



COLD MEMORIES LONG FORGOTTEN

WINTER ETERNAL

An unexpected find beneath the ice promises untold riches, but one misstep could mean death in the lonely, frozen wasteland.

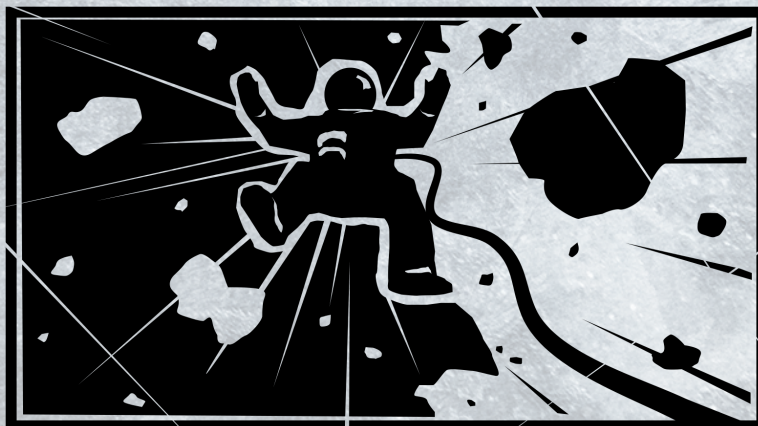
The heroes are on their way to a small camp a few days walk from the town of Crossroads. The camp is situated at the site of a newly discovered sunshard crater. The owner hired them to investigate the disappearance of miners and explorers from the camp. But on their journey there, they stumble across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

COLD AND DANGEROUS

The snow is tinged a dark orange by the sputtering sun and the beams from the ice suits cut bright slices in the murk. The heroes left the protection of the Archways days ago but it has been slow going. The snow is thick and walking is difficult in the bulky ice suits. All physical rolls incur a -2 because of the ice suits.

It's near midday, when there is a groaning beneath their feet. Heroes, who succeed at a Notice roll with a -2, can see that there are cracks shooting out from where they are walking. They have a chance to do something quick before the ground gives way, roll Agility -2 to see who makes it. With a loud rumbling the ice and snow disappears into a large crack and takes any unprepared explorers with it. Any hero not being able to hold on to something falls down into the darkness.

Luckily they fall only a few feet before landing on a flat surface (and gaining some Bumps and Bruises). After catching their breath, they see that they are on the roof of a building, a tower that has been trapped in a crevice under rubble and snow for hundreds of years. Any hero that did not fall needs to find a way to join his or her friends on the tower roof, before they can continue.



FROM A TIME FORGOTTEN

After a few minutes of searching the heroes find a trapdoor covered by snow. Centuries of dirt and ice have caused it to become almost fused with the tower and requires a Strength roll with a Target Number of 18 to open. The old trapdoor opens up to a staircase leading down into the tower.

Such a well-preserved ruin is a rare find. Who knows what riches might be found inside?

THE TOWER

Dimensions: Each level has a radius of 16" and a height of approx. 10 feet.

Lighting: Dark (-2) atop the platform; Pitch Darkness (-4) inside the tower and below.

1A - LOUNGE

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

1B - BEDROOM

A dresser is blocking the door. It has a Strength d8 when trying to move it and Toughness 8. There is a broken window in the wall and a pile of snow has ruined the bed and carpet. There is a skeleton lying on the floor in tattered rags. In the dresser there are old clothes and shoes. With a Notice roll, the heroes find a small jewellery box filled with rings and some diamond pendants.

Treasure: Box with jewelry (1 lbs, 450 gp).

1C - BATHROOM

There is a huge, rusted metal tub in the centre of the room. A cupboard is filled with vials and flacons of what might have once been perfume and soap. A large silver mirror against the wall could be of some value. Shelves against the western wall are filled with old moldy towels and linen.

Treasure: Large Silver Mirror (10 lbs, 600 gp).

2A - ROOM

The walls to the west are crumbling and the room is filled with rubble and bones. There are pieces of humanoid skeletons everywhere and it crunches under the feet of the heroes. There are also old soot marks on the walls, especially around the crumbling bricks. The Ice spiders in room 2c will attack when the heroes venture into 2b or 2a.

2B - ROOM

There are two, mostly intact skeletons in ancient rusted armor on the floor. The heroes can see bent and rusted swords lying beneath the rubble. Pieces of blackened wood are all that is left of the furniture.

