

MORNÉ SCHAAP

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# WINTOR ETERNOL ADVENTURE GUIDE



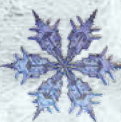
## THE WASTELANDS











**Winter Eternal Adventure Guide: The Wastelands** by Morné Schaap & Eric Lamoureux

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For Mandi, Cadence and Deon. Words can't describe how much I love you - Morné

To my wife Amy for all her support - Eric

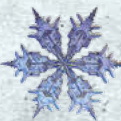


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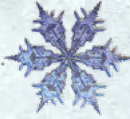
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The ice creaked ominously as Jakken made his way across. He glanced back at the group, but Terril-the leader-waved him on. He kept his hand on the rope around his waist and tried to take even breaths. He knew that breathing too fast caused the visor of his ice suit to fog over and he needed to be able to see if he wanted to make it back to shore.

He started moving again, but stopped as soon as he felt the ice vibrate under his feet. "What the h... " he managed, before the ice exploded upwards beneath him. Jakken was sent flying, the world a blur around him. He crashed down hard, but the ice held. His visor shattered around his head and his face stung from dozens of cuts. The terrible cold stole the air from his lungs and it took what felt like an eternity before he could draw his next breath.

"Pull me back!" he yelled. He glanced backwards and his eyes widened. Tentacles were groping from the hole where he stood. Huge, nasty tentacles with grinding teeth around each sucker tried to drag him beneath the water. They were inching closer...



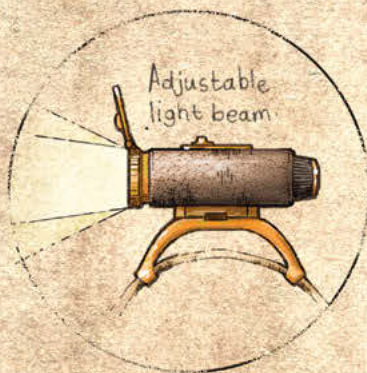
# THE FROZEN WASTELANDS

**D**eath is a constant companion out in the wastelands. The numbing cold, monsters, super blizzards, faulty equipment or stupid decisions can end an explorer's life in seconds. That does not stop many from heading out, looking for riches, adventure and fame. There are many places to explore outside the cities for those daring or crazy enough to don an ice suit and brave the cold and the dark. Make sure your suit straps are tight and let's go exploring.

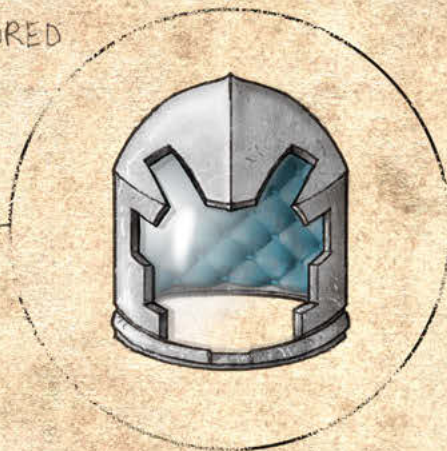


# ICE SUIT

ARMORED  
HELM



SHOULDER  
LIGHT.

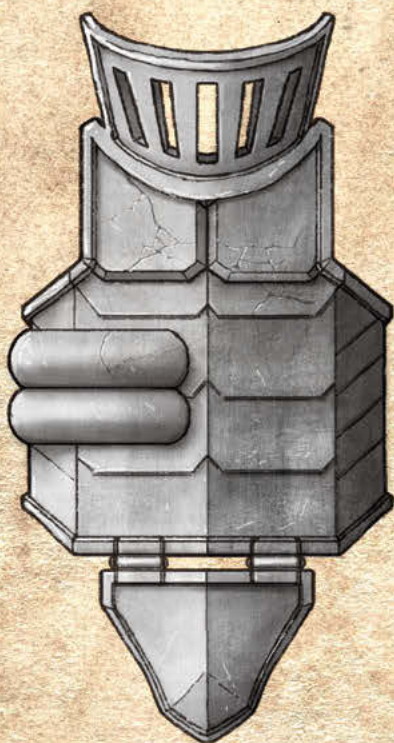


Universal  
Socket.

Ceramic  
armor  
plates

WRIST  
BLADE

CHEST  
PLATE



Armored

Normal



## OUTSIDE

**E**hlerrac is covered in a thick layer of snow and ice. Almost nothing grows out in the dark and the once green forests are now bare skeletons poking out of the frigid wasteland.

Nevertheless, this frozen environment is filled with danger. First, there are the obvious hazards like the cold temperatures and hungry monsters. Only by wearing an ice suit can anyone survive long enough in the terrible cold. It is always advisable to carry patches and spare helmets and to be vigilant for attacks.

During daytime, what is left of the sun casts everything in a dark orange light. Shadows jump and shift and the slight illumination seems to intensify the darkness. Though few details can be seen, it helps to have glowstones or some other source of light.

At nighttime even the faint moon isn't enough to cast any light over the dark landscape and the world turns pitch black. Without a light source, even a few steps are difficult and dangerous.

Traveling in the wastelands is dangerous since many monsters, insects and beasts are drawn by the lights or movement of a group. Most won't be seen until it's too late. Undead roam the wastelands and can follow a group for weeks. They might be slow, but they are always creeping closer with only one goal; the death of the party.

— ❄ —  
Always be  
prepared  
when heading  
out and don't  
forget spares  
— ❄ —



Other dangers are even harder to spot. The earthquakes that occurred during Sun Death, left the countryside riddled with cracks and fissures. Some are small, but many are deep enough to swallow a group of explorers, never to be seen again. Avalanches are a constant danger in mountainous areas and many groups learned the hard way not to make too much noise when moving about.

Explorers must also be on constant lookout for a super blizzard. Those caught without shelter during one have a tiny chance of survival. Winds of more than a hundred miles an hour threaten to pluck those

## AVALANCHE

Avalanches could be rocks or snow and could happen at any time. With the many blizzards blowing across the continent, traveling in rugged terrain is especially dangerous. Every hero in the party must make an Agility roll at -2. On a success, the character has managed to get clear or find somewhere to hide. On a failure, the avalanche sweeps the victim along for 10+2d10" and inflicts 1d6 damage per 5". On a roll of 1, regardless of the Wild Die, the heroes are swept 20+2d20" instead.



outside off their feet, to disappear screaming into the dark. Visibility is at zero and the temperature plummets even further. A sunshard tent offers a good chance of survival and must be set up at the earliest sign of trouble. See *Winter Eternal* for more information on super blizzards.

Always be prepared when heading out and don't forget spare equipment. Protection, shelter, and food are of extreme importance and one mistake often means the failure of an expedition and the death of all explorers in the party.

The frozen wastes have their own savage beauty. There are many remarkable sights awaiting discovery. Many feel there is nothing better as the light of the dying sun turns the snow orange and promises a group that the next big score is just behind the ridge.

## COLD EFFECTS ON GEAR

The rigors of an eternal and frigid winter will take their toll on the highest quality gear. Even the best dwarven steel becomes brittle after extended exposure. A well prepared explorer carries an explorer's staff with a treated ceramic blade when he goes out on an expedition.

Instead of providing extensive rules for equipment breakage out in the Wastelands, it's up to the GM to interpret a result of 1 on a Trait check or critical failure as potential breakage of a weapon or tool if she feels it's dramatically appropriate.



Water must be carried in an alchemical water bottle, or a suit water tank, or the water will be frozen solid in a matter of minutes.

## RUINS

Most of the old cities suffered heavy damage or were completely destroyed during the death of the sun. Meteorites, earthquakes, and tsunamis ravaged the continent leaving snow covered ruins where once proud buildings towered. Few of the old locations are known and explorer groups find the remnants of the old world by luck or by weeks of arduous travel.

Sometimes it's a small town, it's razed walls barely recognizable. In larger towns and cities, though still in ruins, explorers can find edifices up to two stories high. Broken walls rise out of the snow, some still have partial roofs. Explorers often look for buildings like these as camping spots.

Many underground structures like cellars, secret rooms, and sewers survived and in many cases yield treasure, valuable items, and items of curiosity.

Explorers are always searching for the mother lode; buildings mostly intact with the interior preserved. Books, maps, clothes, and other such items always fetch a good price. Then, of course, there are gold, jewels, and if a group is very lucky, magic items of some sort.

Exploring ruins is life-endangering. Treacherous footing, crumbling walls, hidden holes, crevices, and sudden storms can end the life of an explorer in a heartbeat. Many creatures also make their homes in handy covered buildings or partially open cellars. It is wise to always keep an eye out for tracks or movement among the buildings.

However, the biggest danger of all comes from the zombies crawling over most of the rubble. They can't always be seen, but there is a chance of running into the undead; the bigger the settlement, the bigger the group of zombies. No one knows why so many





make their way to the old cities. There is a theory that they still remember a small bit of their previous lives. This theory has not been proven, since it is difficult taking scientific notes when fighting for your life against an undead horde.

In most cases, explorers brave the many dangers of the wasteland for fame and fortune. Some are hired to look for shard craters or to undertake expeditions on behalf of the Preservers to return with items from the long forgotten past. The cities of old are full of treasure for those brave enough to venture to them. It's too bad that so few ever return home to enjoy what they have found.

## RANDOM RUIN GENERATION TABLES

Draw three random cards from the deck. The first card's value determines the type of the ruins. The suit determines treasure. **Diamonds** are gold, money, or jewels, **clubs** could be some form of weapon or armor, **spades** are artifacts or items from before the sun died and **hearts** are forgotten knowledge. If a **Joker** is drawn, draw another card. The value on the other two cards determines what complications and opposition the heroes encounter.

Results	Ruin Type
2	A few crumbled walls
3-4	Old crumbling cottage
5-6	Broken tower but with a few levels remaining
7-8	Small town
9	Large town
10	A city
Jack	Rich manor
Queen	Library
King	Leader/mayor - house/palace
Ace	Wizard tower
Joker	Draw another card



Results	Complications
2	Ruin is fragile. Draw an action card every minute of exploration. On a face card result the explorers must succeed on a Vigor check or suffer a level of Fatigue as pieces of brick and mortar drop on them or they fall over shifting debris.
3-4	Traps: Explorers must succeed on a Notice check every 10 minutes of exploration or be subject to a trap (mechanical or magical).
5-6	The ruins are haunted.
7	There are cellars or tunnels underground and the movement of the heroes has caused a cave-in. Each player is dealt a card. On a face card they must succeed at an Agility roll or fall down a hole.
8	A portal opens to a different place on the continent.
9	A super blizzard.
10	A random hero's ice suit suffers a malfunction.
Jack	Avalanche!
Queen	A falling piece of mortar shatters an ice suit helmet.
King	Frost giants have made the ruins their temporary home.
Ace	Draw two more cards and use both for the Complications table.



Results	Opposition
2	None
3-4	A lone monster from the Wastelands. Roll on the Random Encounters Table.
5-6	A small group of monsters (1 per PC). Roll on the Random Encounters Table.
7-8	A moderate sized group of monsters (2 per PC). Roll on the Random Encounters Table.
9	A Warmth Monger horde
10	Another group of explorers.
Jack	A raiding party of red shard mutated orcs.
Queen	Roll on the Random Encounter Table twice.
King	A group of Frost Giants.
Ace	A Frost Worm bursts from the snow.

\*For ideas and examples of magic items to use, have a look at the *Savage Worlds Fantasy Companion*.

## SUNSHARD CRATERS

Digging for sunshards is dangerous work. Too much light can flash fry everything in the crater in seconds—diggers call this a shard flash. Diggers work in almost complete darkness to remove the precious shards from the frozen earth. Death is a constant companion out here in the wasteland, but the pay is very good, so many try their luck.

A shard crater is usually one or two miles wide and up to 30 feet deep. Most craters have steep edges that require climbing gear to negotiate. Footing inside is usually treacherous, as the impact of the meteor tore up the surrounding earth.

A digger camp is comprised of a collection of large, sturdy shelters connected together. The camp is usually in an area that has been cleaned of shards, and is out of the wind. A shelter is made of layers of fabric smeared with a thick tar-like substance that hardens to a durable coating. Inside each shelter five smaller tents can be pitched while still allowing for space to move about. Some camps are large; 20 shelters connected together, with some used for cooking and cleaning.

Each camp is run by a shift boss. He

answers to the company who has the claim on the crater. In the camp you will also find diggers, a cook, a healer, and guards. It's not uncommon for adventuring groups to spend a night or two in a camp before heading out into the wasteland.

The shelters are very durable, with locking mechanisms that make sure they stay closed and upright during storms. Special precautions are also taken to ensure no light escapes from the structure while sunshard heaters keep the cold at bay.

Once a month, the shards that have been dug up are taken to the nearest town while diggers use the time to take some much needed R&R. It is a slow process and diggers usually arrive with one or two carts full of shards.

Diggers are a rough and hardy group, and they know how to survive in the wastelands. They are happy, though many get their happiness from the gold they get paid each month. Many have families in the cities that they miss very much. Some are criminals hiding from the law, while others are looking for a new beginning among the ice and rocks.

