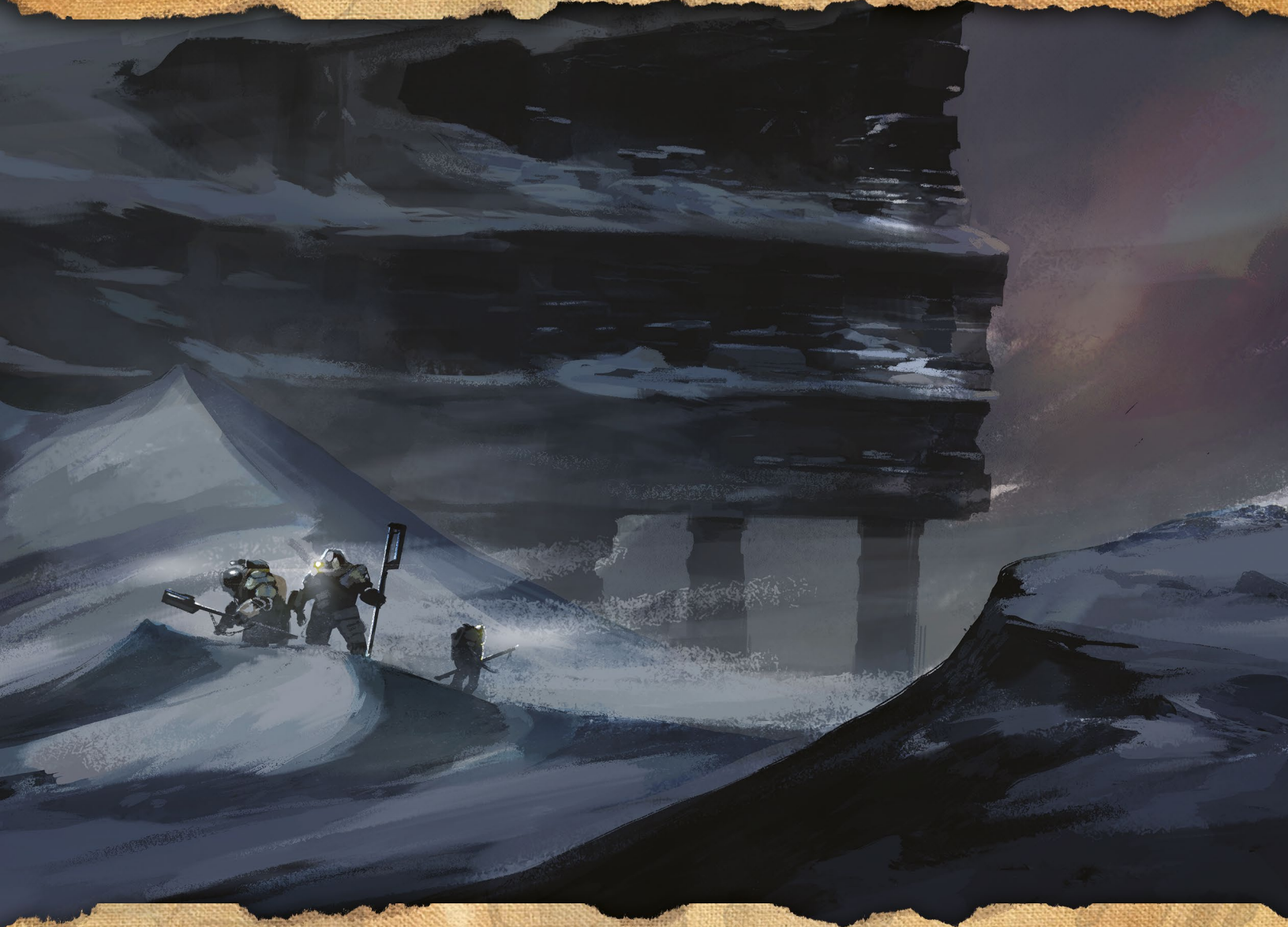


WINTOR ETERNOL



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE





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



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WINTOR ETERNOL



His horse bolted, whinnying in terror, but Jozek could only stare slack-jawed up into the sky. Shadows jumped around him as the sun belched forth massive spouts of flame. He cried out as he struggled to understand what he was seeing. His last thought was of his family as the explosion reached the dayside of the world and incinerated everything on it...