2C - KITCHEN

In the corner is a nest of **Ice spiders** (3 per hero) that will rush towards the explorers as soon as they notice them. The eastern side of the room is filled with dense, white webs. There are some old pieces of bone, what could be rats and other pieces of debris sticking out of the sticky mess. Heroes brave enough to search through the webs, will only find broken cutlery, pieces of wood and dried husks. Against the western wall is an old stove, but the tables and shelves that were once here are lying on the floor in pieces.

2D - STOREROOM

The shelves in this room are filled with numerous crates and bags, but the food is long gone. There are two barrels in the corner, one still sealed with wax. Who is brave enough to test it? Inside the sealed barrel the heroes find surprisingly well preserved wine. This barrel could easily fetch 800gp from the right buyer.

Treasure: Sealed wine barrel (25 lbs, 800gp)

3A - LOCKUP

The level is filled with small cells or cages with iron bar doors. Against the eastern staircase stands on old table with some overturned chairs around it. Most doors are open, but there is nothing in any of the cells.

3B - CAGES

All the cells are similar, though most doors are locked. Old grime has dried on the floor and some walls. There is no indication what was kept here. The cells are small, 1" by 1" and not higher than 5ft.

4A - OPEN ROOM WITH STAIRS

There are pieces of furniture on the floor as well as dried splashes of some dark substance. A Healing roll will help the heroes recognise that the stains are blood. The southern wall and part of the floor is gone and looks down on a lower level and a cave.

4B - LABORATORY

It appears that this was once a laboratory, but now it is a broken mess. There are also pieces of humanoid skeletons between the broken glass, spilled ingredients and smashed tables.

Treasure: 3x potion of Healing (150 gp each), a potion of Speed (250 gp).

4C - LIBRARY

What was once a library is now mostly a hole in the floor. The heroes can see what is left of two large bookcases lying in the rubble below them. They can see some nooks and scrolls but can't make out what condition they are in. They are looking at a possible fortune. They only have to climb down there.

5A - BOTTOM CHAMBER

This is a single, large chamber. The southern wall with the staircase collapsed and opens up into a large cavern. On the floor are scratched markings and the walls have carved runes, but all are to old and faded to make out. The smashed bookshelves lay amongst the rubble to the southeast. There are books and scrolls around it. Most are destroyed, but there are about 20 that are salvageable and their combined value can be estimated at around 2,000gp. The Preservers would pay handsomely for them, or they could try to find some other buyers.

Treasure: Books & Scrolls (10 lbs, 2,000gp).

5B - CAVE

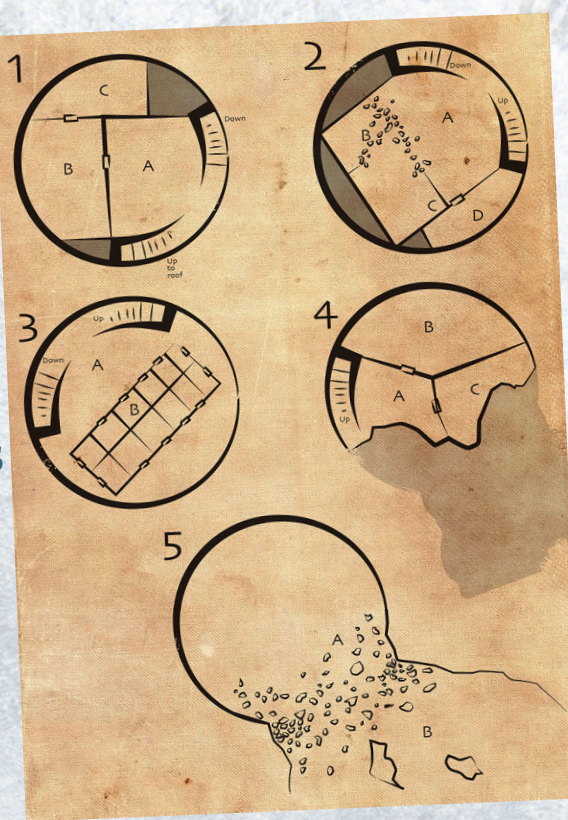
A large cavern disappears into the darkness to the east. Stalactites and icicles hang from the ceiling. Rubble from the walls litters the floor between stalagmites and ice formations. The whole cavern counts as Difficult Terrain. If the heroes want to have a look in the cavern, a Notice roll will help them notice drag marks and some crushed stone pieces.

It is at this point when the heroes hear movement in the cavern and a Frost worm bursts out of the darkness. The heroes are standing in its lair and it is not happy.