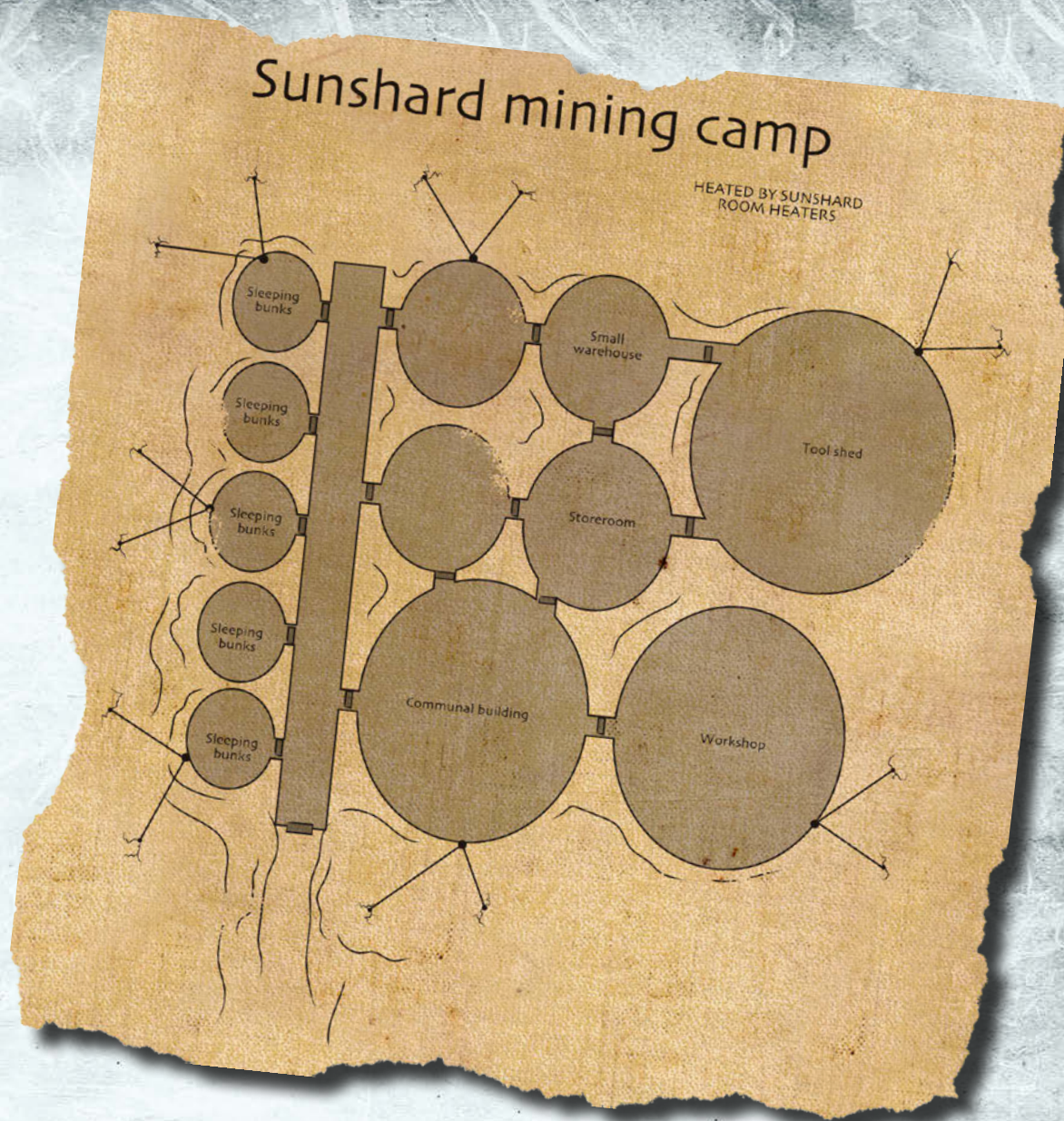
When working outside you need an ice

— ❄ —  
 Death is a  
 constant  
 companion  
 out here in the  
 wasteland  
 — ❄ —



suit. Diggers are used to long hours inside the bulky contraptions.

Sunshard craters and digger camps are dangerous places, but those looking for adventure can always find it on the edge of civilization. With the elements against you, the threat of a shard flash, or an attack by any number of wasteland creatures, it takes a special kind of person to work in a digger camp.



## FIRE IN THE SNOW

The planet was nearly torn apart by earthquakes and meteor strikes when the sun died. Many fissures and cracks opened up and, as the location of Wallside shows, the world is still geologically active.

Lava fissures are easy to spot in the darkness of the wastelands and must always be approached with caution. These areas can yield gold, jewels, or useful chemicals, but it is dangerous work. Ice suits can give some protection, but lava is deadly and the edges of fissures can be sharp and brittle.

Hot springs vary from pleasantly hot water pools to areas filled with sulphuric acid and fumes that will kill the unwary in a few minutes. Most explorer groups include at least one magic user who can cast Environmental Protection spells.

As a source of heat, hot springs are also frequented by many animals and predators out in the wastelands. Areas such as these yield rare chemicals, and explorers sometimes get more than they bargained for.



## LAKE SHELTERS AND FISHING VILLAGES

**S**cattered across the Mirror Lake are small camps that are set up as shelters from super blizzards or for ships staying out on the lake. There are usually 5-15 corrugated iron buildings linked to each other. These small buildings are anchored to the thick ice and have moorings for the ice skiffs to safely dock.

Bigger camps have permanent residents, while smaller camps offer shelter during a storm but otherwise stand empty. Explorers can find food, shard heaters, and bunks to sleep in. Most of the skiff crews make sure each camp stays supplied as they are all dependent on these shelters.

There are many small fishing villages out on the ice as well. People live here on a permanent basis and fish by cutting holes in the ice from inside the dwellings

anchored to the ice. The fish are kept in small warehouses and ships come by every two weeks to take the catch to Mirror's Edge.

Trading can be found in the bigger camps, and explorers may even find small taverns that sell drinks or food to calm the nerves when the wind is howling outside.

Bandits and monsters also find the safety and cover of these camps a welcome sight. It's recommended to approach the outer camps with a bit of caution. Most fishing villages keep a lookout in the small watch tower, and they know how to defend their homes.

It can be lonely and dangerous out on the lake, and safe places that offer something warm to drink are welcome, indeed.

—❄—  
It can be  
lonely and  
dangerous out  
on the lake  
—❄—

### NEW LANGUAGE: GLOVE CANT

Communication can be difficult while wearing an ice suit. The helmet prevents sounds from going far. Unless people are standing next to each other, it's difficult to hear what the other person is saying.

Explorers and miners who spend most of their day in an ice suit have come up with a set of hand and light signals to help communication when outside. These signals convey ideas like "danger", "rest", "search", and more when talking is not an option.

Though not an actual language, the Glove Cant can be taken as a language option under the Multiple Languages setting rule.

# NEW HINDRANCE

### THE CHILLS (MINOR)

Those lucky enough to survive a Super Blizzard without a completely sealed ice suit are forever changed by the condition the people of Ehlerac call The Chills. No matter what they do, characters can't get warm and they constantly shiver. Their pupils and lips also turn light blue. The shivering affects their ability to manipulate small objects with precision and makes other people around them uneasy.

These unfortunate individuals suffer a -2 penalty on any Agility or Agility-based skill rolls if precision or fine coordination are needed (i.e. lockpicking, threading a needle, but not shooting or fighting; GMs call), and also a -1 on Charisma due to their clammy and sick-bluish complexion.



# GEAR

## ALCHEMICAL WATER BOTTLE

Finding drinkable water in an icy wilderness is tough because everything is frozen.. Experienced explorers know not to eat snow directly, as it can lower body temperature dangerously fast. An alchemical water bottle uses a chemical reaction to keep liquid inside the bottle warm. It is a compact, portable solution for rapidly melting ice and storing water. Stopping to melt ice over a portable campfire is time consuming and leaves an adventurer exposed to the elements and prowling monsters. The Alchemical water bottle ensures an adventurer always has a gallon of water at hand.

## BLIZZARD SURVIVAL POD

When a tent won't cut it, explorers use a portable, foldable, sleeping-bag sized contraption that is super-insulated and hardened against the elements. It's especially useful when adventurers get stuck in the harshest storms and don't have nearby shelter. The pod contains a small supply of oxygen or a breathing apparatus, some water and possibly food, and a digging tool used when the blizzard subsides and the user needs to dig themselves out.

It comes with ropes and some hooks to help anchor the pod. It also contains a digging tool for when it's all over and the user needs to dig themselves out.

## CLOCKWORK WEATHER STATION

This small box is wound with the accompanying key. It operates for a few minutes measuring wind speed and other meteorological elements. It is always safer to know if a super blizzard is on the way than to be caught unprepared.

## DARK GOGGLES

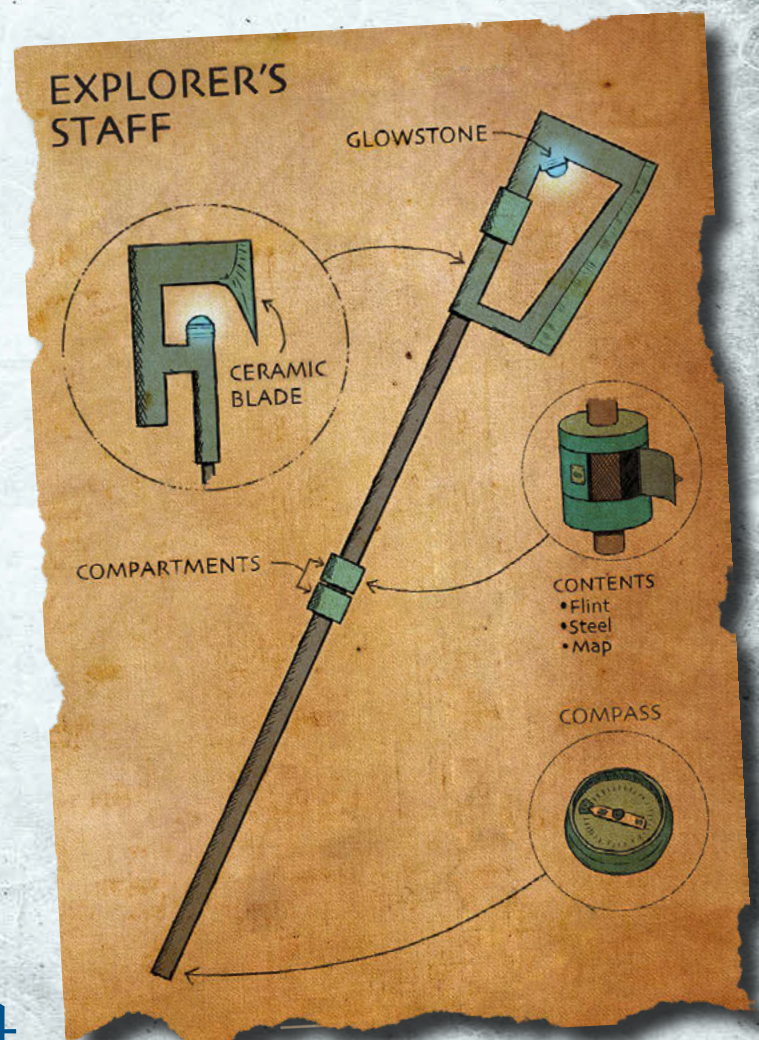
These goggles help you see in the dark, though they don't have a very good range. They help you ignore penalties when fighting in Dim or Dark lighting, but

they also give the wearer a -2 penalty to Notice checks when detecting an ambush. A sudden bright light can also blind the wearer

## EXPLORER'S STAFF

Some equipment is considered invaluable to explorers; an ice suit, a sunshard tent, and the explorer's staff. Invented by Verdug Forgeglow, the explorer's staff offers much.

Firstly, it has a blade and can be used like a halberd. The blade has an opening in its center with the option to attach a glowstone or reflector. The long shaft has compartments for storing a rolled-up map and a small piece of flint. The endcap opens to reveal a compass that glows in the dark. There are also marks in inches etched along





the shaft, to test the depth of the snow. Using an explorer's staff adds +1 to a Notice roll when checking for hidden holes and chasms beneath the snow.

Some explorers like to customize their explorer's staff even further. It is a very useful tool to have when traveling the wastelands.

### FLAME IGNITER

This little contraption is a modernized flint and steel. It's useful to produce sparks and ignite fire even in conditions of strong wind or high moisture.

### FROST PARCHMENT

This paper is treated with grease and other alchemical ingredients to be moisture repellant and resistant to cracks at very low temperatures. Special inks and nibs must be purchased to write on this paper.

### GLOW GUM

This sticky putty comes in an airtight container. When exposed to air, it glows in the dark for 10 hours. Glow gum can be used to mark passages or to keep from getting lost in the dark. It is not strong enough to keep something glued shut, but clever explorers can find other uses for it.

An Agility roll is needed when a glob is used in adverse conditions and the target isn't within arm's reach, like on the ceiling above or a wall across a shaft.