WINTER Eternal is not meant to be a post-apocalyptic setting. Life is hard and death is always ready to grab the unprepared or the stupid. But time has moved on. The people of Azegar have survived the death of their sun. They have learned to adapt to a dark and frozen world and they are working hard to return the continent and its people to the peace and prosperity they once knew.


Giant cities,
frozen
wastelands
and
ruins filled
with undead

It is from this point that players start telling their stories. Stories of heroes that will shape the future of Ehlerrac: Brave explorers, holy warriors, dark sorcerers or rulers corrupted by power; giant magically heated cities, the frozen wastelands and ruins filled with undead.

There is so much to this dark and frozen world that can be discovered. Let's start with a short overview before jumping straight into the action.



EHLERRAC

Then and now

HAPPIER TIMES

IT is written that Ehlerrac was a lush and green continent, one of many across the world of Azegar. The humans, halflings and half orc lived in cities and towns. The elves made their homes in the large forests while the dwarves worked and toiled underground.

Goblins were an occasional nuisance and fierce orcs tested the defenses of some settlements from time to time. The grayn were angry and always looking for a fight, while the mekellions preferred to stay away from the many races and their problems. Rulers schemed, wizards plotted and

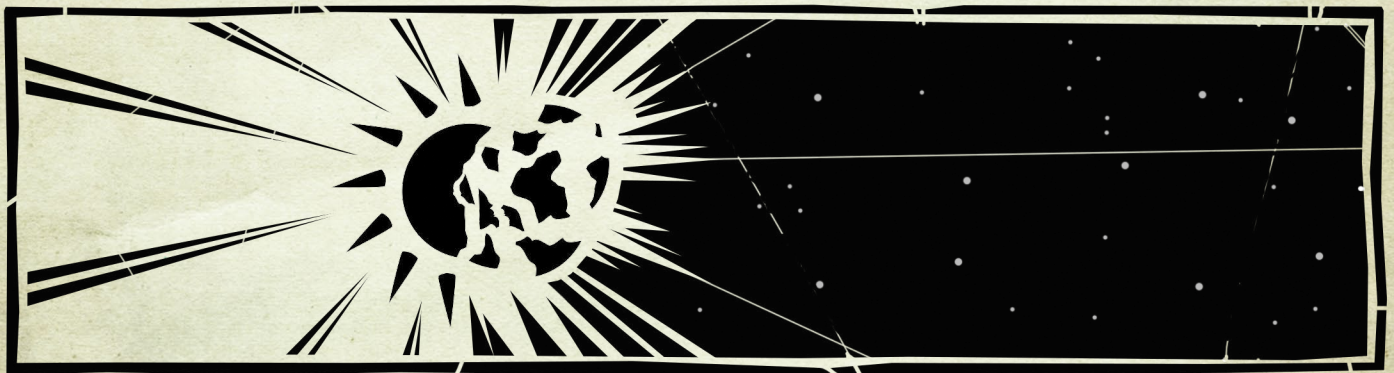
— ❄ —
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ordinary citizens lived their lives mostly happy and content.

The last years before the death of the sun were for the most part free of wars and squabbles. Society was on the brink of an industrial age as Weird Scientists begun making new and exciting discoveries.

Magic too was more accessible to the common man, helping farmers, builders and even the city watch with their job. The green continent of Ehlerrac was a bright, sparkling jewel on Azegar.

THE DEATH OF THE SUN



MAYBE it was fate, or the whim of a cruel god, but Azegar was not destined to remain so peaceful. In one terrible moment everything changed. It was nighttime in Ehlerrac when the sun exploded. A wave of fire hurtled towards the planet and it is believed that everything on the dayside was destroyed instantly. Today, many refer to this event as Sun Death.

— ❄ —
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The nightside did not escape the catastrophe, though. Terrible earthquakes and tsunamis rocked Azegar while meteors blazed across the sky, raining burning death onto the continent.

When everything became quiet again, millions had died, kingdoms were destroyed and all seemed lost. The bright sun was gone. In its place hung a sputtering globe, barely lighting the planet, but at least

keeping it from freezing completely solid.

Azegar started cooling rapidly and survivors found themselves in a new struggle for survival. Food became very scarce and after a few cold weeks, the first snow started falling.