RUN FOR YOUR LIFE!

In its death throes (or its rage if the heroes runs away) the Frost worm thrashes around and the tower and cavern starts crumbling. The heroes need to get out of this crevice before they are buried by stone and ice forever.

The escape is resolved as a standard 5 round Chase. Players roll the better of Agility or Climbing as rocks crash down around them, widening cracks appear in the floor and dust makes breathing and visibility difficult. Anyone carrying heavy treasure and gear should check for encumbrance. The collapsing cavern is a Wild Card with the following stats: Agility d8, Pace 8 and Fighting d8



(Falling stones, 2d6). It attacks attacks all heroes it has Advantage against. Any hero with a Club on Initiative gives the collapsing tower a Wild attack against them as they stumble amidst the falling debris. On a 1 in 4 the falling rocks hit the helmet of the ice suit. The glass helm has a Toughness of 6. If it breaks, the hero must roll Vigor at a -2 every 5 minutes against the intense cold.

IN THE CLEAR

Did the heroes leave ropes on the roof to climb out the crevice or do they try to jump to safety? Did everyone survive? There should be replacements for helmets among the equipment left outside, having spares is a given for survival in the frozen wastelands.

The heroes can make some good coin if they manage to get out with some of the treasure from the tower. Will

they return or will they continue on their way? Either way, their adventures aren't over yet.



Frost worm

This massive white worm lives out in the frozen wastelands and attacks almost anything it can find.

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:** 11

Special Abilities:

Bite: Str+d6

Burrowing (10''): When a frost worms disappears, it can appear and attack anyone within 10'.

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.

Infravision: It has no eyes, but its whole body is covered by shaggy fur, with heat-sensitive bristles beneath.

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.

Slam: Str+d6, nonlethal damage.

Ice spiders

These large, white-haired spiders have a nasty bite and paralyze their prey before eating them while alive and warm. They make loud hissing noises while attacking.

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

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

Pace: 8; **Parry:** 6; **Toughness:** 4

Special Abilities:

Bite: Str+d4

Freezing 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.

Infravision: Ice spiders senses the heat of nearby creatures.

Size: -1 These spiders are as big as a large dog.

Wall Walker: Ice spiders walk on vertical surfaces at Pace 8.

WINTOR ETERNAL

Name

Gervis Dusktaker

Profession

Human Investigator

Setting Rules

Multiple Languages

Seasoned
30 XP

ATTRIBUTES

Agility

d

6

Spirit

d

8

Vigor

d

6

Smarts

d

10

Strength

d

6

CHARISMA

+2

PACE

6

PARRY

5

TOUGHNESS

6(1)

SKILLS

Fighting

d6

Shooting

d6

Streetwise

d8 +2

Investigation

d8 +2

Spellcasting

d8

Persuasion

d4

Notice

d6

Stealth

d4 +1

HINDRANCES

Curious (Major)

Enemy (Minor)

Quirk (Minor) - Talks about himself in the third person

EDGES

Arcane Background: Magic

Attractive

Investigator

Blind (Darkness)

Bolt (Electricity)

Stun (Electricity)

Fear (Darkness)

Invisibility

EQUIPMENT

Backpack

Winter clothes

Glowstone lantern

2 x Potion of Healing (heals one wound when consumed)

Whisperstep boots (+1 Stealth)

Potion of speed (doubles basic pace for 1 round)

WEAPONS

Short Sword

Crossbow 15/30/60 Damage - 2d6

Quarrels x10

Dagger Damage - Str+d4

ARMOR

Leather armor

WINTOR ETERNAL

Name

Emlin Irkeen

Profession

Human rogue

Setting Rules

Multiple Languages

Seasoned
30 XP

ATTRIBUTES

Agility

d 10

Spirit

d 6

Vigor

d 6

Smarts

d 6

Strength

d 6

CHARISMA

0

PACE

6

PARRY

5

TOUGHNESS

6(1)

SKILLS

Climbing d8 +2

Notice d6 +2

Taunt d8

Fighting d6

Shooting d6 +1

Lockpicking d8 +3

Stealth d8 +2

HINDRANCES

Curious (Major)
Phobia (Minor): Spiders
Stubborn (Minor)

EDGES

Alertness
Dodge
Steady hands
Thief

EQUIPMENT

Backpack
Winter clothes
Thieves Lockpicks (+1)
Rope
2 x Potions of Healing (heals one wound when consumed)