### ICE WALL GENERATOR

This small tank contains a sunshard and a small light source. The top of the tank can be clipped open to allow snow to be shoveled inside where it will be melted. When sprayed from the nozzle, the water freezes almost instantly again. Using this method, a barrier can be constructed around a campsite.

### ICE SUIT GEAR

There are lots of equipment that can be added to the ice suit.

- Climbing boots - contains retractable boot spikes.
- Climbing gloves - consists of sharp points that help climbing and can also be used in

combat as an improvised weapon (Str+1 damage).

- Winch belt - a winch on the front with 20ft of rope.
- Armor vest - adds armor rating to an ice suit.
- Patches - repair patches for small tears.
- Darkvision helmet - smaller helmet with darkness goggles built in (used by miners).
- Melter - backpack attachment. Uses suit sunshard to blow hot air to melt ice. The heat can be used as a short range weapon, but the heat also builds inside the suit dangerously fast.
- Grapple cannon - mounted to the suit's shoulder, it uses compressed air to shoot a grapple. Used with the Winch belt.
- Lantern tube - shoulder-attached torch light.
- Tool belt - multi-use place to hook and store equipment. Has compartments in belt and hooks for hanging.
- Retractable shovel - folds small for storage.
- Retractable baton - used to test snow ahead or as a quarterstaff.
- Ice pick
- Retractable blade - fitted around the forearm. Improvised weapon (Str+d4 damage).
- Shatter resistant helmet - thicker glass, but incurs penalty to sight and gives -1 to Notice.
- Water tank - small tank fitted inside the backpack near the sunshard to take advantage of the heat it produces. Prevents the water from freezing.

### SNOW MELTER

This device is a small clockwork engine connected to a spray nozzle with a handle for the operator. Inside is a small piece of sunshard. When activated, it can produce a conical or linear spray of high temperature steam-useful to melt ice and snow.

It is heavy and difficult to move around. Snow Melters are usually found on ships or caravans in the Archways.

The snow melter can also be used as a weapon. The snow melter works as the Burst Power with a heat trapping. If used in combat, the attacker rolls Shooting or

— ❄ —  
"Your gear is  
the only thing  
that stands  
between you  
and certain  
death! Take  
good care of  
it."  
— ❄ —



Repair to activate it (whichever is highest). On a roll of 1 on the skill die the snow melter suffers a mechanical malfunction that will require 10 minutes to repair. On a critical failure, the device explodes, releasing heat so intense that the user suffers the damage instead.

## TRAVEL

- skis
- skis with jump jets attached
- sled with and without jump jets (Jump jets need a successful Agility roll to activate and will allow the driver to jump a 3" crevasse with a running start)
- sled/wagon powered by a sunshard (slow moving)

Normal rope can handle up to 300 lbs safely. For each 50lbs above that the chance of breaking due to stress rises by 1 in 6 per minute (10 rounds). Normal rope will break when strained by 600 lbs for a minute or more. Used in the cold of the wilderness normal rope becomes brittle and snaps at 300 lbs. Roll a d6 only if it is dramatically appropriate in your game.

## TREATED ROPE

Fifty feet of rope treated with chemicals to withstand low temperatures so as not to become brittle and snap.

# GEAR TABLE

Item	Cost	Weight
Alchemical water bottle	25gp	1
Blizzard survival pod	250gp	25
Clockwork weather station	100gp	4
Dark goggles	80gp	2
Explorers' Staff	50gp	2
Frost Parchment	5gp per page	1
Frost Parchment: nib	20gp	1
Frost Parchment: Ink	50gp	1
Glow gum	150gp	-
Ice wall generator	300gp	
Ice suit	1,000gp	50
Ice suit gear: Armor vest	100gp	10
Ice suit gear: Climbing boots	80gp	5
Ice suit gear: Climbing gloves	80gp	2
Ice suit gear: Darkvision helmet	250gp	5
Ice suit gear: Grapple cannon	150gp	5
Ice suit gear: Ice pick	10gp	5
Ice suit gear: Lantern tube	300gp	5

Item	Cost	Weight
Ice suit gear: Melter	250gp	15
Ice suit gear: Patches	25gp	-
Ice suit gear: Retractable baton	50gp	2
Ice suit gear: Retractable blade	50gp	1
Ice suit gear: Retractable shovel	30gp	2
Ice suit gear: Shatter resistant helmet	300gp	10
Ice suit gear: Tool belt	50gp	10
Ice suit gear: Water tank	100gp	20
Ice suit gear: Winch belt	150gp	5
Snow Melter	300gp	10
Skis	10gp	2
Skis with jump jets	25gp	4
Sled	50gp	15
Sled with jump jets	70gp	17
Torch (4" radius light)	5gp	1
Torch (Glowstone) (4" radius light)	15gp	1
Treated rope	50gp	15



# PLOT HOOKS

Some ideas to get the creative juices flowing:

- Adventurers are contracted to find new shard craters
- Explorers find previously unknown ruins
- Characters are hired by The Collection of Wisdom to search for an artifact
- The party is hired to find a specific location with only rough directions to get there
- Adventurers are hired to protect a group of artificers looking to test some new equipment
- The group must find another group of explorers that have gone missing
- The characters are hired to protect a shipment of sunshards going back to town
- Adventurers are looking for fortune and glory by using old texts and maps to find lost places

## DANGEROUS PLACES AND PEOPLE

The wastelands offers exciting locales for exploration by heroes. There are many interesting places to see and dangerous foes to encounter. Here are a few ideas of what lies out there in the cold and the dark. The following sections are written as suggestions and idea springboards for GMs to customize as they see fit.

### FROZEN FIGURES

**C**limbing up what appears to be a frozen waterfall, the light of the heroes reflects off something deep in the ice. On closer inspection the heroes see figures entombed within. They can't make out much detail, though it appears the figures are humanoid and a bit taller than the average human.

What will the heroes do and what will they find? Were these people frozen for a reason or was this an unfortunate accident? Are they dead or did one of them just move? Is this the find of the century or certain doom for the heroes?





## ICE GIANT CAMP

More and more ice giants are moving down from the mountains and starting villages across Ehlerrac. The chance of a group of explorers coming across a scout group or even a village is increasing. The heroes spot the light from a large fire not far from them in a small canyon. There are huts made from cured pelts placed in the shelter of an outcropping, away from the wind. A group of ten frost giants are sitting around a fire. They have killed a frost worm and pieces of meat are sizzling above the flames as they laugh and talk, seemingly without a care in the world.

Why are they here? Did they attack a caravan in the Archways and make off with cargo and hostages? Are these just scouts for a larger group still a day or two behind?

Are these frost giants relaxed in the knowledge that there are few things in the dark that would dare challenge them, or did they post a guard? Is he even now trying to sneak up on the heroes or warn his companions? An encounter with a group of frost giants could end the adventures of the heroes very quickly. However, if it means keeping them away from the nearest Archway town, the group might have no choice but to attack.

## ICE TRAP

Shards are responsible for many new and unexplainable phenomena across the continent. A new hazard that explorers must be vigilant for is the ice trap. These dangerous areas are usually close to shard fields, but that's not always the case. Powdered shard pieces are trapped beneath the snow. They cause the ground and water in the immediate area to become boiling hot, though a crust of brittle ice remains above.

The crust will break after a small amount of weight is applied, usually by something or someone walking across it. The unfortunate person is dropped into scalding hot water. To make matters much worse, when the water is exposed to the air, it freezes rapidly and soon the victim is now trapped within a solid block of ice. If not rescued quickly, death by suffocation or crushing is inevitable.

An Agility roll is needed to escape an ice trap the size of a small burst template. Add a -2 modifier when the ice trap is the size of a medium burst template, and a -4 on a large burst template-sized ice trap. A hero must make a Vigor roll with a +2 when exposed to the rapidly freezing steam or lose a level of health.





## MONSTER IN THE DARK

The heroes arrive at the camp of a shard mine, only to find makeshift fortifications around the tents.

There are only a handful of diggers left, tired and terrified. Something has been hunting and killing them. They are trapped behind their walls. A small group went to get help, but that has been a week ago.

They can show the heroes some of the grisly remains of the other diggers; something

with big teeth and claws is hiding in the dark. It has been quiet for a day, but the diggers have been too scared to try to make it to safety. It is then that someone starts screaming.

What is out there? Will the heroes be able to stop it before they end up a meal? Tight spaces, lighting, and weather could add negative modifiers to Tracking and Notice rolls. This is not going to be easy.

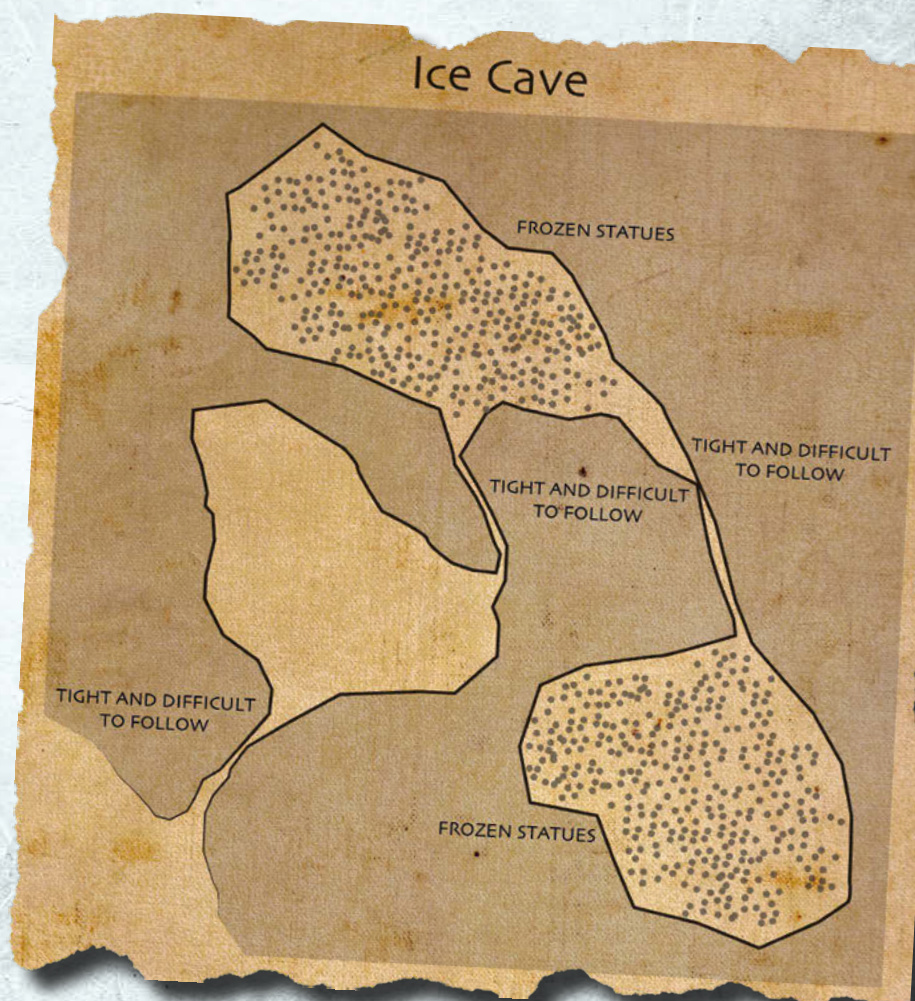
## MYSTERIOUS ICE CAVE

The explorers find a cave in a mountainside. Maybe they go there to wait out a super blizzard or they are looking for a shortcut.

Inside they find three huge caverns connected by tight, claustrophobic passages (Agility rolls to pass through). Inside the last two caverns they find the flash frozen bodies of a few hundred people. Solid and cold, members of different races stand or sit in poses as if they were caught off guard while going about their daily business.

What will the heroes do? The figures are stuck to the floor and can't be moved. Searching the area may produce something that could help. Is there some magic item keeping them like this? Is there some person or creature responsible lurking about? Maybe something is posing as one of the statues and will be angry at this intrusion into the gallery? If the heroes handle or move the frozen statues, draw one card for each 20 statues handled. On a black face card, the statues are destroyed.

If the heroes find a way to rescue these people, it could be difficult getting them back to a city or getting them settled in a world they know nothing about.





## OTHER EXPLORERS

Now that ice suits make it possible to explore the wilderness, many groups go out to look for valuable items. Collectors, protectors, and the Collection of Wisdom pay handsomely. This has turned exploring into a cutthroat business.

While some groups are tasked with finding and procuring items from the past, others are interested only in the money. A little

friendly competition makes exploration fun, but some groups are far too greedy to play nice. They will do whatever it takes to get to get their hands on these artifacts. This includes spying, following, ambush, and murder.

It is wise to make sure your crew is loyal before leaving a city. They could be selling information to your closest competitor.

