

WINTER
ETERNAL

Rise of the Ghost Machines

MORNÉ SCHAAP
ERIC LAMOUREUX

JUST
INSERT
IMAGINATION



All you need for this adventure are the Savage Worlds Deluxe rules, this document, and copies of the pre-generated characters. Feel free to use the blank character sheet to make your own characters as well. The Winter Eternal setting book is NOT needed to enjoy this adventure.

Breekhul Smudge of Wallside level 3G (his full name) is a dreamer and a builder. Many thought him stupid or that he has mental problems. What they could not understand was that the little goblin was a genius. His mind was always working, always examining and always designing.

When his invention won the annual Science fair, the Baaken family took him under their wing. He was given a laboratory, a workshop and all the paper he could write on.

For the past five months, he has invented some amazing things, but the many legs of a spider inspired him to a new and much bigger project. He was watching the arachnid climb up the wall when inspiration struck. He grabbed paper and ink, and started designing a steam driven walking machine. Something that could travel through the wastelands, that could overcome obstacles like snow drifts without getting bogged down.

After months of hard work under the watchful eye of Gerald Baaken himself, the prototype was ready to be tested. It was nicknamed "The Crab" since it more resembled something belonging on the bottom of the ocean, than the nimble spider that served as inspiration.

The walker was moved to Deadfalls, from where it will be piloted back to Wallside. A small group stands ready to head out into the dark inside this new invention. If they survive the trip, this walker will open up new ways to travel across the icy wastelands, if it fails, then this is just another experiment by a crazy artificer that went awry.

"Looking back you can still see the lights and fires of the departure ceremony flickering on the wall. The machine sways and jerks as it makes its way further from the city."

Light from the headlamps dance across the mounds of snow and makes the shadows jump and writhe. Around you pipes hiss and gears rattle.

To your right, the failing sun is just peeking over the horizon. The orange-tinted wasteland stretches out ahead of you. This is going to be an interesting journey."

Setting Rules

Joker's Wild

See Savage Worlds Deluxe rules for more information.

Winter Eternal rules and flavor

This once green world of Ehlerac was almost completely destroyed when the sun exploded. The night side survived the wave of flames, but other natural disasters, as well as plummeting temperatures killed many.

Nature Wardens started camps and used their magic to grow food. Different races were forced to live together or die.

Now, more than a hundred years later, the camps are now giant cities heated and lit by magic. Ehlerac is moving on and hope has returned to its frozen wastelands.

Setting terms

- Sun shards - an orange crystal that was found in craters in the wastelands.

It heats up when light shines on it.

- Gerald Baaken - Leader of the city of Wallside and a famous artificer. The Baaken family also runs a yearly Science fair.

- Deadfalls is a city overrun by ghosts. They are everywhere and citizens have mostly gotten used to them as they drift through buildings, run down the street or peek through windows.

- The Voiceless is an organization that can speak to the ghosts. These black wearing mages are seen all over and by many accounts rule the city in all but name.

- Wallside is a city built on the inside walls of a large chasm. It uses the lava at the bottom to heat the city. There are many levels of platforms, walkways, and stairs. Many artificers make a living here.

Cold rules

The world of Ehlerac is cold and deadly. Here are new rules to handle the deadly temperatures.

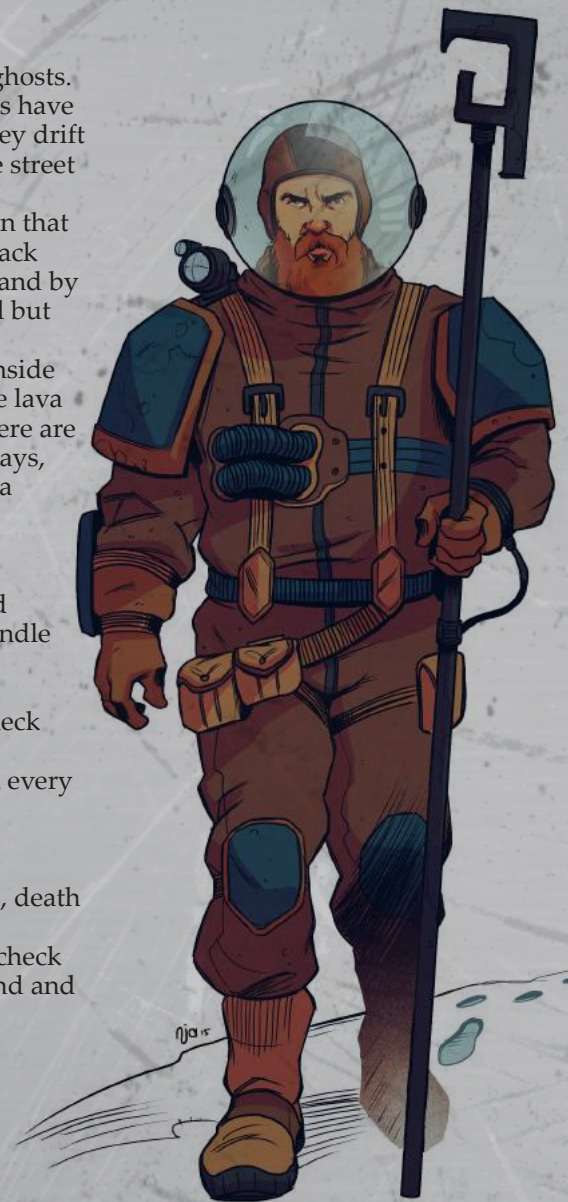
In the Wilderness:

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

During a Super Blizzard

- With or without winter clothes, death occurs in about 15 minutes
- Ice suit or Sunshard tent - No check necessary (though the strong wind and no visibility adds new dangers)

Wearing an ice suit incurs a -2 penalty on all strength and agility based actions. It is difficult to move around in one, unless you have the Suit master edge.





Heading out

The mission set by Gerald Baaken is to travel from Deadfalls to Wallside. The walker must be protected but must also be tested in the extreme conditions of the wastelands. There is enough food for about three months, as well as material to patch and repair. Should problems arise though, they must head towards civilization but otherwise the walker should stay away from the Archways or Archway towns.