Survivors scavenged for food in the ruins of civilization and in broken forests. They struggled to keep warm as

temperatures dropped and fought to keep the hungry beasts from their shelters. These were desperate times and many more died in the cold and darkness.

The two surviving dwarven settlements underground tried to help, but soon they had to close their gates, as refugees started arriving in their hundreds. Riots broke out and both settlements were almost destroyed.

THE GREEN COUNCIL

RUMORS started to circulate of five camps where food and shelter were available. Each of these camps was started by a Nature Warden, a member of a mysterious group called The Green Council. The camps offered food, grown by the magic of the nature wardens.

Though many died trying to reach the promised salvation, hundreds of survivors came shuffling out of the darkness and into the camps.

The first year was really tough. The camps were open to the elements and snowstorms destroyed many of the tents and food gardens. For some of the settlements it was

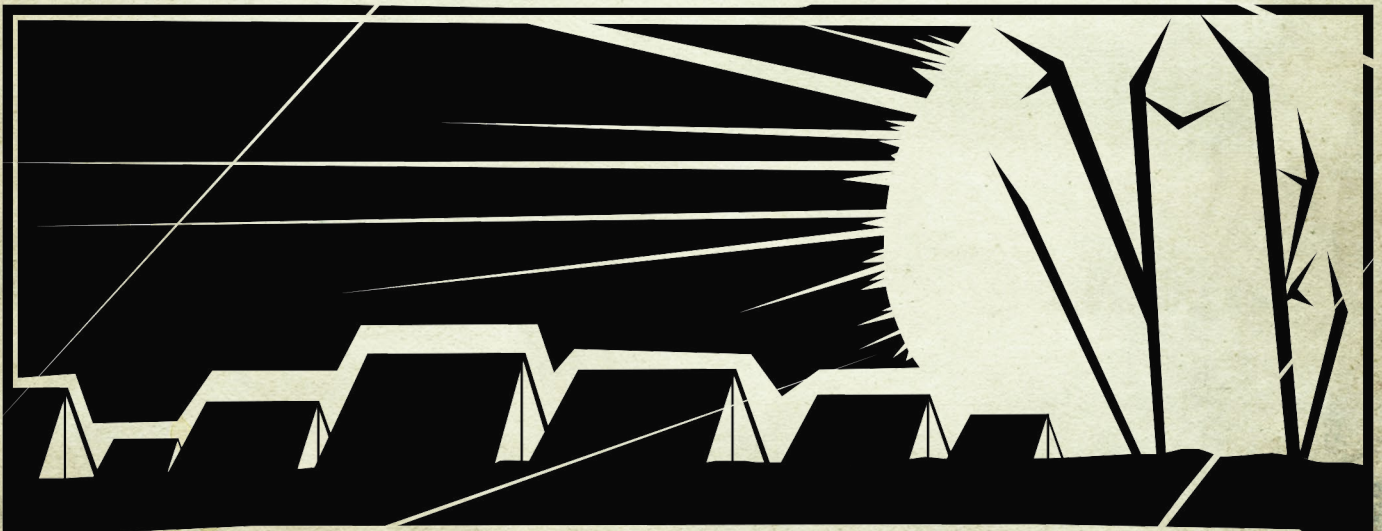
touch-and-go for a while.

Violence was a common occurrence as people fought to protect what they had, or take what they thought was owed to them.

One camp was started next to a massive yellow crystal in a crater. It was radiating heat and refugees found it a little easier to survive the cold there. It was also in this time that the great magical heat-spells were first tested.

Once this ability was perfected and shared, the few remaining camps that had survived without other sources of warmth, started to grow.

— ❄️ —
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THE ORC WARS

THEN the orcs came. With food outside their camps gone, large war parties started attacking the camps. They attempted to steal food, take over the camps or kidnap the Nature Wardens. Desperate battles were fought and the snow was stained red with blood.

Survivors called it the Orc Wars and it

scratched another bloody page in Ehlerrac's history.

After months of fighting, the orcs were finally stopped. The survivors disappeared back into the darkness and none have been seen since.

Most agree that the species has died out completely.