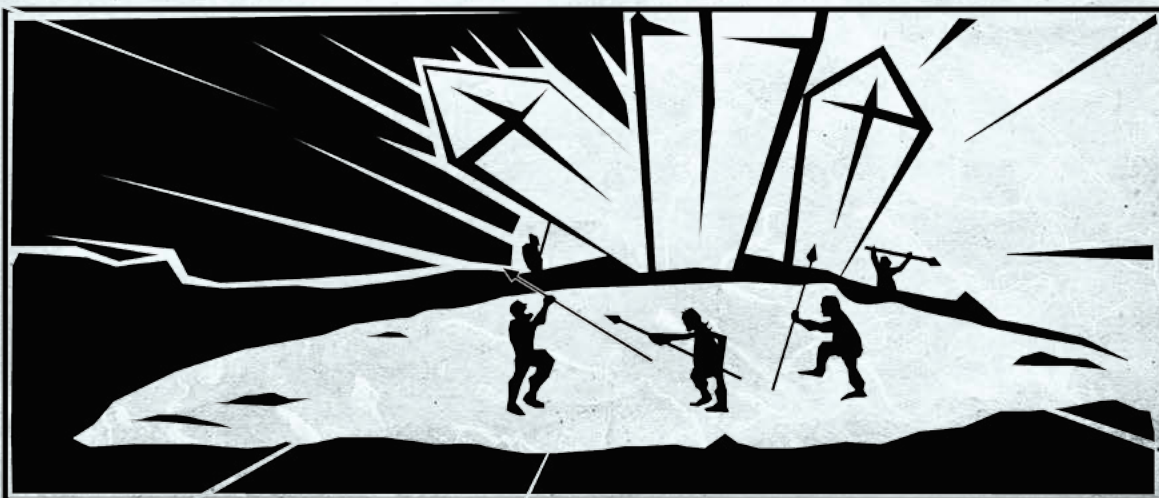
## RED SHARD CRATER

The heroes come across the edge of a large crater in the darkness. Instead of rough ground and sunshards, they find something completely different below.

The dim light falls on green, growing trees. On the outer edge of the crater, plants are small and sickly, but the further the heroes walk, the more lush the forest becomes. Leaves are green and rustle in the wind. Thick tree trunks grow among ferns and other smaller plants and there is no trace of snow on the ground. Small animals skitter in the underbrush and birds fly above their heads. It's not long before heroes can remove their ice suits, as it's surprisingly warm.

The heroes begin noticing small things that are apparently unnatural. Interesting flowers and plants, weird insects, and frequent glimpses of animals and birds show that these are not normal varieties.

As they continue towards the center of the crater, bigger and more obvious mutations are seen. Large animals move in the deformed forest around them and most are unfriendly. Birds and animals dart between trees, the majority with way too many fangs, claws, spines, or stingers than necessary. Insects flee or hang from branches, some as big as a large dog. Even the plants seem dangerous as some appear sentient and make it known that it is not





wise to get too close.

What the heroes don't know is that despite the apparent threats here, there is something far worse living in the center of the crater.

When the orcs fled after their defeat, they discovered craters like these. A red shard had crashed to the ground and was slowly changing the area around it. The orcs didn't know what effect the shard had, all they knew was that it was warm and food was plentiful.

Over time the plants and animals began growing and changing under the influence of the red shard. The crater transformed into a horror show of mutation and death. The creatures inside are vicious and cruel and enjoy killing.

Each new generation of orcs now

completely insane-showed more and more mutations. Today, the tribe members are bigger, more vicious, and come with an assortment of longer fangs, extra arms, claws, and other changes.

They've built their village around a large red shard. It's a place of honor and worship for the shard orcs.

— ❄ —  
Something far  
worse is living  
in the center  
of the crater  
— ❄ —

A red shard crater is extremely dangerous and deadly, but the valuables inside could entice many explorers to take a chance. Plants like the Goose Egg leech precious minerals from the ground and store it in their fruit. The root of the Death Thorn can sometimes help with healing, but like its name suggests, it's difficult to handle.

Red shards are also potentially valuable and though none of the craters have been discovered to date-explorer groups would gladly brave the dangers for a good payday.

## THE FROZEN SHIP

Walking along the coast the heroes spot a large ship after hearing its tattered sails flapping in the wind. It is stuck in the ice in a small bay. It's possible to walk out to it.

The ice creaks but the heroes will make it with a successful Agility roll. A -1 is subtracted from the roll for every 150 lbs they are carrying over and above the suit and a empty pack. The ship is stuck in solid ice, and laying on it's side. Walking on the wreck counts as Difficult terrain because of the angle.

The ship is a caravel, torn triangular sails still hanging from the rigging. There are two decks below the top deck and though the wood is brittle after so much time in the harsh weather, it seems to be safe to walk on, if the heroes are careful.

Below the rear deck are the crew quarters, captain's room, and a small galley. Below the main deck is the stowage, filled with battered and torn cargo.

What do the explorers find as they explore the ship? Is something living below deck or are the spirits of the crew still haunting the ship? Will the heroes find treasure on this derelict vessel or will it become their final resting place?





## THE LONE TOWER

Standing on the wind-swept plains, the heroes find a large, single tower. It's black obsidian walls reflect the light and even though no windows can be seen, it feels as if they are being watched. It's difficult to judge how high the tower is in the darkness, but a skyflare shows it to be at least eight stories high. A large wooden door is covered in snow and ice, frozen shut. No explorer worth their salt would let a little ice slow them down.

A heavy door has a **Toughness of 10.**

Inside, the explorers find the tower in pristine condition. Furniture, tapestries, works of art—all seem untouched by time. There is no dust to be found anywhere and it appears as if every room has been cleaned recently. Though the stoves are cold, the large larder is packed with fresh fruit, meat, and delicacies not seen since the sun exploded.

Upstairs, the heroes pass guest rooms, a library, and a study before entering a mysterious workshop. Cages with long-dead subjects stand on wooden benches around the room. Many contain the bones of animals, though some are definitely humanoid. Tools, instruments, and blades are arranged meticulously on shelves along the walls. Notebooks describe horrible procedures and experiments. The author seems to show no sympathy for his subjects.

There is a lever on one of the walls. As soon as it is pulled, there is a loud, grinding noise from downstairs. It seems the heroes have opened something. Searching the tower, they find a large opening in the larder wall. There is a dark staircase leading down that smells—for the first time since entering the tower—of dust and decay.

An Investigation roll is needed to study the books. On a failure, the brittle pages crumble to dust.

What do the explorers find when they move down the stairs? What is the mystery of the tower? Is it a trap, a glamour to hide the evil of this place? Maybe some experiment is crawling along old corridors, seeking revenge for what has been done to it. Will the heroes emerge from the dark depths, or will the tower claim more victims?

— ❄ —  
Keep close  
to me and if  
you see me  
starting to  
run, try to  
keep up!  
— ❄ —





## THE LORD OF RUST

Out in the wastelands stalks a figure whose name chills the blood of the bravest of explorers. Not many have seen the Lord Of Rust and survived, so most think him a ghost story. Some know the truth and have scars to prove it.

The Lord Of Rust wears old, broken armor and a full helmet covers his head while hiding his face. He carries a chipped long sword and survivors agree he is a fearsome warrior. He never makes a sound and he shrugs off blows that would fell a grown man.

There are many theories about the Lord Of Rust. Some believe him an undead monster, roaming the wastes in search of blood and warmth. Others say he is a golem, unbreakable and repeating its last instructions for all eternity. A new, popular theory is that the suit of armor is haunted by its former owner, one who hates the living with a burning passion.

Whatever the case may be, it is terrifying to see the Lord Of Rust striding out of the darkness, sword in hand. None will admit it, but all who hear that the Lord Of Rust is walking close to their camp, will send a short prayer to their god.



## THE WHISPERING FOREST

The heroes find a dead forest while traveling in the wastelands. This is not the first time, since Ehlerrac was green before the death of the sun. However, they feel something is wrong as soon as they enter.

Walking between the thick trunks of what were once beautiful green trees, the branches around them seem to resemble gnarled fingers. Clothing gets snagged

often and the way is soon lost. Are these trees moving?

After spending 30 minutes in the forest, the heroes must each make a Spirit roll as they start to notice whispering around them. It begins as a soft hiss that sets their nerves on edge. Soon, they can make out words. Heroes who fail their Spirit test must roll on the Fear Table, as they are even more uncomfortable than the others.



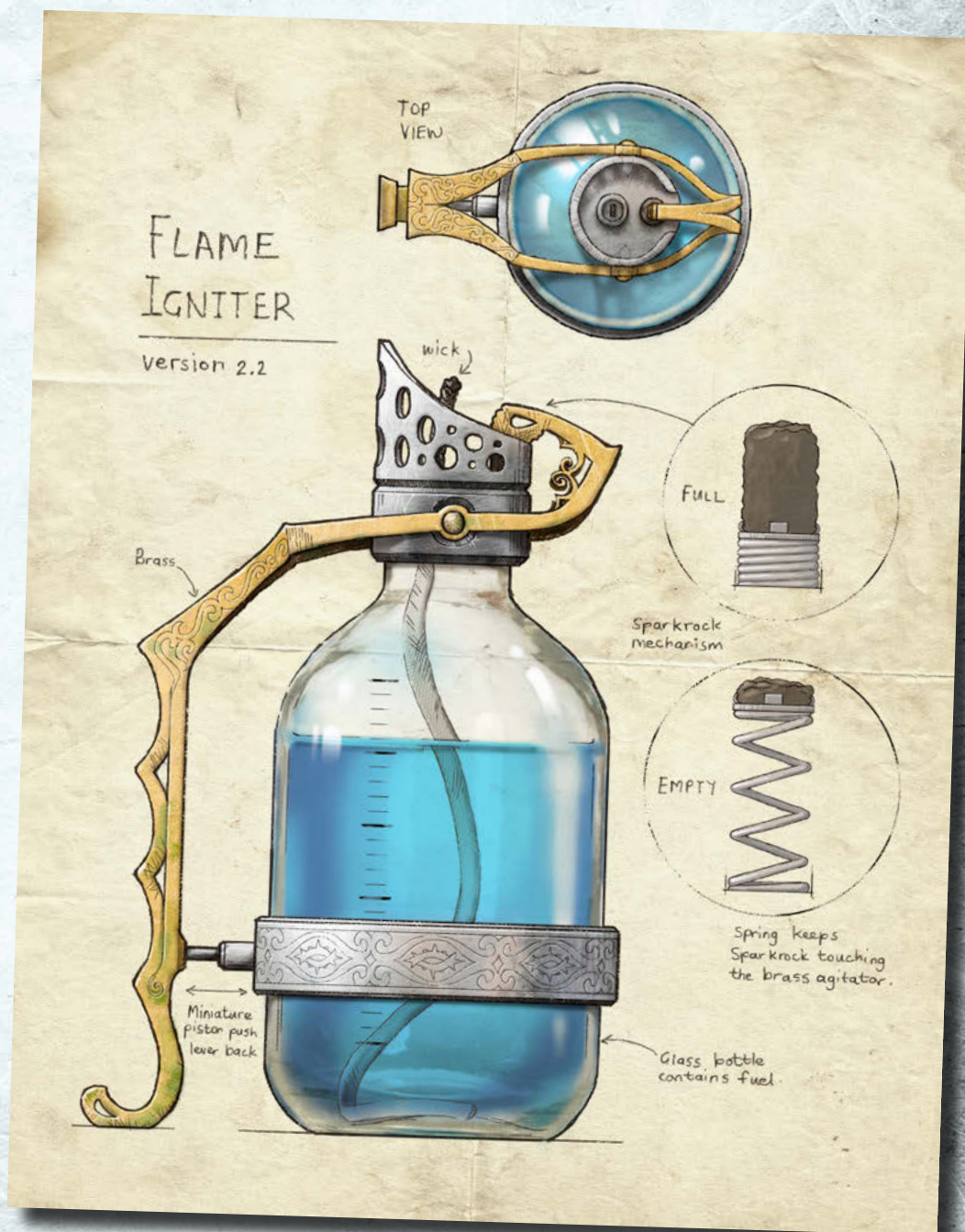
Explorers are on edge as they hear more words drift around them. Branches shake even if there appears to be no wind and snow drops down on the group. It is then that the surrounding trees attack in a whirl of snow and sharp branches.

Do the heroes run or go to battle? What do they find in the forest? Are the trees protecting something or are they sentient themselves?

## VALLEY OF BONES

Far into the wilderness a group of explorers stumbles across a horrible sight; in a large valley, bones are strewn everywhere they look. The snow is much shallower here and falling snowflakes seem to melt quickly. Crushed skulls and broken bones stick out of the snow, or lie in heaps among the rocks. Rusted weapons and armor poke-bent and broken-from the frozen ground. Moving around is tricky and counts as Difficult Terrain.

What happened here? Is this just the scene of a long forgotten battle or was something more sinister fought here? Was the enemy killed by those now dead, or is it still here, waiting and planning? Is this evil still trapped here or is it loose, intent on causing havoc on Ehlerrac? Only the GM and heroes brave enough to visit this place will find out.