Invasion plans

Jasper Terrah hates the dark and grim city of Deadfalls. He came here two years ago in hopes of finding his dead wife. Since many of the ghosts on the continent drift to the dark city, he has been searching in hopes of finding her. While his grief was slowly driving him mad, he joined the Voiceless in desperation. He was hoping for ways to return the dead to life, but as an initiate, he had no access to spells that could help.

Jasper came up with a different plan to get the information he wants, after meeting an orc-tainted man named Sadac Venhar. An artificer by trade, Sadac invented a power source that uses the dead to power his machines. But he needed the help of one of the Voiceless to summon and trap ghosts. Jasper was keen to help, so they traveled to his workshop in the wastelands, a few days from Deadfalls. Their plan was to invade Deadfalls. Sadac intends to rule the city, but Jasper only wants to force the Voiceless to help him.

After almost a year of hard work, Jasper and Sadac are ready to move on Deadfalls. Their powerful ghost powered walker-suits are ready to head

to Deadfalls. If all goes well, in a few days, a new ruler will look out over the city of ghosts.

The haunted Crab

Six hours into the journey the mech is hit by an explosive force that lifts the front legs off the ground and sends the crew flying. Dials turn crazily and the cabin fills with burning steam (see Burst steam pipes on the Complications table). When everything is back under control, the heroes notice what looks like a slight green mist flowing along the metal walls (inside and out) and over the consoles and floor. In the mist they could make out faces twisting and gibbering as well, this was not a natural phenomenon.

Then a voice sounding like vibrating metal plates fills the cabin. "Please help me! I was kidnapped by a group and forced to build walking machines. They have my family. I escaped but the cold killed me before I could find help. You must stop these madmen and save my family!"

If the heroes agree, the ghost, Gebra Redbraid, tells them her story along the way. She is a dwarven artificer from Wallside. A year ago she and her family were kidnapped and brought to a large workshop in the wastelands near Deadfalls. She was forced to work on building personal walking machines. She was instructed to include a device that captures spirits, to power these walkers and it made them very fast and powerful. There was also work on a much bigger steam-powered walker. Seems the group has plans to head to Deadfalls and take leadership by force.

If the heroes do not want to follow her directions, the Crab will keep on steering towards the right by itself. Gebra makes life as difficult as possible for the crew until they help her.

Workshop in the wastelands

It takes a few hours to reach the workshop. Breekhul's assistant notices that the Crab is walking faster and more sure-footed than before. The workshop is built against a cliff in the mountains north of Deadfalls. The road to reach the hanger is wide enough to accommodate a large wagon, but it does not seem like the Crab would fit.

There are usually only one or two guards keeping watch outside. They aren't always as alert as they should be, since there is no-one out here to see what they are up to. Gebra's family is kept in the living quarters with one guard by the door. There is a very large door in the front to allow the walkers to leave, but there is a smaller door on the side of the hanger.

Villains on the way

Jasper Terrah and Sadac Venhar are ready to attack Deadfalls. They have 10 personal walkers and a vehicle to act as a troop carrier. Are they still in the hangar when the heroes arrive? Are they already on their way? Will the heroes be able to stop them? Maybe Gebra knows of something that could help.

If the group already left, it is easy for the heroes to follow them. The large tracks in the snow are very obvious. But the heroes don't have to travel for too long it seems...

Life-force leeches

The dead-powered walkers are stronger and faster. What Sadac Venhar never realized when building these devices, was that the life-force of the pilots were slowly being drained as well. After half a day the pilot suffers from headaches and nausea. After 24 hours the pilot dies. But something horrible happens inside the walker. The now undead pilot and walker combine to form an unholy machine. The undead inside

hates all life and now has the firepower to do something about it.

The heroes come across the carrier wagon in the ice. Lights are off and it is not moving. To the side the heroes spot the wreckage of one of the walkers, crushed and broken. There is no sign of the other walkers though and all seems quiet. The zombie walkers are around them in the dark, but they don't know about it yet.

Twists and complications

There are many dangers in the wastelands and disaster can strike at any time. Now add an unpredictable steam machine, haunted walkers as well as invasion plans by a maniac, and this could be a very deadly and short trip.

The test run is expected to take at least two to three months, though the detour to the machine works will mess with the crew's plans. If they want to continue afterward, here is a list of complications to throw at them.

Some of the locations will work better the further the Crab is from the city. Ruins closer to Deadfalls will have been explored already, but that does not mean it is safe to go in there. Some of the locations can only be reached if the crew decides to head to Wallside after taking care of Jasper Terrah. Use as many as you want by rolling a dice or just picking what you like.

Suggestion: When the walker breaks down, consider drawing a card from the deck. On a black card, the needed materials are found in the supplies. On a red card, the needed materials aren't there or not enough. The heroes will have to go look for it in nearby ruins or come up with a plan to do the repairs.

In some cases only one or two heroes will be busy with repairs, this is an ideal time for something bigger to attack the walker. In this case run the repair as a Dramatic task.