Scroll of flying

WEAPONS

2 Daggers Damage - Str+d4
Eagle eye Crossbow (Shooting +1) 1
5/30/60 Damage - 2d6
Quarrels x10

ARMOR

Leather armor

WINTOR ETERNAL

Name

Gormick Runeshield

Profession

Dwarven Brown Cloak

Setting Rules

Multiple Languages

Seasoned
30 XP

ATTRIBUTES

Agility

d 6

Spirit

d 8

Vigor

d 10

Smarts

d 6

Strength

d 10

CHARISMA

0

PACE

5

PARRY

6 +1

TOUGHNESS

8(1)

SKILLS

Climbing

d6

Shooting

d4

Fighting

d8

Stealth

d4

Notice

d6

Streetwise

d8

HINDRANCES

Code of Honor (Major)

Loyal (Minor)

Quirk (Minor) - Smokes smelly cigars

Slow

EDGES

Brown Cloak - +1 to Notice and Streetwise rolls in the city they work in

Connections (street people).

Low Light Vision

Tough

Block

Combat Reflexes

Suit master (no -2 to physical checks while wearing the ice suit)

EQUIPMENT

Backpack

Winter clothes

Handcuffs (Manacles)

Whistle

2x Potions of Healing

(heals one wound when consumed)

2x Potions of warmth (for 3 hours add +1 to Vigor rolls out in the cold)

WEAPONS

Blooddrinker Battle Axe Damage - Str+d8 +2

Dagger Damage - Str+d4

ARMOR

Leather armor

WINTOR ETERNAL

Name

Baako Longtooth

Profession

Grayn muscle

Setting Rules

Multiple Languages

Seasoned
30 XP

ATTRIBUTES

Agility

d

6

Spirit

d

6

Vigor

d

10

Smarts

d

4

Strength

d

10

CHARISMA

-2

PACE

6

PARRY

8

TOUGHNESS

8(1)

SKILLS

Climbing

db

Notice

db

Tracking

d4

Fighting

d10

Shooting

db

Healing

d4

Stealth

db

HINDRANCES

Loyal (Minor)

Mean (Minor)

Overconfident (Major)

feared -2 Charisma

EDGES

Low Light Vision

Luck

+2 on Notice when using smell

Combat Reflexes

Block

Suit master (no -2 to physical checks while wearing the ice suit)

EQUIPMENT

Backpack

Winter clothes

Rope

Glowstone

Potion of speed (doubles the basic pace of a character for 1 round)

2x Potion of Healing
(heals one wound when consumed)

WEAPONS

Bloodfang Longsword Damage - Str+d8 +2

Bite attack Damage - Str+db

Crossbow 15/30/60 Damage - 2db

Quarrels x10

ARMOR

Leather armor

WINTER ETERNAL

Name

San Kareef

Profession

Human Lightbringer

Setting Rules

Multiple Languages

Seasoned
30 XP

ATTRIBUTES

Agility

d

6

Spirit

d

10

Vigor

d

6

Smarts

d

6

Strength

d

8

CHARISMA

0

PACE

6

PARRY

6(1)

TOUGHNESS

6(1)

SKILLS

Climbing

d6

Healing

d8

Stealth

d4

Fighting

d8

Notice

d6

Faith

d8

Shooting

d4

HINDRANCES

All Thumbs (Minor)

Hard of Hearing (Minor) -2 on Notice to hear

Heroic (Major)

EDGES

Holy Warrior

Arcane Background: Miracles

Healing (Light)

Smite (Light)

Combat Reflexes

Armor (Light)

Danger Sense

Barrier

Suit master (no -2 to physical checks while wearing the ice suit)

EQUIPMENT

Backpack

Winterclothes

Glowstone

2x Potions of Healing (heals one wound when consumed)

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.

WEAPONS

Burning light Longsword Damage - Str+d8 +2
(The weapon has the Glow and Sunlight trapping)

Dagger Damage - Str+d4

ARMOR

Leather armor, Buckler

WINTOR ETERNAL

Name

Skreet Wallclimber of Wyvern street

Profession

Goblin tinkerer

Setting Rules

Multiple Languages

Seasoned
30 XP

ATTRIBUTES

Agility

d

8

Spirit

d

8

Vigor

d

6

Smarts

d

8

Strength

d

6

CHARISMA

0

PACE

10

PARRY

4

TOUGHNESS

5(1)

SKILLS

Climbing

d6

Shooting

d8

Weird Science

d8

Fighting

d4

Stealth

d8

Notice

d4

Taunt

d8

HINDRANCES

Anemic (Minor)

Quirk (Minor): Wears a giant, floppy hat with a feather in it.