THE 8 CITIES

YEARS passed and the camps grew into large fortified towns. Each settlement started its own watch and government structures to help end the fighting and thievery. These large towns kept growing as more food was grown in bigger gardens. Over time they turned into the massive, cramped cities called Haven, Emerald Rest, Mirror's Edge, Ochrem and Deadfalls.

Three of the cities stood on the ruins of older cities (Haven, Mirror's Edge and Deadfalls). Ochrem was started in a new spot to take advantage of the protection

— ❄ —
The camps
grew into
large towns.
— ❄ —

of the hills around it. Haven grew around the huge yellow crystal. The two dwarven cities, Echo and Drogan, were growing large as well, and huge caverns filled with fungi, sheep, and cows could be found there.

The newest settlement, Wallside, was started by an Weird Scientist called Jarod Baaken. He built his town along the walls of a large chasm in the Skypillar mountain range. They used the heat of the magma in its depths to heat the city and power some of the machines the Weird Scientists were experimenting with.

THE DAY OF LIGHT

WITH no calendar in place after the destruction no one was sure exactly how many years had passed since the death of the sun. It was thought to have been at least a hundred years.

The cities were growing, even as the world around them grew colder still. A group of mages had been working on powerful light spells and permanent heat spells. The work they did was revealed on "The Day of Light". It was decreed as a festival day in each of the warden-run cities as the spells were implemented on the same day.

— ❄ —
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— ❄ —

From this point on, huge glowing orbs were hanging over each city during the "day" and these powerful heat spells were providing heat for most of the city. The heat spells had a set radius of about 4 miles - so the further away from the city center, the colder it became.

In most cities the rich lived in the middle in what came to be known as the "Summer Zone" of the cities. Poorer people lived in the "Autumn Zone".

In the "Summer Zone" it was pleasant enough that no winter clothing were

needed, but in the "Autumn Zone" residents required at least some winter clothing, thick blankets and a fire to stay warm.

A new calendar was also introduced in this time, because much was lost after the Cataclysm and this was seen as a return to ordered life. From then on the progression of the years were referred to as "After Light" (AL).

THE ARCHWAYS

AROUND 50 AL the cities started building great covered roads. From this point on, they were called the Archways. These enclosed pathways linking each city, was heated by magic and lit by thousands of magical lanterns.

Although work on the Archways is mostly finished today, some places are still open to the elements. A small ecosystem has formed in and around the Archways and small animals and even plants can be found.

People have also started settling along the Archways and small villages and inns have been built inside the radius of the heat spell along the pathway.

A group of rangers, called Waywalkers, patrol the Archways and protect travelers. Many people are happy living away from the busy cities, but safety is a major concern out there.

SUNSHARDS

THREE years ago (137 AL) a great discovery was made. Weird Scientists found orange crystals at a site where a piece of what was thought to be a rock from the sky crashed to the ground. When light fell on these crystals, they started to heat up; much hotter than any normal fire would. These crystals were called "sunshards". A mining community quickly formed close to the site.

Explorers were racing to find more sites and Weird Scientists were excited about new possibilities using these shards. Some new inventions using the sunshards started appearing shortly after.

Some made travel and exploring easier, but this was just the tip of the proverbial iceberg and in many workshops and laboratories Weird Scientists are looking into many more applications for these sunshards.





||||| Archway not completed

0 50 miles

ORGANIZATIONS

SOME wealthy families or groups of people started forming organizations to handle some of the day-to-day workings of the cities. From fishing to travel, policing to scavenging, there were suddenly a lot more work and lots of money to be made.

"140 AL"-EXCITING TIMES

OUR heroes' adventures begin 140 years after the magic globes went up over the cities. Life is still hard, the walled cities are more crowded than ever and death is still ever-present. But life has found a way to move on. People are working hard to make their way in this new world.

There are also many options for adventures. Sunshards and forgotten artifacts are in high demand. Frost giants from high up in the mountains are getting bolder each day and there are reports of strange faceless attackers at the Archways.

The cities are a powder keg of different races and people are forced to live together in cramped conditions. A brave adventurer can make a name for himself! Opportunities for more shady characters abound as well, especially in the cities. Then there are new discoveries awaiting Weird Scientists willing to take chances.

Ehlerrac is in need of brave men and women to help shape the future of the continent. In the next chapter you will find out how to join these heroes.



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