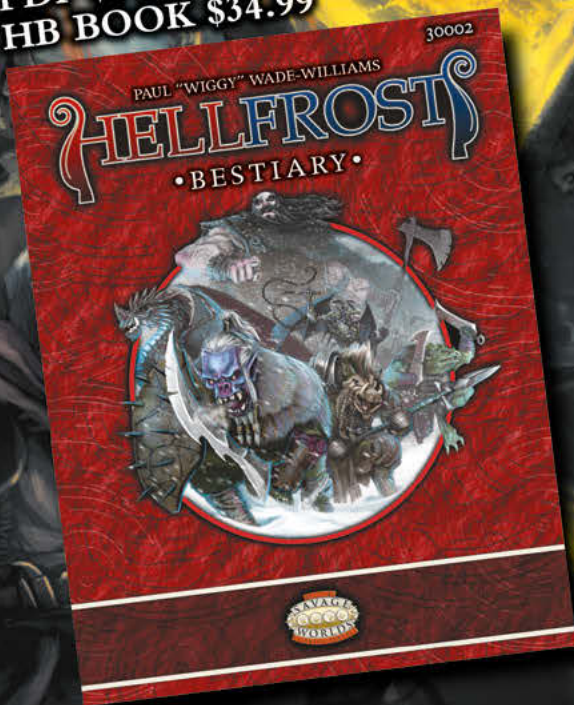
Flame Igniter, page 15.



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# BESTIARY

## BLADE BEAK SWARM

The red shards are responsible for some horrific mutations and the Blade Beak is one of them. A small black bird, it has an oversized beak in the shape of an axe. These beaks are razor sharp and a swarm of these birds are terrible to behold. They can shred a grown man in under a minute.

Though they are originally from red shard craters, swarms migrated further into the wastelands. They are very resistant to cold. A swarm usually attacks in a medium burst template and only stops to feed on the blood and shreds of flesh afterwards.

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

**Skills:** Fighting d4, Notice d6

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

### Special Abilities:

- **Beak:** Everyone in a medium burst template automatically takes 2d4 damage to the least armored location. Victims wearing an ice suit are still vulnerable to a Blade Beak's pecking.
- **Flight:** Pace 6", Climb 2".
- **Split:** Blade Beaks are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 3 each).
- **Swarm:** Parry +2; Because the swarm is composed of scores of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.
- **Immunity (Cold):** Blade Beaks take no damage from cold.

## BLUE GORGON

Wise explorers know to be careful when deciding to take refuge in a cavern out in the wastelands. If you realize that you've found a Blue Gorgon, it may already be too late.

Her skin is dark blue, eyes white, and she is bald. Her body radiates an aura of extreme cold that is deadly to all who remain too close to her. If you meet her gaze you will become part of her collection of ice minions.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d6, Guts d8, Intimidation d10, Notice d8

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

### Special Abilities:

- **The Last Chill:** This deadly ability takes its name from the last sensation her victim feels before the Blue Gorgon's gaze turns the unfortunate sufferer into an ice statue. In combat, a character may avoid the gaze by taking a penalty of up to -6 to his attack roll. This penalty becomes the bonus to his Spirit roll. On a failure, the victim turns to ice and becomes one of her minions. This condition is permanent.
- **Icy Aura:** Blue Gorgons radiate deadly cold. At the end of movement, all adjacent foes suffer 2d6 damage. Winter clothes count as 1 point of armor against this attack while an ice suit counts as 2 points.
- **Minions:** Every victim of the Last Chill becomes an Ice Minion. These minions answer to her every command. She benefits from the Command and Command Presence edge when dealing with them. This power doesn't extend beyond her lair.
- **Immunity (Cold):** A Blue Gorgon takes no damage from cold.

## CYCLOPS CENTIPEDE

Mutated by red shards, these monstrosities can grow to be as tall as a horse and up to 25 feet long. They may have started out in the warm shard craters, but soon moved further and further out to hunt and breed out in the wastelands.

They have mandibles that can chew through most anything and thick plating makes it difficult for attackers to hurt them. The shard mutations also give them a high level of intelligence and a range

— ❄ —  
Getting caught  
in a blade  
beak swarm  
is like falling  
into a meat  
grinder  
— ❄ —



attack. They have an organ above their eyes that shoots a beam of heated air and is hot enough to burn through an ice suit. Their intelligence makes them fearsome and clever hunters (they prefer Smarts Tricks) and they are rightfully feared by explorers.

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

**Skills:** Fighting d6, Notice d6, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 13 (3)

**Special Abilities:**

- **Armor +3:** Thick chitinous armor.
- **Mandibles:** Str+d8, AP 4.
- **Heat beam:** 2d8, AP 2, Range 6/12/24.
- **Large:** Attackers add +2 when attacking a Cyclops Centipede due to their size.
- **Size +4:** Cyclops Centipedes grow up to 25' long.
- **Immunity (Cold):** Cyclops Centipedes take no damage from cold.

## FLAKE-SNOUT MOLE

If you suddenly find yourself up to the neck in snow, chances are you've collapsed a Flake-Snout Mole tunnel. This creature—roughly the size of a wolf, uses its heated snout and sharp claws to dig a network of tunnels in snow fields. It also uses its snout to sense vibrations around it, being naturally blind. Once a wandering creature or explorer becomes trapped in the snow, the Flake-Snouted Mole attacks ferociously. To keep its snout at a high temperature and to have sufficient energy to dig its tunnels requires a lot of fuel. Consequently, the Flake-Snout Mole is a very active hunter.

Explorers lucky enough to survive a Flake-Snout Mole trap can also rejoice because the smooth coat of fur of the mole is an essential component of the ice suit's lining. Sadly, all efforts to domesticate this animal have failed. Some intrepid individuals have taken on the dangerous profession of trapper to supply the market with this prized fur.

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

**Skills:** Fighting d6, Notice d6, Stealth d8  
**Pace:** 3; **Parry:** 5; **Toughness:** 4

— ❄ —  
Out here you  
don't just  
depend on  
your eyes.  
You will feel  
the vibrations  
of them  
tunneling;  
long before  
you see them  
— ❄ —

**Special Abilities:**

- **Bite/Claw:** Str+d4 AP1.
- **Tremor sense:** 24".
- **Slow:** The mole has a running speed of d4.
- **Size (-1):** The mole is the size of an average dog.
- **Burrowing(Snow):** 8", see *Savage Worlds Deluxe* for more information on this Monstrous Ability.
- **Immunity (Cold):** Moles take no damage from cold.

## HOPPER

This dog-sized insect has long, serrated back legs and a kick that can topple a large tree. It has four smaller legs and long antennae. It can jump surprisingly long distances and is very tough.

It seems that a hopper will eat almost anything. It spits a strong acid on its prey once it has been subdued, then drinks the gooey mess that remains. Hoppers are known to be tasty, though. Should the party survive, the creatures could help with dwindling food supplies.

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

**Skills:** Fighting d6, Notice d6

**Pace:** 6; **Parry:** 5; **Toughness:** 4

**Special Abilities:**

- **Kick:** Str+d6.
- **Acid Spit:** 2d6, AP 2, Range 3/6/12.
- **Size (-1):** The Hopper is the size of an average dog.
- **Immunity (Cold):** Hoppers take no damage from cold.

## ICE MINION TEMPLATE

Apply these modifications to any existing creature to create one of the Blue Gorgon's minions. Former wild cards retain any edges and hindrances, but lose arcane backgrounds, spells, and magical edges.

**Special Abilities:**

- **Armor +2:** The icy shell of an Ice Minion provides Armor +2.



- **Construct:** See *Savage Worlds Deluxe* rules for more information on this Monstrous Ability.
- **Immunity (Cold):** An Ice Minion takes no damage from cold.
- **Minion:** If the creature was a Wild Card before being turned to ice, it loses this status and becomes an Extra under the Blue Gorgon's command.
- **Slam:** The creature gains a Slam attack at Str+d6 damage.
- **Weakness (Fire):** The Ice Minion takes +4 damage from fire.

## ICE SPIDER

These large, white spiders have a nasty bite and paralyze their prey before eating them alive. They make a loud hissing noise before attacking. They are usually found in caves or in enclosed ruins where they can trap their prey.

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

**Skills:** Climbing d12+2, Fighting d8, Intimidation d10, Notice d8, Stealth d10

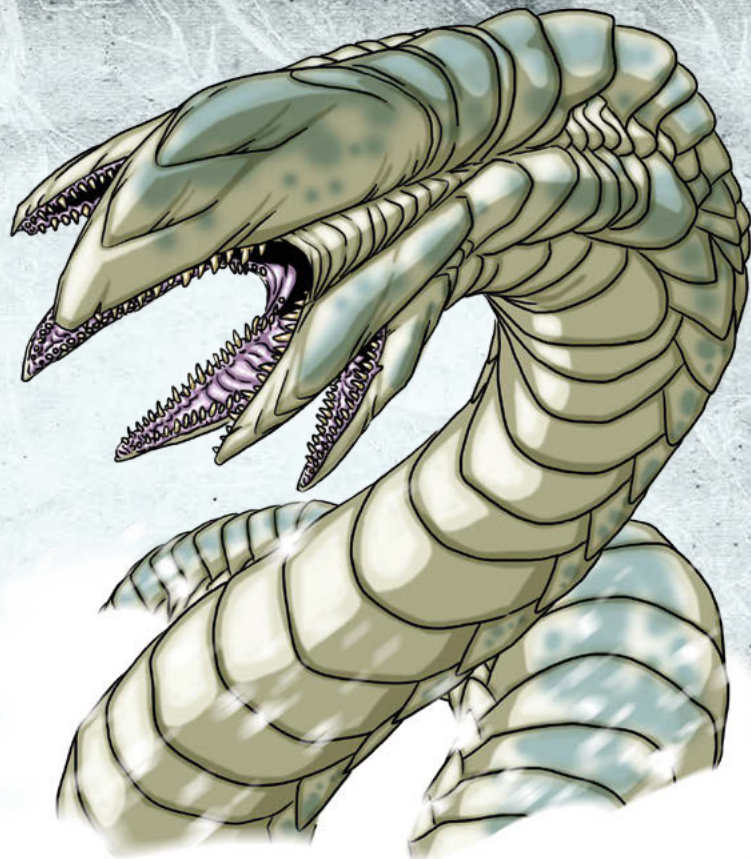
**Pace:** 8; **Parry:** 6; **Toughness:** 5

### Special Abilities:

- **Bite:** Str+d4.
- **Frozen venom:** The icy bite of an ice spider injects a poison that can paralyze prey. Anyone Shaken or Wounded must make a Vigor roll or be paralyzed for 1d6 rounds.
- **Wall Walker:** Ice spiders walk on vertical surfaces at Pace 8.
- **Immunity (Cold):** Ice spiders take no damage from cold.

## FROST WORM

This massive white worm lives and tunnels beneath the snow and ice and is always looking for food. It radiates an icy cold aura, that can be felt even through an ice suit. Explorers must be on the lookout for old tunnels made by a worm, or the slight vibration will alert it to burst from the snow beneath their feet.



Frost worm

**Attributes:** Agility d8, Smarts d4(A), Spirit d8, Strength d12+1, Vigor d12

**Skills:** Fighting d10, Notice d12, Stealth d8  
**Pace:** 8; **Parry:** 7; **Toughness:** 13

### Special Abilities:

- **Bite:** Str+d6.
- **Slam:** Str+d6, nonlethal damage.
- **Icy Aura:** Frost worms radiate cold. At the end of movement, all adjacent foes suffer 2d4 damage.
- **Immunity (Cold):** Frost worms take no damage from cold.
- **Large:** Attackers gain +2 to attack rolls against frost worms due to their size.
- **Size +5:** Frost worms are over 10' tall and 20' long.

## ❄️ MAD SHEPHERD

Not everybody died right away when the sun exploded. Some saw everything they knew turn to ashes and everybody they loved perish. Thus was the fate of the man now known as the Mad Shepherd. When disaster struck, he sought refuge in a nearby forest. When his mind could no



longer cope with the solitude he started talking to the trees.

During his madness he amputated his own right leg and used the bone as a club. He replaced the leg with a branch from one of the Whispering trees and now has a bad limp. To underestimate his mobility is a big mistake. He travels around the forest by walking through one tree and coming out of another.

He still lives but his mind belongs to another era. He lives among the Whispering Trees. If someone enters his domain he desperately seeks out company. Even if that means keeping his honored guests against their own will.

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

**Skills:** Fighting d8, Intimidation d6, Notice d8, Persuasion d8, Stealth d10

**Pace:** 4; **Parry:** 6; **Toughness:** 9

#### Special Abilities:

- **Club:** Uses the bone from his right leg as a club for Str+d6 damage.
- **Forest Walk:** Works as the Burrowing monstrous ability with a pace of 24". He must use a tree to enter and exit his forest walk.
- **Forest's Embrace:** The Mad Shepherd can animate the trees around him in a large blast template. This works as the *entangle* power with Persuasion as his arcane skill die.
- **Limp:** Pace 4, d4 running die.
- **Plant Form:** +2 to Toughness, no advantages from called shots and +2 to recover from Shaken and +2 damage if by fire.
- **Regeneration (Slow):** While in his forest, he can repair his body with tree branches and bark.
- **Immunity (Cold):** The Mad Shepherd takes no damage from cold.