Complications table



D20	Event	Description
1	Cracked pressure chamber	The pressure chamber is rapidly losing steam pressure. The walker is moving slower and slower (half top speed and acceleration) and without repairs it will be stranded in the wastelands. The Repair roll to fix the cracked steam chamber is done at a -2. Hot steam is leaking out and making it dangerous for those working on it. A failure adds a level of Fatigue to the hero. On a critical fail the engine explodes and everyone in the compartment takes 2d10 damage.
2	Cracks in the glass	Cracks are rapidly spreading across the front window. If that goes, the crew will be exposed to the dangerous elements and will lose any environmental protection the walker offers. If the windows break, the rest of the trip will have to be done inside the bulky ice suits. There should be a sealant in the repair supplies. It is delicate work and a Repair roll is done with a -2
3	Exploration	The heroes spot something out in the darkness. Roll on the Wastelands locations table. Do they want to go and investigate?
4	Super blizzard	The wind is picking up and a storm is on the way. Visibility is zero and to continue traveling could be very dangerous. The walker needs to be turned sideways into the wind, or there is a chance it could be blown over. Finding adequate shelter will protect the walker from the wind. This is also a good time for something or someone to attack the walker.
5-6	Burst steam pipes	Burst steam pipes are filling the crew compartment with burning hot steam. Use the same mechanics as for the cracked pressure chamber, but Repair rolls are done with a -1. Everyone in the crew can help to fix the leaks.
7-8	Attack!	There are many dangerous beasts and monsters outside. Seems something has decided to investigate this strange machine from up close. See the included bestiary for some ideas. The <i>Winter Eternal</i> core book or adventure guide can also help, if you have those books.
9	Broken gears	Gears broke in some part of the engine and the walker comes to a grinding halt. Repair roll can be made but from now on the speed and acceleration of the walker is halved.
10	Broken sunshard	The sunshard shattered and is not generating heat anymore. See Cold Rules. It is also not heating the boiler and the walker comes to a stop. There will be shards in the repair kit, but any repair work must be done in complete darkness. Any light on a sunshard could kill everyone inside the Crab. A Repair roll is done at -2.
11-12	Deceptive footing	The ice and snow give way beneath the walker. Some of the legs are stuck. A Pilot roll at -2 could get them free. The Crab is slowly slipping into the widening crevice and a failure could end in the disaster. The grappling hooks could help to get the Crab out. If something or someone decided to attack the walker as well, it could be run as a Dramatic task.
13-14	Stuck pressure valve	Pressure is building fast and if it can't be released in time, the explosion will be big enough to be seen in Wallside. To fix the problem is a Dramatic task using Repair.
15-16	Entangled	The legs of the walker is caught in a bunch of old roots or something similar. A driving roll at -2 is needed to escape. If the pilot fails, the crew will have to get out and cut the legs free.
17	Something in the way	There is some obstacle in the way of the walker. Do they try to go over, through or around? Roll on the Wastelands location table or create your own.
18	Broken leg hinge	One of the legs swings about uselessly, as some of the gears and cables broke. Speed and acceleration are halved until fixed. Repair rolls are done with a -2.
19	Explorers	A group of explorers crosses the path of the walker. Are they friend or foe? Are there any problems? If using the Spanner in the works twist, it could also be the mercenaries.
20	Snapped cables	Some of the crew's nest of cables helping with movement has snapped. Speed and acceleration are halved. A Repair roll is done with a -2 since work must be done on top of the walker and footing is precarious. If done with another complication, this could be run as a Dramatic Task.

Wastelands location table

D8	Location	Description	D8	Location	Description
1	Lonely tower	A dark and intact tower stands alone in the ice fields.	5	A camp with a group of tents	Who expected to find explorers this far out? Is this the group looking for them, or just brave explorers out in the wastelands?
2	Grottos along a mountainside	Looks like these openings are more than just natural formations.	6	A castle in the hills	The lights flickering from the windows can be seen for miles. Seems someone is still living there.
3	Small ruins	Looks like a small village from before Sun-death.	7	A chasm in the ice	The heroes see a chasm ahead of them, orange vapor rising slowly from its depths.
4	Large ruins	This is the remains of a larger settlement from before Sun-death.	8	Footprints	Huge footprints show up in the snow ahead of them. How big can this creature be?



GM's with the Winter Eternal wastelands adventure guide could add even more locations and monsters to these lists, like shard mines, red shard craters, the long forgotten battleground and more.

Twist: A spanner in the works

Yor-Mel Durov is not a very nice man. He is also not a very gifted artificer and there are rumors that some of his inventions are not always just his own work. Yor-Mel has been keeping tabs on the projects of many artificers in the city. When he found out what Breekhul is working on, he immediately knew that it must be his. This one invention could help him get the money and recognition he felt he deserved.

He knew he had little time, so he found a group of mercenary explorers willing to head out into the wastelands. They have only two orders: capture the Crab and leave no witnesses. If no trace of the walker remains, people will assume it was lost in the wastelands. Yor-Mel plan to copy the design and reverse engineer the walker, so that he can build a working model in record time.

Twist: The ghosts have taken over

The heroes reach the workshop or the traveling mech. All is quiet, but they soon find out that the ghosts have broken out of the power sources and they are angry! Most have been killed, but there might still be survivors if the heroes want to search for Gebra's family.

Vehicles

The Crab

Large and bulky, the prototype walker looks like a crab or spider scuttling across the landscape. It has three legs on each side, a steam engine in the back and a crew compartment with seating for four people and a pilot. There are also storage units on and below the main deck filled with spare parts for the walker, provisions, and ice suits and camping gear.

Since this is the prototype, everything is a bit rough. There are pipes running everywhere, the compartment is cramped and there is only a little bit of armor around the machine. There are no luxuries included, but the machine is sturdy and Breekhul is sure it will be up to the task.

Acc/TS: 4/12

Toughness: 19/14/14(7/4/4)

Crew: 1 (5)

Notes: Heavy Armor, Tracked

Powerpoints: 10. Regains 1 every hour

- **Steam-powered cannon:** (as the *bolt power* (Heavy Damage) with small metal balls that is loaded and then shot). There is a cannon on each side of the walker and needs the Shooting skill to operate
- **Grappling hook:** (as the *wall walker power*, but the walker cannot run). Each cannon has the option to shoot a grappling hook and rope (3/6/12). It can be used to anchor the walker or scale cliffs and other terrain. It needs the Shooting skill to operate.
- **Power jump:** (as the *fly power*, but the walker jumps forward at its pace. The jump can't be extended and the walker must land at the end of the movement). The pilot needs to make a Drive roll to jump.
- **Ramming spikes:** (as the *smite power* but with spikes along the front of the walker). It needs a Repair roll to activate.

Zombie walkers

Bigger than an ice suit, though it does resemble one, the metal walker suit is bigger and faster because of its powerful ghost battery on its back. It also has a range attack. One suit can be as dangerous as 20 men. Because of the undead pilot inside it hates the living and will attack on sight.