Yellow (Major)

EDGES

Arcane Background:
Weird Science

Steady Hands

- Blind (A device that "shoots" packets of pepper powder)
- Entangle (A device that shoots a sticky and smelly gum)
- Barrier (Bags Of Goo That Expand And Harden)
- Wall Walker (Boots With Suction Cups)

EQUIPMENT

Backpack

Mismatched winter clothes

Rope

Random bunch of trash

and trinkets

Dead rat

2 x Potions of Healing
(heals one wound when consumed)

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.

WEAPONS

Dagger Damage - Str+d4

ARMOR

Patched Leather armor

Gervis Dusktaker

Gervis is the founder of Torchlight Investigations. He loves a good mystery and his curiosity has gotten him in trouble a few times over the years. He made an enemy of a local gang leader during his first case, but he tries to stay out of his way.

He comes across as a bit odd but he is good at what he does and he has friends who help him in his investigations.

Gervis has helped with a few high profile cases the past year and has gained a little bit of fame because of it. Suddenly there are many more cases for him to investigate. There is a serial adventure written based on the case as well, called The Torchlight Mysteries and he keeps a copy on his bedside table.

He noticed that some of the cases might be linked and it seems that there might be somebody working on some unknown plan behind the scenes.

Emlin Irkeen

Emlin is a good thief, but after almost getting killed during a breaking, made her decide to rather use her skills to help a friend. It might not always be safer than burglary, but she is having lots of fun.

She can get a bit difficult if she doesn't get her way, but is mostly a likable person.

Emlin was approached by the local thieves guild for a few jobs and it seems she has fallen back into old habits. She still helps Gervis out when she can but it is getting difficult keeping her two lives separate.

Gormick Runeshield

Gormick is a young Brown Cloak and still new to the city. She helps Torchlight Investigations in her spare time. She needs the extra money, since her parents aren't happy she moved from Drogan to the outside world and refused to help her.

She is very loyal to her friends in the group, even if they hate the smelly cigars she smokes.

Gormick has been rising in the ranks and is now a sergeant. She accompanied a group of Brown Cloaks out into the wastelands looking for an escaped killer and knows what lies outside the safe cities. Her work with Gervis has helped her career a lot and she well like on the streets she patrols.

She has noticed the appearance of a new substance on her streets and she and Gervis is investigating its origin in their spare time.

Baako Longtooth

Gervis hired the surly grayn for protection after his run-in with the gang leader. Baako might not be in the group for his mental agility, but there is none better to have in a fight.

He is an outcast from his tribe and has unofficially adopted Torchlight Investigations as his new tribe. He is always ready to take on more than he should be able to handle, but somehow luck is always on his side.

Torchlight investigations have come to depend on the surly grayn for protection. Baako spent some time with an exporer group out in the wastelands. He wanted to see what his limits were and very nearly reached them in the months outside. After hearing that Gervis almost died during an investigation, he decided to return and keep an eye on the group.

San Kareef

San ran away from home because of an abusive father. He beat her so much he damaged her ears and she decided that life on the cold streets would be better and safer.

Luckily a cleric of Ihlanar found her and took her in. Now, years later, San has become a Lightbringer, a proud warrior of her god. She met Gervis during her training and they have become good friends. She helps him with cases when she has the time.

When they heard rumors of a vampire out in the wastelands, San was the first to volunteer. They spent months hunting the monster and she endured many hardships. She came back even more committed to eradicating darkness and evil and has been working a lot with Gervis.

She has started hearing whispers at night and she is worried that it might not be the Lady of Light that is trying to contact her.

Skreet Wallclimber of Wyvern street

This sickly little goblin joined the group after they saved him from an angry mob. He also knows now not to test his inventions in the market place.

Skreet likes to make things. Since he doesn't have access to expensive components, he uses what he can get his hands on. Being a goblin that means anything he can find in the trash or steal. His inventions are always on the verge of falling apart, but they do seem to do what they are supposed to do.

Though he's not very brave, he is loyal to the group and helps out where he can. His floppy hat keeps falling into his eyes and most of the time he is thinking of some new contraption, but the group enjoys his odd, but sincere friendship.

Gervis and San helped Skreet to buy a small workshop in the Autumn Zone. He spends hours there working on new ideas and inventions. Thought there were only two official complaints, people have learned that it is safer to give the building a wide berth when they walk past.