## SNOW LEECH

Leeches are hard to spot. They lie under the snow or along the branches of dead trees and wait for prey to pass by. A leech has long tentacles and a mouth like a grinder. It grabs it's food and pulls it towards it's mouth with surprisingly strong tentacles. Once it latches on, it is very hard to remove while it eats through ice suit, flesh, and bone. It can be hurt by heat, but many explorers never have time to find a heat source as a leech tears through their suits.

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

**Skills:** Fighting d6, Guts d8, Notice d6, Stealth d10

**Pace:** 4; **Parry:** 5; **Toughness:** 9

#### Special Abilities:

- **Slam:** Str+d6, Reach 3.
- **Bite:** Str+d8, AP 2.
- **Grapple:** A leech gains +2 to grapple its prey with Reach 2 tentacles. On a raise, it makes a bite attack. It can only make one bite attack per round regardless of how many victims it's currently holding in it's tentacles.
- **Ambush:** Since the Leech hides under the snow, it gains The Drop against a victim who fails its Notice vs Stealth contest.
- **Flurry of Tentacles:** The Leech can make two Slam or Grapple attacks per round with no penalty.
- **Size +3:** Under the snow, a leech's body is easily the size of an ogre.
- **Immunity (Cold):** Leeches take no damage from cold.
- **Weakness (Heat):** Heat and fire attacks deal +4 damage to the Leech.

I hate the  
look of those  
warmth  
stealing  
monsters!

## WARMTH MONGER

The campfire stories tell that those who die out in the cold and dark return as monsters that yearn to feel warmth again. The only ones who laugh at these stories are the ones who haven't come across a group of Warmth Mongers out in the wastelands.

Warmth Mongers will follow a group of explorers for weeks. They drain the heat from anything they can grab and lay their



hands on. Anyone who dies from a Warmth Monger attack will rise as one themselves in 1d4 minutes.

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

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

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

**Special Abilities:**

- **Claws:** Str+d4.
- **Fearless:** Warmth Mongers are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken.
- **Chill Touch:** On a successful touch attack, the target must make a Vigor roll. On a failure the victim suffers one level of Fatigue from cold as the Warmth Monger steals warmth. This can lead to Death from hypothermia. A completely sealed suit protects against this attack.
- **Immunity (Cold):** Warmth Mongers take no damage from cold.



## WHISPERING TREES

Long dead trees standing in old forgotten graveyards or in places where many died can develop a terrible malevolence towards the living. Maybe the spirits of the dead haunt these old trees or the fear, sadness, and hate that cling to these forgotten places seeped into the very fibers of the wood.

Whispering Trees start by unnerving their victims with a soft whispering and increasing the fear level of all those nearby. It is almost as if they enjoy toying with their victims. They attack by swinging their hard branches or impaling unfortunate explorers on the sharp points. In this way, they add new voices to the many they have already. The Whispering Trees come into full animation under the guidance of the Mad Shepherd. Until he is ready to make his move, any visitor must roll Spirit (-2) against fear or suffer the effects of Fear/Nausea.

## REPLENISHING FOOD IN THE WASTELANDS

When out in the wastelands, it is good to know what is edible and what is valuable. Rations only last so long and no timetable is set in stone. Water is fine, but food is harder to find. Hoppers and moles are definitely edible, if they don't get you first. A Survival roll (and in some cases plain common sense) is necessary before eating anything from the wastelands.

While many things outside aren't edible, many are valuable and shop owners and merchants in the markets will pay good money for anything from leech teeth to the pelt of a frost wolf. It's too bad that getting these items can be pretty dangerous, but then again, those already exploring the wastelands live with danger as a constant companion.



# FAUNA

## FROST SPIKE

One of the many dangers to look out for in the wastelands is the Frost Spike plant. It has white, small leaves that grow above the ice and require a Notice roll at -2 to see. In many cases if you spot the leaves, you are already in trouble. The Frost Spike has spiked roots growing around it in a large burst template. These sharp barbs are strong enough to pierce most snowsuits or boots and are coated in a powerful sedative. It takes a Vigor roll -2 to stay awake. Once its prey is asleep, the Frost Spike starts to suck blood through the hollow thorn.

The biggest danger is that these plants grow in patches of 5 to 8 plants, so the chance of getting away if someone stumbles into such a patch is pretty slim.

## LIGHT BERRIES

The Light Berry plant grows in areas that used to be forests. It has dark brown leaves with white spots and grows along the dead branches of the trees. Among the leaves are a few fleshy fruit-like growths almost as big as an apple. Hanging from these branches are long, delicate filaments that are very difficult to see (-4 Notice roll).

If disturbed, the fruits start to glow with an intensity of an alchemical flare. Most monsters near these plants have learnt that light means food, so once the plant starts glowing, it takes about 1d4 minutes for other monsters to come and investigate.

If cut down, the fruit stops glowing and it is poisonous to eat. It does fetch a good price with alchemists though, if the group survives the monsters waiting out in the dark for the lights to start shining.

Do you know  
what you have  
there? That  
plant is going  
to save all our  
lives

## SNOW CACTUS

Snow Cacti are usually found in a shard field. They look like a small bush covered by an ice shell. Inside is boiling water. This strange phenomenon is yet to be explained but it is believed sunshard sediments scattered across a field are responsible for it. If correctly harvested (Survival check: a failure spoils the cactus, a critical failure scalds the harvester for a level of fatigue, a success is enough for a one day supply for one person; while a raise provides enough for a group of five explorers for one day) it provides a potable liquid with cold resistance properties. A day's worth of this cactus elixir also grants its user +2 to resist the effects of the cold waste for the day on top of quenching their thirst for the day.

## RANDOM ENCOUNTERS

Results	Encounter
2	Blade Beak
3	Hopper
4	Leech
5	Warmth Monger
6	Flake-Snout Mole
7	Frost Wolf
8	Ice Spider
9	Cyclop Centipede
10	Frost Worm
Jack	Ghost
Queen	Whispering Trees and the Mad Shepherd
King	Blue Gorgon
Ace	Frost Giant
Joker	Draw two cards and combine results.



# OCHLANDIS' SCHEMA

## INTRODUCTION

**T**his Savage Tale for Winter Eternal was designed for a group of Seasoned rank heroes. The Wastelands are a harsh environment and will challenge a group of less experienced adventurers. However, by giving the group ample supplies, it should be suitable for a group of Novice characters. For parties of higher rank, when an encounter has a number of adversaries per Player Character, add two more per rank the party is over Seasoned or give them better weapons, more edges, and powers.

## SYNOPSIS

**T**he heroes are hired by Bennet Car-Jo-leader of Mirror's Edge, and Rusk Talfindax-a wealthy and influential merchant from Emerald's Rest, to retrieve Ochlandis' Schema, a component essential to maintaining the heat spell in Mirror's Edge.

The trail of clues first leads to the docks where the explorers learn a group of thieves has stolen an ice skiff belonging to Rusk Talfindax during the night. The thieves fled east across the lake.

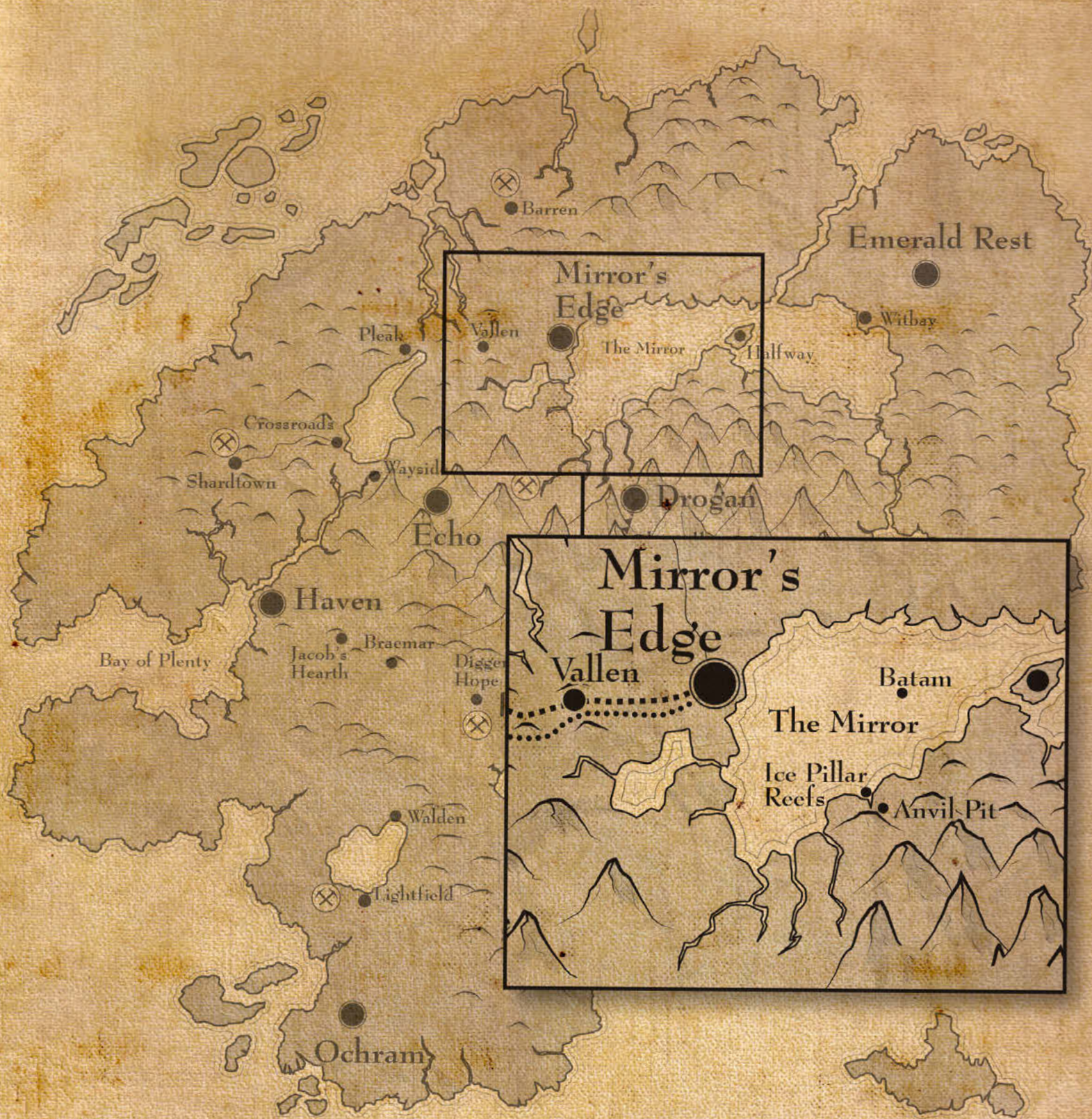
In pursuit of the thieves, the heroes have to survive a Super Blizzard. The trail goes cold once they reach Batam, a fishing camp and trade post in the middle of Mirror Lake. The explorers must gather information from the locals. That information leads to an iron mining camp 90 miles south west of Halfway near the shores of Mirror Lake in the Skypillar Mountains.

A group of priests of Ruksau have convinced the miners to help them acquire Ochlandis' Schema from the Nature Wardens in Mirror's Edge; an artifact that, they promise, will grant the priests the power to make life at the camp much more comfortable with a permanent heat spell.

It's up to our heroes to retrieve it, save Mirror's Edge, and expose the priests of Ruksau.



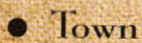




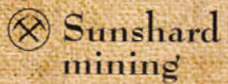
## Ehlerrac



City



Town



Sunshard  
mining



Archway



Icerun



Underground  
tunnel



Archway  
not  
completed



# HOOKS

## ONGOING CAMPAIGN

**T**his Savage Tale can easily be inserted into an ongoing campaign. Having gained a certain level of notoriety across the Eight Cities, the party is approached by Skavas, a Grayn Brown Cloak sergeant, travelling with his men. Bennet Car-Jo, leader of Mirror's Edge, has an urgent business proposition for the group that he would like to discuss. He anxiously awaits them in the Tower of the Brown Cloaks. Skavas knows no more. He was ordered to deliver the message and escort them to a private meeting chamber in the Tower.

## A ROAD NOT YET TRAVELED

**T**his Savage Tale is also a perfect adventure to kick off your campaign or to run as a one-shot. Just as with the Ongoing Campaign hook, the party is approached by Skavas. They are entrusted with the fate of Mirror's Edge because they have loved ones that would perish if the heat spell was to fail. There are no other adventurers in the city at the moment and city officials fear that this act of sabotage is the prelude to an invasion. They need all soldiers and Brown Cloaks in Mirror's Edge.

## OCHLANDIS' SCHEMA

This object, approximately the size of a dinner plate, looks like a puzzle of interlocked metal plates connected by gears and metal rods. It's bronze plates have eldritch runes etched on them. This device assists wizards in safely casting powerful spells such as the city's heat spell by attuning to ley lines and calculating the necessary and safe output of arcane energy.

Nature Wardens commissioned these devices from dwarven artificers in Wallside when the first settlements were built. The creation of such an artifact is a long and meticulous process. The Nature Wardens ordered a spare years ago but Wallside's artificers have yet to deliver it. It's of the utmost importance that Ochlandis' Schema be returned in a timely manner or the climate in Mirror's Edge will no longer be able to support life.