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

Skills: Fighting d8, Notice d10, Shooting d8

Pace: 8; Parry: 6 Toughness: 11 (3)

Special Abilities

- **Armor +3**
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Death beam:** (as the *bolt power* (Heavy Damage) with a bright blue beam). There is a cannon on the right shoulder of the walker and requires the Shooting skill.
- **Chill Touch:** On a successful touch attack, the target must make a Vigor roll. On a failure, the victim suffers one level of Fatigue as some of his energy is absorbed.
- **Size +2**
- **Heavy armor**
- **Power slam:** Slam attack, Str+d6 Heavy Weapon

THE CRAB

MAIN DECK

Large and bulky, the prototype walker looks like a crab or spider scuttling across the landscape. It has three legs on each side, a steam engine in the back and a crew compartment with seating for four people and a pilot. There are also storage units on and below the main deck filled with spare parts for the walker, provisions, and ice suits and camping gear.

Since this is the prototype, everything is a bit rough. There are pipes running everywhere, the compartment is cramped and there is only a little bit of armor around the machine. There are no luxuries included, but the machine is sturdy and Breekul is sure it will be up to the task.

Acc/TS - 4/12

Toughness - 19/14/14(7/4/4)

Crew - 5

Notes: Heavy Armor, Tracked

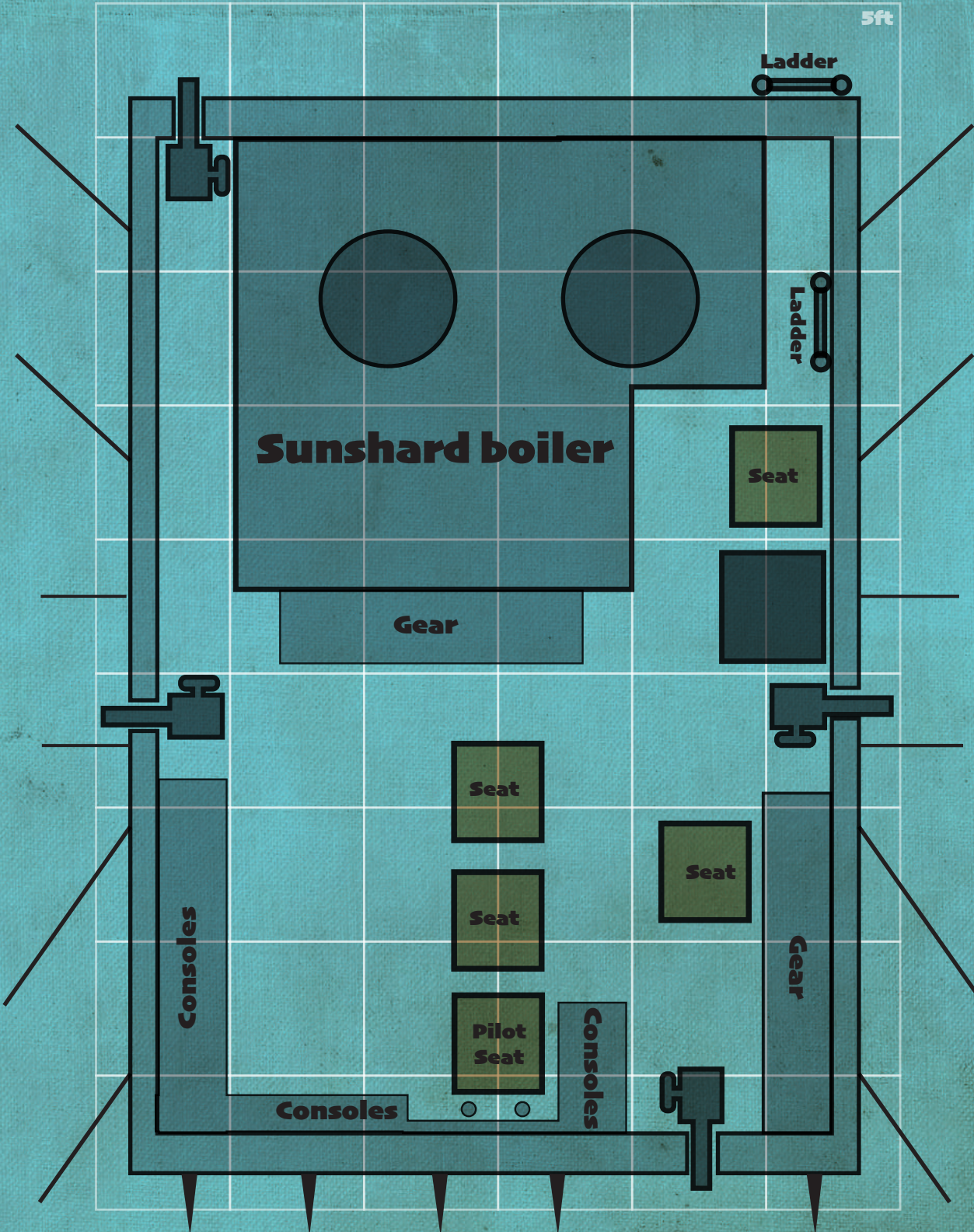
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5ft



**Sunshard
boiler**

Parts**Parts****Parts****Legs
mechanism
access****Gear****Provisions****Provisions****Provisions**

LOWER DECK

Pretty tight down here, the roof is low and it feels like an oven. The food and parts in lockers along the walls. There is also access to the main mechanism of the legs.

Gear stored:

- **food**
- **ice suits**

The ice suit is a relatively new invention, but has made renewed exploration and travel outside the Archways possible. A small sunshard in a backpack fills this insulated suit with heated air. The helmet has a large glass visor, which has a 50% chance of breaking when you fall.

