

WINTOR ETERNOL



PATHFINDER®
ROLEPLAYING GAME COMPATIBLE





Winter Eternal by Morné Schaap

Conversion: Harrison Hunt, Jonathan M. Thompson

Cover: Colin Tan, Morné Schaap & Anton Vermeulen

Layout: Morné Schaap & Anton Vermeulen

Interior art: Doug Anderson, Nathan Anderson, Jacob Blackmon, Jeff Brown, Conor Burke, Gary Dupuis, Riaz khan Eusouff, Jason Heeley, Jeremy Jack, Bob Kehl, Kimagu, Raymond Minnaar, Eric Quigley, Christopher Onciu, Simon Powel, Morné Schaap, Adam Schmidt, Colin Tan, Guillaume Tavernier, Peter Temesi, Anton Vermeulen

Proofing: Hans Bothe, Harrison Hunt

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



Winter Eternal, artwork, logos, and the Just Insert Imagination logo are © 2017 Just Insert Imagination. Winter Eternal, all associated characters, logos, and artwork are Copyrights of Just Insert Imagination. All rights reserved.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game.

Some artwork © 2014 Elizabeth Porter, used with permission. All rights reserved

Some artwork copyright William McAusland, used with permission
Publiser's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games



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

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



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

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

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

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

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

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

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

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

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

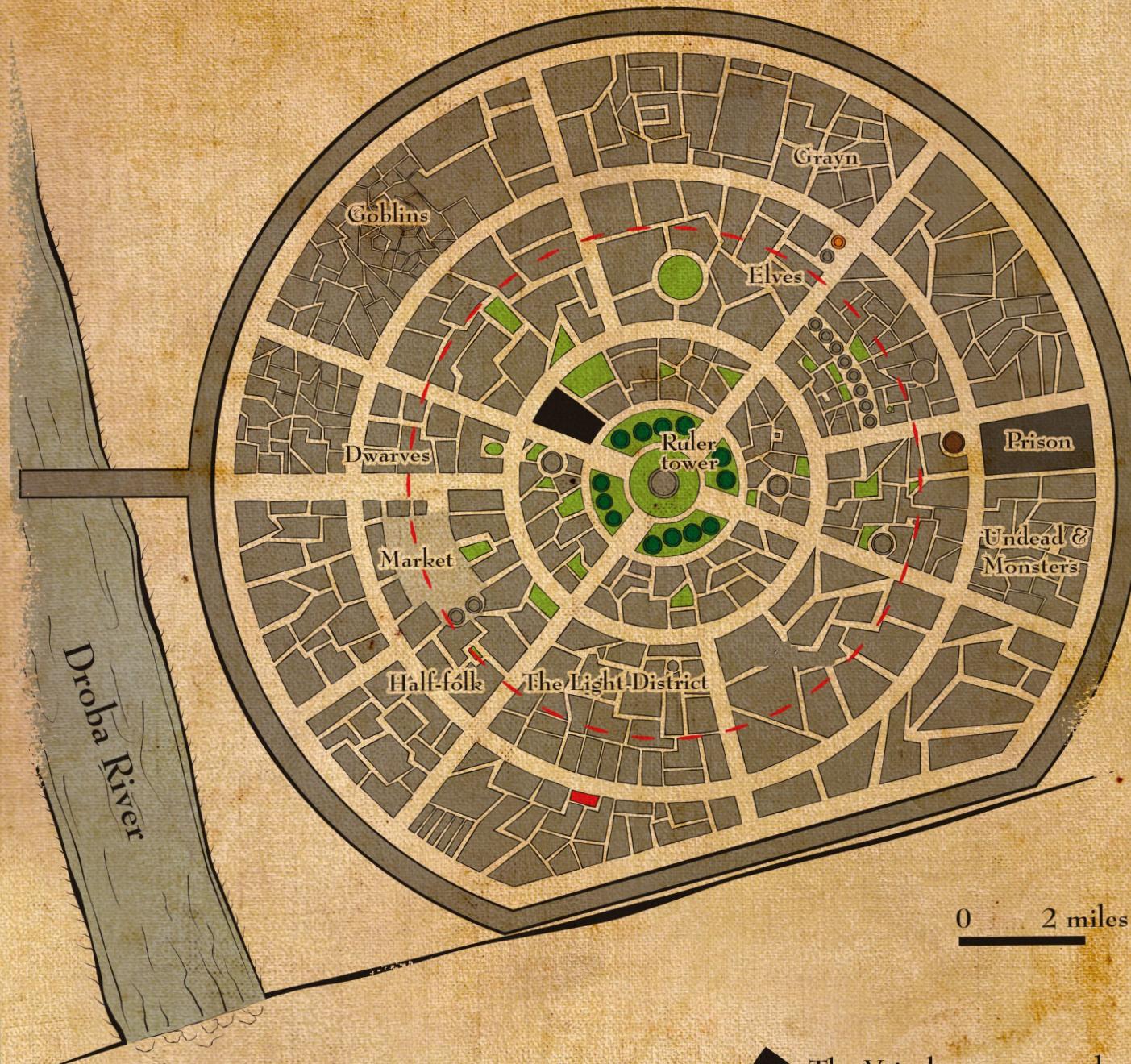
All the races are found in the city, though there are far less elves living here. Most of them dislike the gloomy atmosphere and the many dead.