# THE ADVENTURE

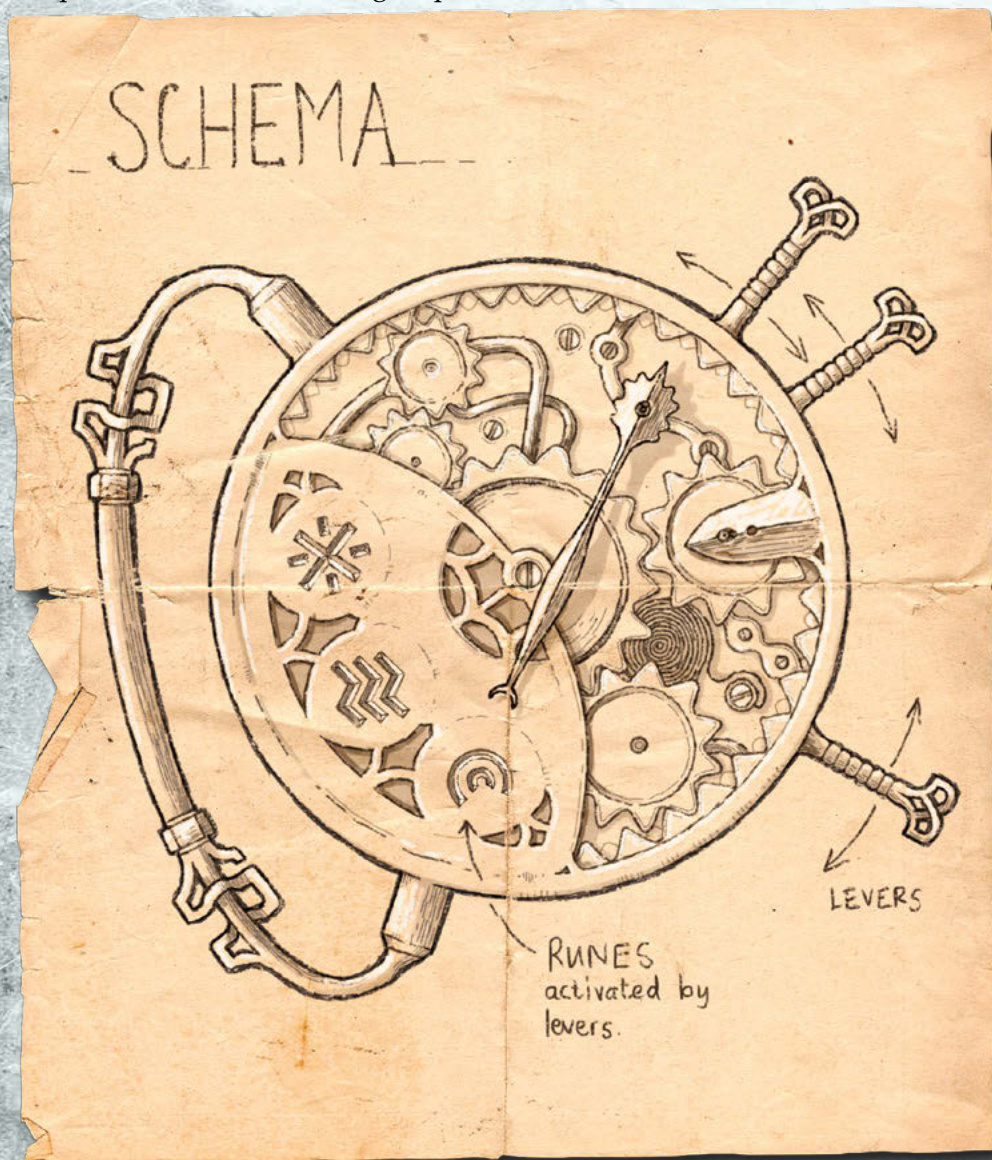
## THE TOWER OF THE BROWN CLOAKS

**B**ennet Car-Jo, leader of Mirror's Edge and Rusk Talfindax, a wealthy and influential merchant from Emerald's Rest, anxiously await the adventurers by the hearth. They offer each of them 1,000 gold pieces to retrieve Ochlandis' Schema, an eldritch instrument essential to maintaining the heat spell in Mirror's Edge. They also provide ice suits for the group.

A ship from Rusk's merchant fleet was stolen at the same time the theft occurred. His personal guard discovered that the thieves left Mirror's Edge heading east across the lake. Rusk Talfindax also provides a ship and a crew. The only other clue the thieves left behind was an iron mining pick recovered by the Brown Cloaks.

Alternatively, if the GM prefers not to expedite the chase after the thieves, the above clues haven't been found yet. Introduce an investigation scene where Bennet, Rusk, and the Brown Cloaks request the investigator's help in discovering who stole the Schema and where it can be found. At this point, all they know is that Ochlandis' Schema and The Wanderer (the merchant ice-skiff) were stolen. The use of the Streetwise skill reveals witnesses while Notice recovers the mining pick and tracks heading east from the harbor. Asking locals about any mining operation in the area reveals the existence and location of Anvil Pit. Each attempt takes one hour.

Let the PCs be creative with their investigation and don't be afraid to share information. The rest of this adventure depends on it.





## TO BATAM

The tracks from the ice skiff are the only ones heading east and are easy to follow. As they close in on Batam, a fishing outpost in the middle of the lake, the crew has to deal with a Super Blizzard. The leaders of the heist, two priests of Ruksau The Cold, invoked the blizzard to cover their tracks. Visibility is reduced to nothing and high winds make the ship difficult to maneuver. With no cover on the horizon, the crew is in for a rough ride. The sailors know of Batam, a fishing outpost and believe the thieves were heading there.

Treat this as a Dramatic Task using Boating. If none of the adventurers have the Boating skill, a member of Rusk's crew steps up as the captain with a Boating skill at d8. The rest of the crew can assist the captain by making a Boating -2 (d6) group roll. The adventurers can also assist with Notice (-4) rolls, Boating (-2) or any other skills or abilities relevant to the situation. Each round lasts approximately 10 minutes. Every time the captain fails to score a success on the Boating check, the ice-skiff suffers damage from a collision (protruding rock, ice block, flying debris, crack in the

ice, etc.). The Super Blizzard's high winds have propelled the ice skiff at the insane speed of 20'!

### Complications:

- A sail has come loose.
- One of the ship's skis is loose and wobbly.
- Up ahead, the ice has ruptured creating an ice dam.
- A sailor or PC is dangling overboard.
- Heavy winds sends a barrage of ice blocks tumbling towards the ship.

If they wreck before getting to Batam, survivors can still reach it with a Survival check to navigate through the Super Blizzard. On a failure, they become lost and gain a level a Fatigue but reach the destination. They can also take shelter in the wreckage and wait for the weather to clear up. They recover a level of Fatigue after eight hours of rest. Batam is only four or five miles away.

In the event they make it out of the blizzard in one piece, Batam appears in the distance but the thieves and their tracks have disappeared.

## IN BATAM

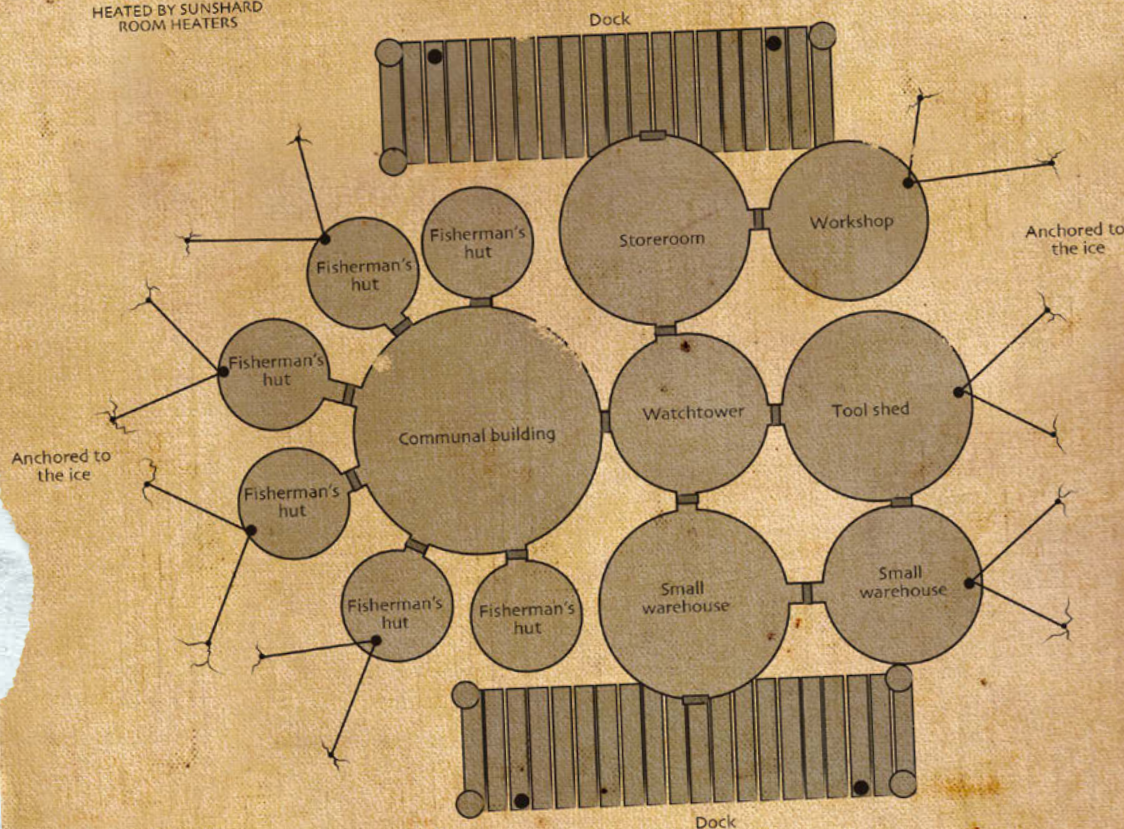
Batam is a fishing outpost on Mirror Lake. Every tent is heated by sunshards and is as big as a hovel. The fishermen's Reaction towards the PCs starts at Neutral. The PCs are looking for the whereabouts of the thieves. Allow some interaction with the fishermen and a Persuasion skill check.

Reaction	Effect
Hostile	The fishermen won't provide any information and will chase the visitors out of Batam.
Uncooperative	The fishermen will mention Anvil Pit as a potential lead for a non negotiable 500 GP fee.
Neutral	The fishermen will provide information about Anvil Pit.
Friendly	The fishermen will provide information about Anvil Pit along with either healing, repairs, or provisions.
Helpful	The fishermen will provide information about Anvil Pit along with needed healing, repairs, and provisions.



# BATAM FISHING VILLAGE

HEATED BY SUNSHARD  
ROOM HEATERS



Last week, a group of miners from Anvil Pit arrived in Batam. They boarded one of Rusk Talfindax's ships headed to Mirror's Edge. The fishermen haven't seen anybody else recently besides the miners. The closest shelter besides Batam are the mountains but the Ice Pillar Reefs are dangerous to navigate by ice skiff. Anvil Pit is an iron mine 60 miles southwest of Halfway in the Skypillar Mountains. This is the closest outpost of civilization. As an optional complication, Ice Pirates arrive in Batam seeking shelter from the blizzard. They plunder the outpost before heading back out unless stopped by the PCs. If the PCs save Batam from the pirates, their Reaction immediately changes to Helpful.

- Ice Pirates (2 per PC): Use the ice sailor profile but with **Fighting d6** and a short sword.

## THE ICE PILLAR REEFS

To reach Anvil Pit, located in the mountains, the group must navigate through the Ice Pillar Reefs. This location features tall pointy rocks or ice formations sticking out of the lake, making an approach by ice ship hazardous in favorable weather and suicidal during a Super Blizzard. Multiple shipwrecks dot the scenery contributing

to the atmosphere of desolation. Curious adventurers inquiring about the content of those wooden husks might be in for a surprise as wastelands predators often take shelter within. A roll on the Random Encounter Table found in this guide can determine which creatures occupy any of the wrecks.



If heroes are on foot it will certainly be tiring. Have the Player Characters make Vigor rolls and check for Fatigue. If they are still aboard the ice skiff, a Boating check takes them safely ashore. The ship takes a wound on a failure. As the group takes in the dreary scenery, this is a perfect opportunity to run an Interlude scene.

## ANVIL PIT

The Wanderer rests upon the shores of the lake. The Skypillar Mountains begin their steep ascent ahead. Investigating the stolen merchant ship, the group easily spots footprints leading to the mountains right ahead. A successful Tracking skill check reveals there are a dozen set of recent footprints.

Just outside the mining camp, by the shoreline, anchored atop a two story tall ledge in the rock face are a lift and crane used to lower the ore down and then load it into merchant vessels. A winding path leads to the camp. Hiding among the boulders, snow, and ice blocks a group of miners is standing watch. They engage the group from Mirror's Edge as they approach with their weapons sheathed, simply eager to talk.