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

- **extra parts for the Crab**
- **tools**
- **clockwork weather station**

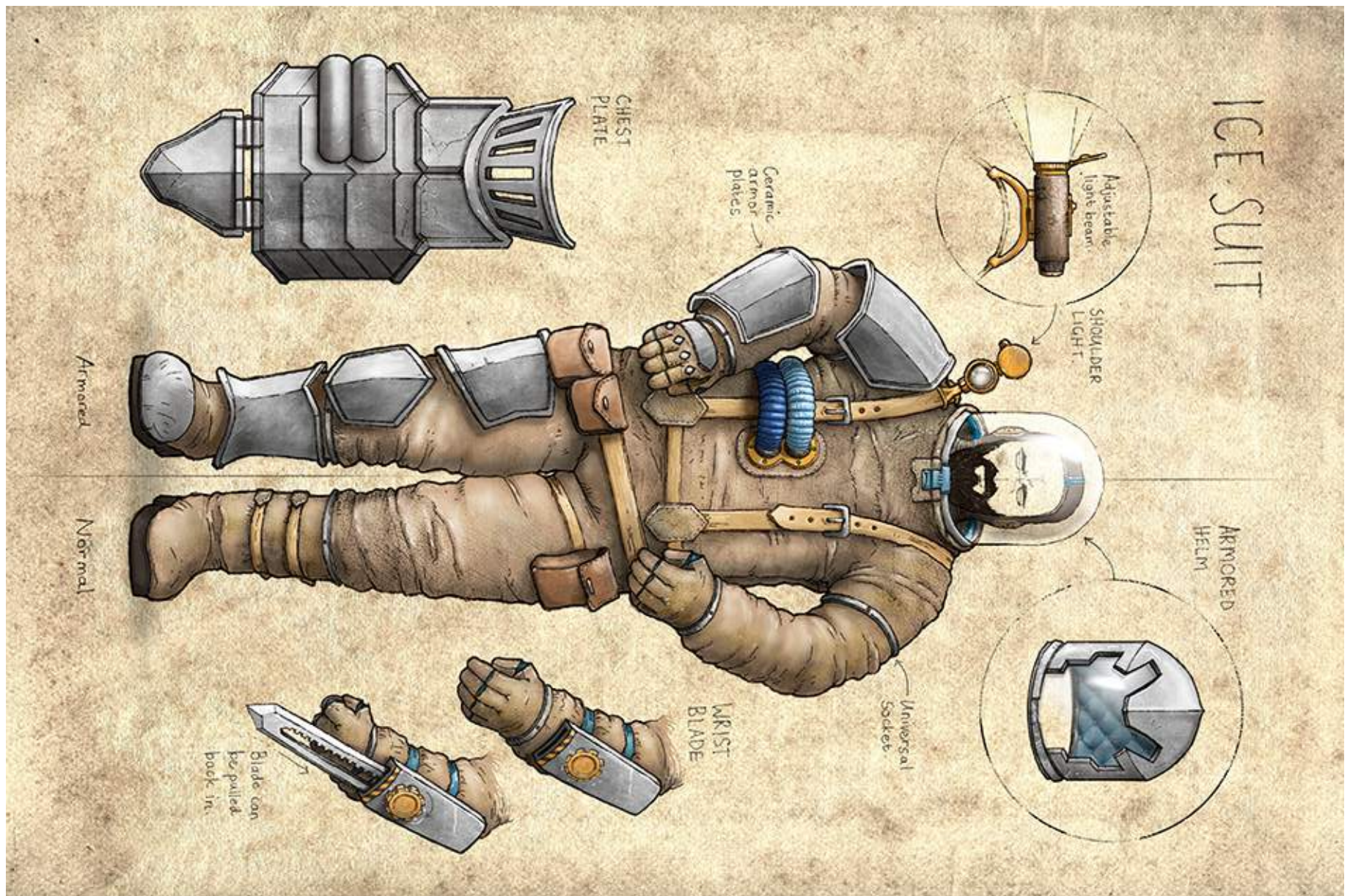
This small box is wound with the accompanying key. It operates for a few minutes measuring wind speed and other meteorological elements. It is always safer to know if a super blizzard is on the way than to be caught unprepared.

• **insulated tents**

This thick leather tent helps protect against the cold, since it's not possible to sleep outside without protection. This tent works well when sleeping along the Archways, but when camping in the wilderness, a portable campfire is needed to heat the interior. It sleeps two comfortably.

• **portable campfire**

A sliver of a sunshard is positioned inside this drum with its 3 collapsible legs. There is space for a candle and when lit, it heats the immediate area and can cook food. A grill and hook is provided.



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Ehlerrac

- City
- Town
- ⊗ Sunshard mining

- Archway
- Ice run
- ▲▲▲▲ Underground tunnel

- ||||| Archway not completed
- 0 50 miles



Goblin

Seasoned (20 xp)



Leaky-nose Luckbringer from level 3, Birds Nests, Wallside

Leaky is Breekhul's assistant and knows the inner workings of the walker just as well as he does. He has been tasked to keep the machine going during its first test run out in the wastelands. He is pretty nervous, but his loyalty to his boss keeps him motivated (and from running away). Breekhul hopes that if his skill and pockets full of parts don't help in a crisis, that his lucky streak will pull them through.



ATTRIBUTES

d6

d10

d6

d4

d6

AGILITY

SMARTS

SPIRIT

STRENGTH

VIGOR

SKILLS

d4

d4

d6

Climbing

Fighting

Knowledge:
Engineering

-1

10

4

4 (-1 goblin)
Toughness

Charisma

Pace

Parry



Hindrances



Loyal (to Breekhul and the mission)

Habit (Minor - plays percussions on the pipes)

Yellow

Edges

Arcane Background (Weird Science)

McGyver

Luck

Scavenger

New Power

Powers

Drain

2

Range

Smarts

Effect

LBt

Duration

30 mins

Light
(miner's helmet)

(1/10 minutes)

Barrier
(ice wall atomizer)

1/section

Smarts

Toughness 3 (1 per
section per
round)

Equipment

Winter Clothes

Ice Suit (in storage)

Engineer Staff (contains tools - counts as work tools) - 2d4 damage



Powerpoints

10



Racial Abilities

• Fast: Goblins start with a Base Pace of 10.

• Infravision: Goblins halve penalties for dark lighting against living targets, because they can see heat signatures.

• Size -1: Goblins stand about as high as children, around 3-4'; they also subtract 1 from their Toughness.

• Sneaky: Goblins can move very quietly and start with a d6 in Stealth

• Ugly Or Not: Goblins taking the Attractive or Very Attractive edges only get the bonus when dealing with their own race.

WOUNDS

-1

-2

-3



FATIGUE

-2

-1



Dwarf

Seasoned (20 xp)

Belkan Grubber

Belkan has been hired as the protector of the group. According to him, he can take on any threat the wasteland throws at him. He only cares about the fight and leaves the worries about the environment and the engine to others. His rough upbringing left little time for schooling, but who needs to know that much about the world anyway? He loves pulling pranks on those close to him, something the others could do without.

