

CREEPING COLD

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In Creeping Cold, the players find themselves trapped at a remote waystop with a group of travellers and employees. As the days creep into nights, a mystery unfolds as creatures and people begin turning up dead. Who could be behind the murders? Will the characters find out? Will they survive? Or will their bodies be uncovered by the next group of adventurers seeking shelter from the Creeping Cold?

Creeping Cold is the newest module by Silver Bulette, designed to scale to character levels 3-5. The module is self-contained, and easy to drop into an existing campaign. This version is compatible with Swords & Wizardry and other Old School Games.

For more Silver Bulette adventures, visit:
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SWARDS & WIZARDRY
COMPATIBLE

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QUICK GLANCE COLD RULES

As the group fights the cold, they need to make successful Saving Throws at -2 each half-hour. In addition to the chart below, reward creative play with bonuses..

Mitigating Effect	Bonus or Penalty
Cold weather gear	+2, Ignore 1st check
Wearing metal armor	-1 Cumulative
Creative use of spell	+1
Holding a metal shield or weapon	-1

For each failed Constitution Save beyond the first three checks, use the following chart.

Number of Failed Saves	Primary Penalty	Secondary Penalty
1	Loss of 1 hp	None
2	Loss of 1 hp	Rapid Heat Loss: Mild
3	Rapid Heat Loss: Moderate	1 level of Exhaustion
4	Rapid Heat Loss: Severe	Frostbite: Mild
5	1 Level of Exhaustion	Frostbite: Moderate
6	1 Level of Exhaustion	Hypothermia

RAPID HEAT LOSS

Rapid heat loss happens when a body is not properly protected from cold environs. Hypothermia is the end result of rapid heat loss.

Mild Heat Loss: All attack and saves are at -1, due to chattering and shivering.

Moderate Heat Loss: All attacks and saves at -2.

Severe Heat Loss: Character can make the following actions: make a ranged or melee attack, move, or use an item.

AT A GLANCE TIMELINE

DAY 1 Weather: Clear and cold, with a blizzard near midday.

Midday: While traveling, a blizzard engulfs the group.

1:30 pm: Following the road through the storm, the group encounters the Ronalis family.

3:00 pm: Traveling further leads the group to the caravanserai.

7:00 pm: Kirshell arrives at the caravanserai.

DAY 2 Weather: Blizzard continues dumping snow, about 1 inch/hour

Before Dawn: A pig is killed in the stable.

Dawn: The pig is discovered by Lalor McKenzie.

As the group is discussing what to do about the pig, a **verglas troll** attacks.

DAY 3 Weather: Blizzard continues to drop .5 inch/hour

Before Dawn: Bjorn’s horse is killed in the stable in the same manner as the pig from the day before.

Breakfast: Quiet morning, with Threya still sleeping and Kirshell looking well.

9:00 am: Bjorn’s horse is found dead. It too was desiccated and drained.

DAY 4 Weather: Blizzard lessons to a snowstorm, As the heroes find the megalith, it finally stops altogether.

2 Hours Before Dawn: A scream awakens the caravanserai. Marena is found nearly dead. Tracks are found leading away from the warmth of the main building.

Kirshell and Threya are found missing.

The group must track Threya and Kirshell. They headed north, through the woodlands.

Around 9 am: A confrontation takes place at a megalith in the forest.

EFFECTS OF FROSTBITE

Die Roll (d10)	Location Affected
1-2	Right Hand
3-4	Right Foot
5-6	Left Hand
7-8	Left Foot
9-10	Face (Nose or Ears)

MILD

If a creature’s **hands** are mildly affected by frostbite, they have a -1 penalty to all attack rolls.

If a creature’s **feet** are mildly affected by frostbite, their movement rate is reduced by 5 feet.

If a creature’s **face** is mildly affected by frostbite, all NPCs act leary around them.

MODERATE

Spellcasting while under the effects of frostbite is difficult. When a character has moderate or severe frostbite, roll 1d6. On a 1-2, the spell fails.

If a creature’s **hands** are moderately affected by frostbite, they have a -2 penalty to all attack rolls. The character cannot use 2-handed weapons, shields or an off-hand weapon.

If a creature’s **feet** are moderately affected by frostbite, their movement rate is reduced to 3/4 normal.

FURTHER EFFECTS CAN BE FOUND ON PAGE 3.



NPC QUICK REFERENCE CHART

NAME	RACE/SEX	DESCRIPTION	PERSONALITY TRAITS	Why They Are Here
Bjorn the Blade	Human, Male	Scarred and grizzled, lean with sinuous muscles, wearing chain shirt, short-cropped hair	Self assured, cocky, rude	Protection from the storm outside
Ferrex	Human, Male, late teenager	Tall, sandy-blond hair, awkward	Eager, shy, awkward, friendly	Employee of caravanserai; orphan
Kirshell	Human, Male	Greasy haired, weathered	Loud, gruff, socially inept	Protection from the storm outside
Lalor McKenzie	Human, Male	Long haired, average build, bearded	Soft spoken, experienced, calm	Employee of caravanserai; friend of the family
Alon Felkan	Human, Male	Slightly heavy, well dressed, piercing dark eyes, balding, large rounded nose	Loud, boisterous, well-spoken	Merchant, married to Brieghan, employs Shen Liu and Marena Soitha
Breighan Felkan	Human, Female	Red haired, tall, medium build, soft melodic voice	Shy, laughs easily, chatty with familiar people	Married to Alon, close to Marena
Marena Soitha	Human, Female	Dark black hair, dark eyes, thin lips, sober countenance	Vigilant, serious, steely, acerbic	Guard of Alon and Brieghan
Shen Liu	Human, Male	Thin mustache, bronzed skin, hard dark almond-shaped eyes	Quiet, serious, dry sense of humor, witty	Guard of Alon and Brieghan
Alina	Half-Elf, Female	Light blond hair, blue eyes	Soft spoken, serious	Owner of Caravanserai
Jadwiga (aka Jade)	Half-Elf, Female	Brunette, smooth-skinned, melodious voice, piercing eyes	Flighty, inquisitive, quick to laugh	Sister of Alina, Zyta, and Rasine
Rasine	Half-Elf, Female	Red-haired, muted elven features pale skin, dark eyes	Deliberate, thoughtful	Sister of Alina, Zyta, and Jade
Zyta	Half-Elf, Female	Brunette, rich and loud voiced, soft dark eyes, often smirking	Witty, clever, sharp tongued, amiable	Sister of Alina, Jade, and Rasine
Jak Ronalis	Human, Male	Thin, bulbous nose, dark hair, dirty, shabby clothes	Friendly, open, protective of family	Returning from selling crops to large city
Tabatha Ronalis	Human, Female	Thin, dirty, long brown hair, shabby clothes	Quiet, protective of family, often seems “spacey”	Wife of Jak, mother of Threya and Tamar
Threya Ronalis	Human, Female, Child	Long brown hair, cleaner than her family, mended clothes, thin, about 13 years old	Excitable, quick-witted, inquisitive	Daughter of Jak and Tabatha, sister of Tamar
Tamar Ronalis	Human, Male, Child	Short dark hair, thin, worn but well cared for clothes, around 9 years old	Quiet, reserved, observant, noncommittal	Brother of Threya, son of Jak and Tabatha