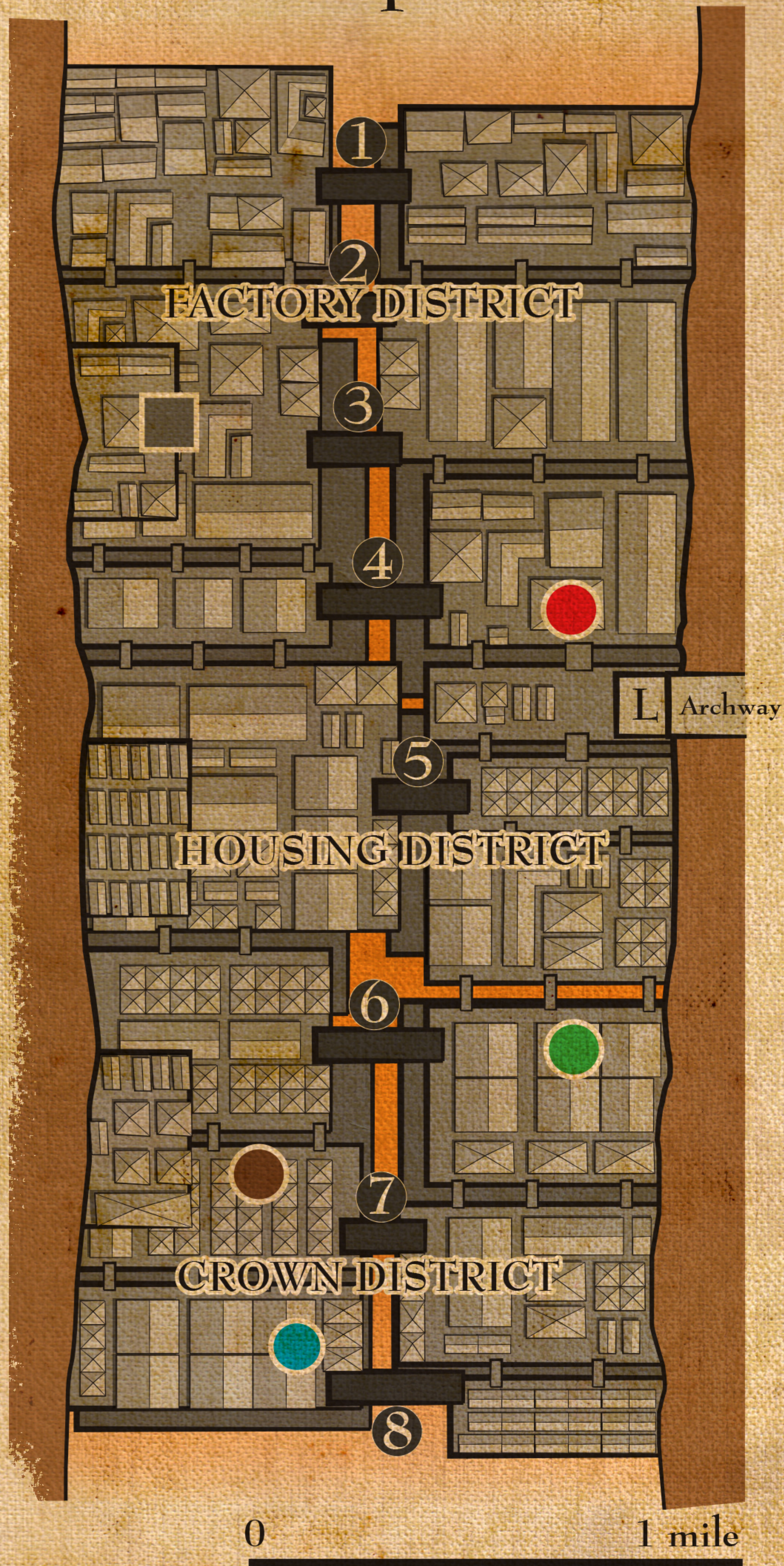


-  Garden Towers
-  The Preservers
-  Children of the Sun Compound
-  Tower of The Watch
-  Edge of the Heat Spell
-  Parks

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