ATTRIBUTES

d8	d4	d6	d8	d8
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR
-	5	7	9(2)	9(+1 Brawn) Toughness
Charisma	Pace	Parry		

SKILLS

d10	d6	d6
Fighting	Intimidation	Notice
d8	d4	d6
Shooting	Stealth	Throwing

Hindrances

Overconfident
Quirk (plays pranks on teammates)
Illiterate

Edges

First Strike
Trademark Weapon (Ice Crusher)
Brawny
Frenzy

Equipment

Winter Clothes				
Ice Suit (in storage)				
Ice Crusher (Maul)	AP 2 vs rigid armor	-1 Parry	Str+d8	
Crossbow	15/30/60	1	2d6 AP 2, 1 action to reload	
Hand Axe			Str+d6	
3 Throwing Axes	3/6/12	1	Str+d6	
Chain Hauberk	Torso, arms, legs	2	25	

Racial Abilities

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

WOUNDS

-1	<input type="checkbox"/>
-2	<input type="checkbox"/>
-3	<input type="checkbox"/>



FATIGUE

-2	<input type="checkbox"/>
-1	<input type="checkbox"/>

Elf

Seasoned (20 xp)

Allania Groveborn

The death of the sun and the loss of their forests is a daily source of pain and sadness for Allania. She often tries to picture what the world around her used to look like, before all the darkness struck. She loves working with plants, making them grow and adding a bit of green into the dark, frozen world. She is also very devout and the "Lady of light" has blessed her with some of her power to help others. She is part of the crew to make sure that no pain or suffering befalls the others.

ATTRIBUTES

d6 **d6** **d10** **d6** **d6**

AGILITY SMARTS SPIRIT STRENGTH VIGOR

-2 **6** **4** **6(1)**

Charisma Pace Parry Toughness

SKILLS

d8 **d4** **d4**

Arcane Climbing Fighting

d6 **d6** **d6**

Healing Knowledge Notice

d6 **d6** **d6**

Stealth Survival Tracking

Hindrances

Quirk (constantly lament the destruction of her natural habitat)

Vow (Major - to feed and heal the destitute)

All Thumbs

Edges

Arcane Background (Miracles)

Nature Warden

Healer

Holy Warrior

Power Points

Powers

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

2-4 Smarts See Powers for Special description

3 Touch See Powers for Instant description

Healing 3 Touch See Powers for Instant description

Environmental Protection 2 Touch See Powers for 1/hour description

Equipment

Winter Clothes Seeds

Ice Suit (in storage) Symbol of Ithlanar

Staff +1 Parry Str + d4

Leather jerkin Torso +1

Powerpoints

15

Racial Abilities

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

WOUNDS

-1

-2

-3



FATIGUE

-2

-1

Human

Seasoned (20 xp)

Kerren Dirgewood

Kerren loves exploring the outside world. He has been a member of the Frozen Fifteen, an exploration group, for a few years now. He knows how to survive in the wastelands and will do his best to help the rest of the crew during the dangerous trek. According to him, he has survived many dangerous and difficult situations. The frostbite damage to his face is an indication that many of the stories are true.

ATTRIBUTES

d6 **d8** **d6** **d6** **d8**

AGILITY SMARTS SPIRIT STRENGTH VIGOR

-1 (frostbite) **6** **5** **7 (1 carnory)**
Charisma Pace Parry Toughness

SKILLS

d4 **d6** **d6**

Climbing Fighting Notice

d8 **d6** **d8**
Shooting Stealth Survival

Hindrances

Frostbite (Minor - face)

Arrogant

Quirk (has a survival story for every occasion)

Edges

Woodsmen

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

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

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

Equipment

Winter Clothes

Ice Suit (in storage)

Bow 12/24/48, 2d6

Short sword Str +d6

Leather jerkin torso 1

WOUNDS

-1

-2

-3



FATIGUE

-2

-1

Mekellion

Seasoned (20 xp)

Neezath the Terrible

Driving a velo-coach on the busy streets of Haven is a tough job. Neezath is well known, most drivers know to stay out of her way since she can be pretty mean and scary. She has been tasked to lead the team on this voyage through the wastelands and she plans to get them all back safely, even if she has to carry them the last part of the way. While the controls of the Crab are a bit more difficult to master, Neezath feels her skill with machines will be enough to get everyone home.

ATTRIBUTES

d8 d6 d8 d6 d6

AGILITY SMARTS SPIRIT STRENGTH VIGOR

-4

6

5

5

Charisma

Pace

Parry

Toughness

SKILLS

d6 d8 d6

Climbing Driving Fighting

d6 d6 d6

Healing Intimidation Notice

Hindrances

Mean

Stubborn

Vow (Major - to return everybody safe)

Edges

Ace

Strong Willed

Command

Natural Leader

Racial Abilities

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

WOUNDS

-1

-2

-3



FATIGUE

-2

-1

Equipment

Winter Clothes

Ice Suit (in storage)

Tail Slam 2d6

Club Str+d4

WHAT IS WINTER ETERNAL?

1

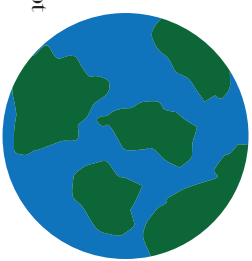
WINTER ETERNAL IS A POST-POST-APOCALYPTIC FANTASY SETTING WITH EARLY STEAMPUNK ELEMENTS.

What is post-post apocalyptic?

The adventures in Winter Eternal take place a long time after the disaster that almost destroyed the planet. There is hope and lots of new possibilities. This is not a grim setting.