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



**THEMARA
OAKENSTAFF**
LEADER OF DEADFALLS

Deadfalls



0 2 miles

◆ The Voiceless compound

● Tower of the Brown Cloaks

--- Edge of the Heat Spell

■ Parks

● Garden Towers

● The Preservers

■ Children of the Sun compound

ECHO

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

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

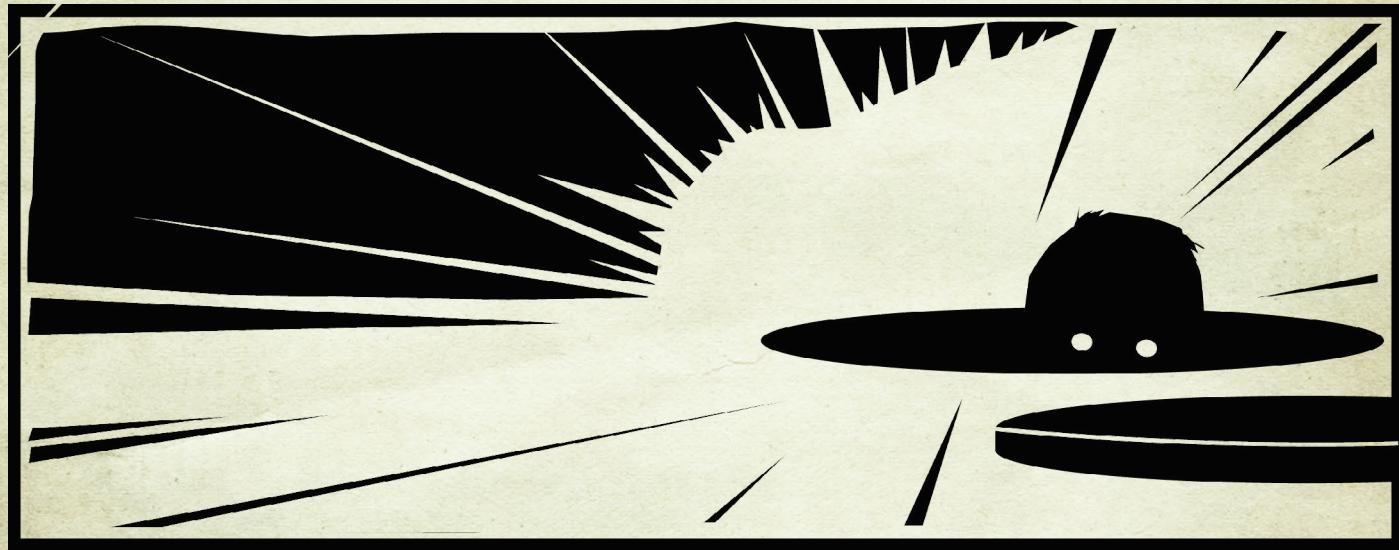
But then came the cataclysm and most dwarven cities were destroyed when massive earthquakes struck. Dradain Gharoban survived and soon survivors flocked to it. The town's resources were

quickly overwhelmed and many died in riots or from starvation.

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

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

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



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

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

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

Dwarves and goblins hate each other, but those living in Echo are a bit more tolerant. There are a small group of

goblins living on the edge of the city. Many mekellions make their home here, since it's far from the cold and snow.

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

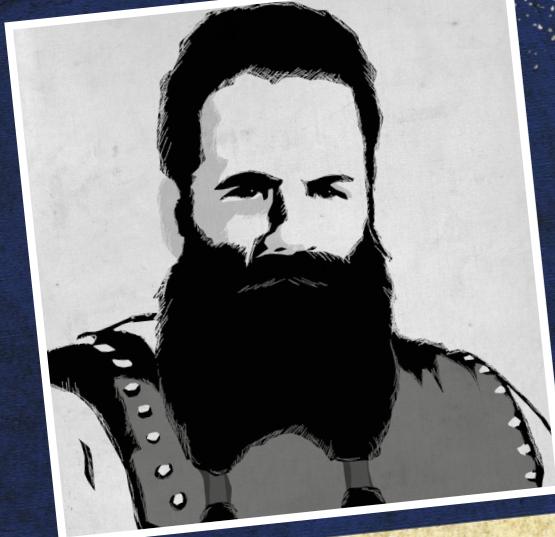
There is also a monthly judgment session headed by Nudrin Stoneshield. Many convicted criminals end up working in the animal pens or gardens outside the city. The jail is also located on the edge of the city.

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



GRUKDAR
"GRUMBLEPAUNCH"
FIREFORGE
LEADER OF ECHO

Echo



The Preservers

Children of the Sun compound

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update

the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sub-licenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.
Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark

Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.
Tome of Secrets, Copyright 2009, Adamant Entertainment, Inc. Authors: Walt Ciechanowski and Gareth-Michael Skarka
Pathfinder Roleplaying Game Ultimate Combat, © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