Among the group is Blakos, the quartermaster. He found the mine foreman's body right by the reefs shortly before two priests of Ruksau arrived a couple of weeks ago. Jakkin and Saffado won the miner's hearts. Through subversive methods, they took leadership of the camp and promised the miners a more comfortable life.

They convinced some miners to come with them to Mirror's Edge. There, they stole Ochlandis' Schema, an artifact that would make it possible for Jakkin and Saffado, the Priests of Ruksau, to bring warmth to the miners.

Blakos and his men are very suspicious of the priests. They don't believe that Denhin Greypelt's death and the priests arrival is a coincidence. Unfortunately, they've had no luck convincing the rest of the camp Jakkin and Saffado aren't to be trusted. They hope the PCs can confront Jakkin and Saffado, convince the other miners of the potential danger the priests represent and help Blakos regain control over the camp.

If the PCs somehow manage to sneak past Blakos and his men or decide not to trust them, they will be received with hostility and the priests will begin the ritual to summon the Blizzardborn. See below for more information on the effects of the ritual.

Following the tracks of Blakos, the heroes come to a valley in the mountains. The tracks then lead to a 10 foot tall snow bank that covers the valley all the way to the mountain cliffs on the other side. Getting to an elevated position, the adventurers can see what appears to be the entrance to the mines across the snow bank. The entrance is currently blocked by stone and ice boulders that have fallen during the blizzard. Holes on the side of the snowbank lead to tunnels and chambers beneath the snow. The miners have basically dug a camp in the snowbank.

The miners work in shifts. Almost half of them are trapped in the mines right now while a crew works on removing the obstructed entrance.

Sunshard heaters throughout the camp keep it warm enough so that ice suits aren't necessary to survive but cold enough that the snow doesn't melt. Winter clothes are still a must, with temperatures near freezing. Fur lined doors keep the mountain wind away while small shafts drilled into the ceilings provide fresh air.

Artistically gifted miners have taken to sculpt the columns of the camp into statues depicting brave explorers or beautiful women. Frescoes retelling myths and legends adorn the walls.

— ❄ —  
We are tired of  
the cold. They  
promised us  
warmth and  
comfort  
— ❄ —



# ABOVE SNOW



# BELOW SNOW





## THE CONFRONTATION

**L**eaderless and living in hazardous conditions, the miners believe Jakkin and Saffado were sent by Ruksau himself to care for them. They cared deeply for Denhin Greypelt, the former foreman. They are simply hard working men and women that have been misled and are unaware of the fate that awaits residents of Mirror's Edge should Ochlandis' Schema not be returned immediately.

Using the Social Conflict rules it's possible to convince Anvil Pit miners of their wrongdoing and the consequences of the theft by addressing them and confronting

Jakkin and Saffado. Balkos offers to arrange the audience. Due to the priest's influence over the camp, the PCs suffer a -2 penalty to their Persuasion checks.

### Jakkin and Saffado's arguments:

- Addressing the miners: "Aren't you weary of the terrible conditions you live in? We can give you warmth."
- "Who's to say they aren't thieves looking for this artifact to use for their own benefit?"
- "This mutiny has been engineered by Balkos who, we all know, wants power here in Anvil Pit, and doesn't care about your well-being!"

Margin of Victory	Effect
Tie	While the miners aren't convinced the priests have bad intentions, they now have doubts. They allow the PCs to stay here for the night. Meanwhile, Jakkin and Saffado plan to start the ritual tonight.
1-2	A third of the miners realize how foolish they have been and join Balkos' side. Jakkin and Saffado, fearing mutiny, take off in the middle of the night unless stopped.
3-4	The majority of the miners are now convinced they've been duped by Jakkin and Saffado and enact a bloody revenge on the priests.
5+	The rest of the miners now see the truth and hand Jakkin and Saffado over to the PCs so they can be brought to justice.

If the PCs make good arguments or have evidence of the priest's evil intentions, award them a +2 bonus to their Persuasion check. A scroll containing the Ruksau's Breath ritual can be found in Jakkin's satchell while Saffado took Denhin Greypelt's knife after killing him, hiding it under his fur coat.

If the heroes fail to convince enough miners they have to come up with another plan to retrieve Ochlandis' Schema.

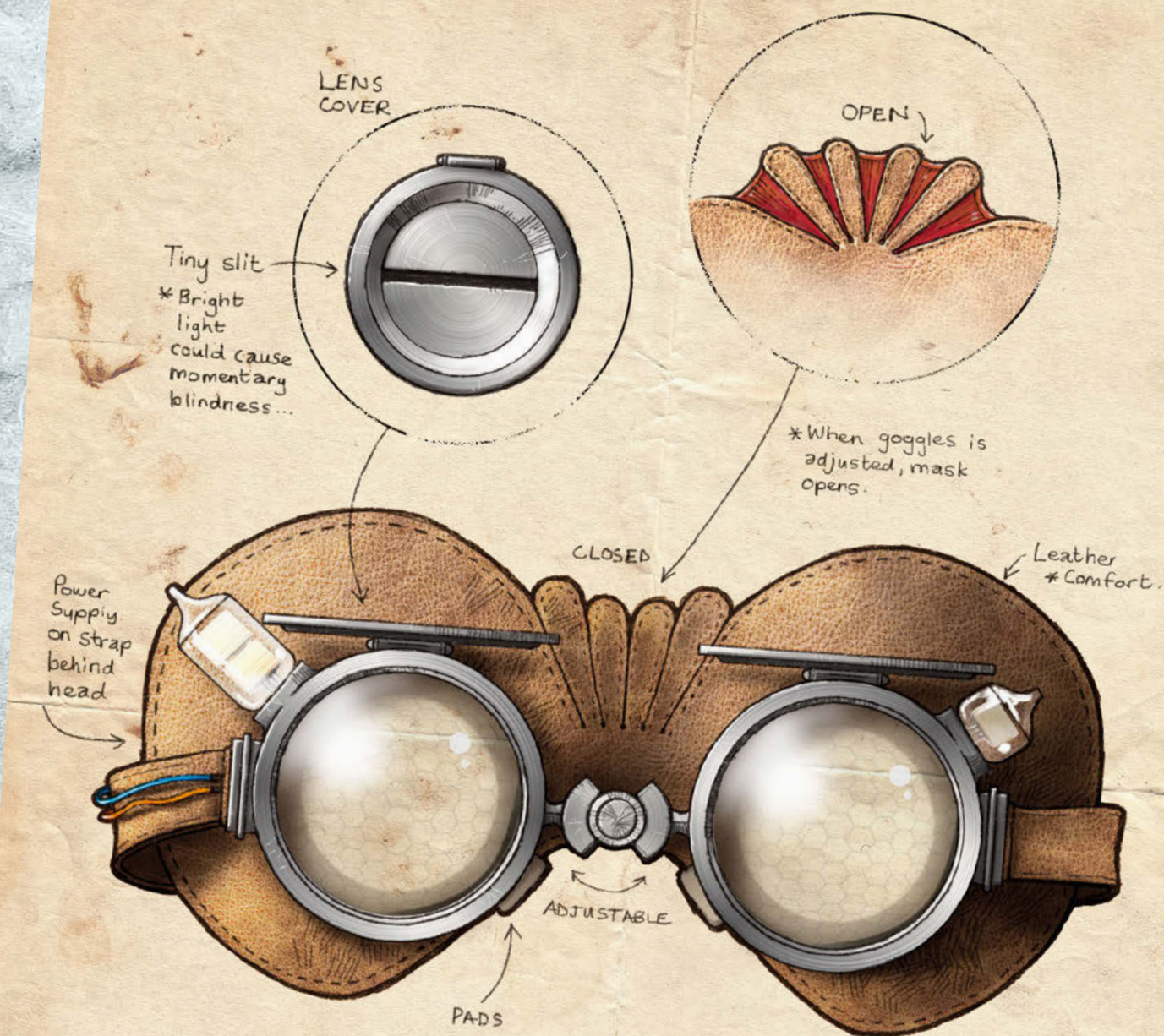
## WHAT ARE JAKKIN AND SAFFADO UP TO?

**T**he priestly duo had no intentions of catering to the miner's needs. They needed Ochlandis' Schema and the miners to perform a ritual called Ruksau's Breath that will turn all the miners into Blizzardborn, demon spawn of Ruksau, The Ice Father, the deity they worship.

At any given time there are three miners per PC scattered throughout the camp. If the heroes are discovered skulking through their camp or start shedding blood, 1d4 miners arrive to investigate in 1d6+1 rounds.



Also, if the adventurers enter the camp without Blakos and his men to recover Ochlandis' Schema or fail to score one more success than Jakkin and Saffado during The Confrontation, the priests of Ruksau start their terrible ritual. At first, high winds blow the camp's doors away. Then, tunnel walls start to shake and fissure. A minute later the miners are possessed, one by one, by spawn of the Demon Lord Ruksau at a rate of one every other round. They are in for a tough fight.





## AFTERMATH

**H**opefully, the heroes will return Ochlandis' Schema to Mirror's Edge without any delays. As they return to Mirror's Edge, they find the city frigid and cold. The streets are deserted at first but are soon filled with citizens coming out of their homes to find out if the mission was successful. Brown Cloaks escort the heroes and the Schema back to the Warden's compound and perform the ritual immediately.

Unfortunately, the cold was too much for a handful of children and elders, and they didn't survive. However, they are declared local heroes and given the keys to the city. Unfortunately, if the quest to retrieve Ochlandis' Schema incurred any delays, increase the number of casualties. This could lead to the group returning to a ghost town and change Ehlerac's geo-political profile forever...

## NPCs and Monsters

### JAKKIN AND SAFFADO

These priests want to spread Ruksau's influence on Ehlerac by conjuring demonic servants called Blizzardborn.

They are both dark haired and sport messy beards. Saffado is bit older and his nose has suffered severe frost burns. Jakkin has a lanky build and a nervous tick.

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Skills:** Faith d8, Fighting d6, Intimidation d8, Notice d6, Persuasion d8, Streetwise d8, Taunt d4

**Cha:** +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

**Special Abilities:**

**Hindrances:** Anemic (Saffado), Quirk (Nervous Tick - Jakkin), Vow (Major) To summon the Blizzardborn.

**Edges:** Arcane Background (Miracles), Charismatic

**Spells:** (Both have 10 Power Points) Entangle, Armor

**Gear:** Short sword (Str+d6), scrolls that contains the Ruksau's Breath and Wrath of Ruksau (Super Blizzard) rituals. Denhin's survival knife

### MINER

It takes a special kind of man to survive out here in the Wastelands mining iron ore. The pay is good but it's hard to resist promises of a more comfortable life made by the priests.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

**Skills:** Climbing d6, Fighting d4, Knowledge (Mining) d6, Notice d6

**Cha:** 0; **Pace:** 6; **Parry:** 4; **Toughness:** 6

**Hindrances:** -


**Edges:** -

**Gear:** Knife (Str+d4). Mining Pick (Improvised weapon Str+d6)

### BALKOS

Anvil Pit's quartermaster suspects Jakkin and Saffado of having murdered the former foreman and having bad intentions towards the miners.

Use the Miner's profile, but with Fighting d6, Knowledge (Quartermaster) d6 and Persuasion d4.

  
Ruksau can  
take away all  
your pain.  
Trust us



## BLIZZARDBORN

This demon spawn of Ruksau needs a host to interact with the world of the living. If no host is provided during the ritual, the demon will claim the summoner's body as his own. In an instant, the body is transformed into an icy humanoid shrouded in a constant swirling snow mist. One of the Blizzardborn's forearms and hands becomes an ice blade and its eyeballs turn a bright, light blue. It isn't particularly smart but prefers to go hunting when it's snowing outside. It seeks to destroy anything that emits heat, including living beings with little consideration to its own survival.

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

**Skills:** Climbing d6, Fighting d8, Notice d6, Stealth d8

**Cha:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7(2)

**Hindrances:** Bloodthirsty

### Special Abilities:

- **Ice Shell:** Armor +2.
- **Ice Blade:** Str+d6.
- **Snow Shroud:** Opponents are at -2 to hit a Blizzardborn during a snowstorm and the demon gains +2 to Stealth.
- **Demon:** +2 to recover from Shaken, immune to disease and poisons.
- **Weakness (Fire):** +4 to damage against a Blizzardborn if using fire or weapon with a fire trapping.

## ICE SAILORS

These men and women operate Talfindax' merchant vessel fleet.

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

**Skills:** Boating d6, Climbing d6, Fighting d4, Notice d4, Shooting d4, Survival d4

**Pace:** 6; **Parry:** 4; **Toughness:** 5

**Edges:** Woodsman

**Gear:** Knife (Str+d4).

## VEHICLES

### TWO-MASTED ICE SHIP

**Acc/TS:** 4/12, **Toughness:** 13 (2),

**Crew:** 6 (and 10 passengers)

• **Handling:** +1

• **Notes:** Heavy Armor

— ❄ —  
Tighten those  
ropes! That  
blizzard is  
going to hit  
us before we  
reach port!  
— ❄ —



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