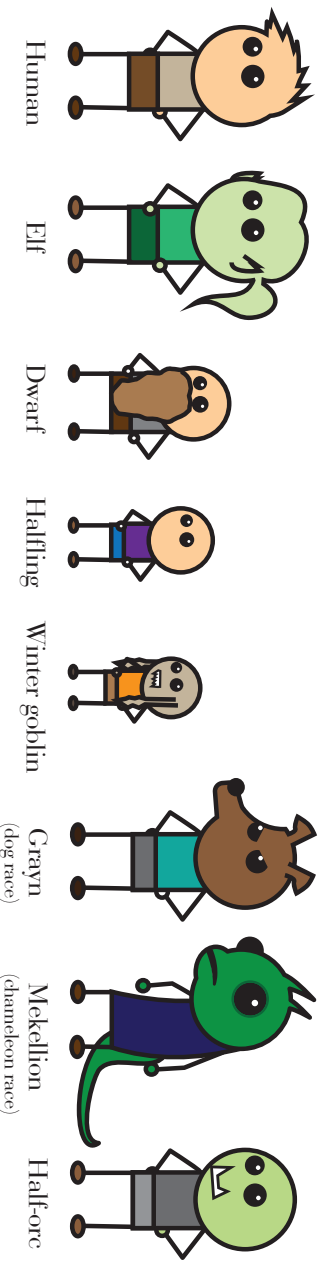
2

THE WORLD OF WINTER ETERNAL

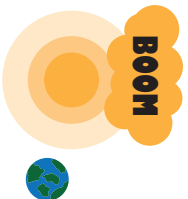


The World of Azegar was in a medieval fantasy age populated by several races. Some got along better than others.

1



Suddenly one day, the sun exploded.

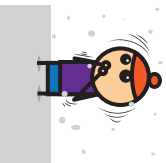


3

The day-side was destroyed, but the night-side survived. Then natural disasters struck and killed many more.

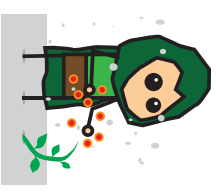


The world started to cool off, since the now sputtering sun could not heat it anymore. Food was getting scarce.

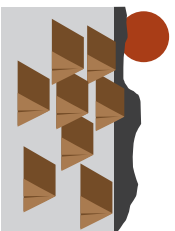


5

Nature Wardens started five camps and grew food using their magic.



Survivors of every race flocked to the camps. They grew larger and larger over time.

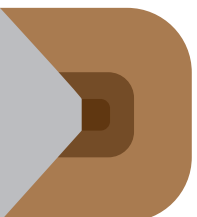


7

Now, more than two hundred years later there are eight huge, cramped cities, heated and lit by magic.

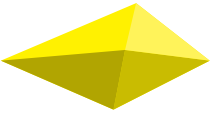


Work on "Archways" - enclosed roads connecting each city - is almost finished.



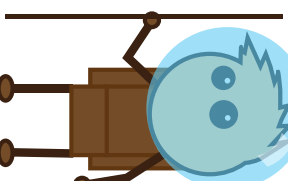
9

A yellow crystal was discovered in the wastelands that heats up when light shines on it. It is called a "sunshard".



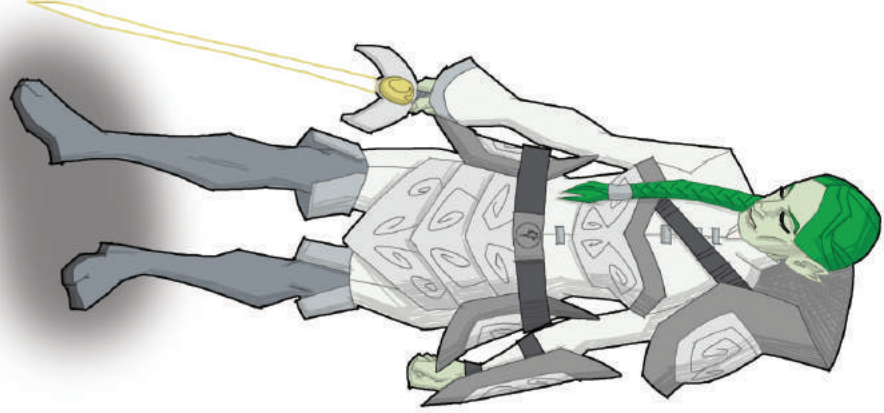
Sunshards have lead to the beginning of a new steampunk age on the continent. Inventions like the ice suit helps explorers head out into the wastelands again.

10



The setting offers city-based adventures, wasteland exploration and dungeon crawls.





Allania Groveborn

WOUNDS

-1

-2

-3



FATIGUE

-2

-1

PARRY TOUGHNESS

4

6

INITIATIVE CARD



Belkan Grubber

WOUNDS

- 1
- 2
- 3



FATIGUE

- 2
- 1

PARRY TOUGHNESS

7

9 (2)

INITIATIVE CARD



Neezath the Terrible

WOUNDS

-1

-2

-3



FATIGUE

-2

-1

PARRY TOUGHNESS

5

5

INITIATIVE CARD



Leaky-nose Luckbringer

wounds from level 3, Birds Nests, Wallside

-1

-2

-3



FATIGUE

-2

-1

PARRY TOUGHNESS

4

4

INITIATIVE CARD



Kerren Dirgewood

WOUNDS

-1

-2

-3



FATIGUE

-2

-1

PARRY TOUGHNESS

5

7

10

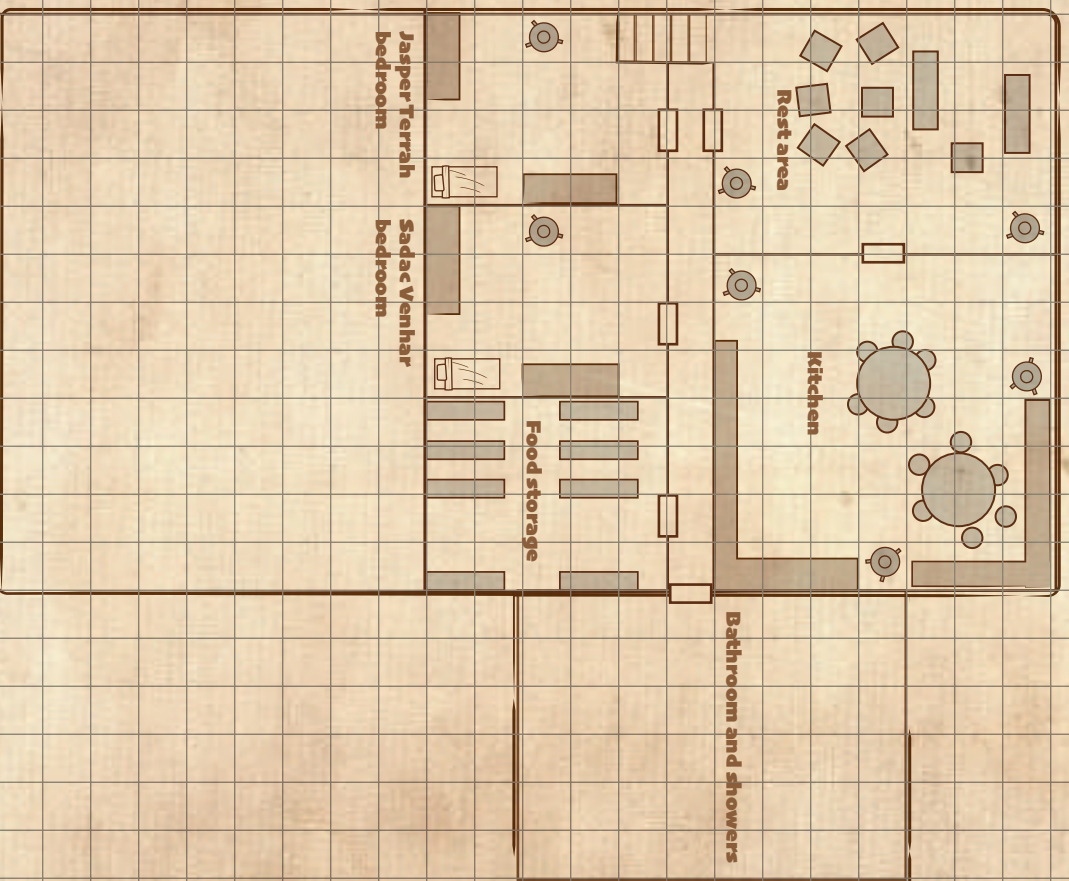
INITIATIVE CARD

 = Sunshard heater

Warehouse ground level



Warehouse level 1



Bestiary

Jasper Terrah

Madness is driving Jasper to take extreme steps, but he will let nothing stand in his way to find his wife.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Knowledge (Ghosts) d8, Persuasion d8, Spellcasting d8
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4(1)
Hindrances: Loyal, Stubborn
Edges: Arcane Background (Magic)
Powers: Bolt (Sound), Elemental Protection, Speak to the dead,
Gear: Leather armor (+1), dagger, winter clothes

Speak to the Dead

Rank: Seasoned
Power Points: 4
Range: Touch
Duration: 3 (1/round)
Trappings: Silence, listening to a spirit, candles

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

For this spell to work the caster must find or follow a ghost. The caster then makes an arcane skill roll opposed by the target's Spirit. With a raise the power works and the Voiceless attracts the attention of the ghost. One question may be asked for each round the spell is active. The spirit is not necessarily friendly but it cannot lie or refuse to answer. The spirit is not omnipotent and typically knows only what it knew in life up to the moment of its death, though many ghosts pick up details and see things as the move to the city.

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

Sadac Venhar

Sadac wants to rule. He wants fame and money and everything he thinks is owed to him.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Knowledge: Science d6, Knowledge (Tinkering) d6, Repair d8, Shooting d6, Taunt d6, Weird Science d10
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 6(1)
Hindrances: Arrogant (Major), Greedy (Minor), Vengeful (Minor)
Edges: Arcane Background (Weird Science)
Powers: Bolt (Lightning gun)
Gear: Leather armor (+1), dagger, winter clothes

Guard

Paid to guard the workshop, these men and women intend to earn their money and is ready to defend the workshop from intruders.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Gambling d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Throwing d6, Taunt d4
Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6(1)
Hindrances: Greedy, Mean
Edges: None
Gear: Leather armor (+1), dagger, winter clothes, ice suit in storage

Worker

These guys are just here for the money. They came to help out with construction. Though none are prepared to die for this job, they will help defend the warehouse when necessary.

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6
Skills: Fighting d4, Notice d6, Repair d6, Shooting d4
Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Greedy
Edges: None
Gear: Dagger, winter clothes, ice suit in storage, tools

Explorer

Explorers know how to survive in a very hostile environment. They are committed and in many cases a little bit crazy.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d6
Skills: Climbing d6, Fighting d8, Knowledge (Wilderness) d6, Notice d6, Stealth d4, Shooting d6, Survival d10, Tracking d6
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: Code of Honor, Loyal
Edges: Suit Master, Snow Walker, Warm Blood
Gear: Sword, bow, winter clothes, ice suit in storage, tools, food, flint & steel



Frost giants

Frost giants lived high in the snowy mountains, but now they roam the land, attacking travelers along the Archways. Some have even been spotted close to some of the cities. These pale white giants are moving further and further away from the mountains, but the reason for this has not been found.

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

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

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

Special Abilities:

- **Icy Aura:** Frost giants radiate deadly cold. At the end of movement, all adjacent foes suffer 2d6 damage.
 - **Immunity (Cold):** Frost giants take no damage from Arcane powers with a cold or ice trapping.
 - **Improved Sweep:** Frost giants can attack all adjacent foes at no penalty.
 - **Large:** Attackers gain +2 to attack rolls against frost giants due to their size.
 - **Size +4:** Frost giants are over 15' tall.
 - **Weakness (Fire):** Magical heat and flame attacks cause +4 damage. Non-magical heat has no additional effect.
- Gear:** Thick furs (+1), large maul (Str+d10, carried in one hand), thrown rock (Range: 5/10/20, Damage: 3d6).

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 attacks rolls against frost worms due to their size.
- **Size +5:** Frost worms are over 10' tall and 20' long.
- **Slam:** Str+d6, nonlethal damage.

Blade beak swarms

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.



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 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.





Seasoned (20 xp)



ATTRIBUTES

AGILITY SMARTS SPIRIT STRENGTH VIGOR



Charisma Pace Parry Toughness



Hindrances



Powerpoints



Edges

Racial Abilities

WOUNDS

-1

-2

-3



FATIGUE

-2

-1

Equipment



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Artwork: Jeremy Jack, Nathan Anderson

