

A glowing blue humanoid figure with its arms raised against a dark blue, starry background. The figure is composed of bright blue energy or light, with a dark blue, shadowed face. The background is a deep blue with scattered white and light blue specks, resembling a starry sky or a nebula. The overall mood is mysterious and ethereal.

A WINTRY DEATH

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

Contents

Introduction	2
New Mechanics	3
Corruption	3
Exposure	3
Starvation	3
Hunting	3
Day 1	4
After Day 1	4
Finding Food	4
The Frozen Lake	5
The Path	5
Hunted	7
The Abandoned Village	7
Homes	8
Church	8
Longhall	9
The Tower	11
Escape	11
Avalanche	14
The Scene	14
Fleeing	14
Buried	15
Digging Free	15
Shelter	15
Seeking Solace	16
Home of the Beast	16
The Brand	18
Revelation	18
Blessed	20
Negotiations	20
Deal or No Deal	22
Strike First	22
Strike Last	23

A Wintry Death

Design Team

Written By: Jason Duff

Edited By: Jennifer Ward-Ito

Art Direction & Layout: Jason Duff

Art Team: Harpe, Marin Iurii, Bianca Papalardo, Bruce Patnaude, Tim Shepherd, Vlad Svetlov

Cover By: Marin Iurii

A Wintry Death © 2020-2021 Earl of Fife Games LLC.

Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, maps, locations, characters, and artwork.

Open Content: Except for material designated as Product Identity (see above), monster and NPC stat blocks are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



Earl of Fife Games

info@fifegames.com | www.fifegames.com

Introduction

Forever Winter is a campaign inspired by a winter apocalypse. This is great for environmental challenges that might confront characters in this story. The following module includes 6 scenes that the GM can use any time the players choose to travel. It is particularly interesting as a bridge between modules. Characters are often assumed to be traveling after the players complete a module. That is a perfect time to introduce these hazards. Some of these are directly related to the weather, while others are not.

As with any module in this book, GMs should feel free to take what they want and use it however they like. A Wintry Death may make references to Old-School Essentials where necessary. When doing so, look for (OSE CRB) which will indicate what chapter the relevant information is in. This is mostly to reference monsters that can be used in certain situations, although you may wish to use any B/X monster/NPC/etc that works for your game.

The Long Winter

Winter has fully taken hold of the world and effects nearly everything you do. When the sun is not visible, many skills are more difficulty to perform. Penalize any STR, DEX, and CON Ability Check by adding +1 to their roll in this scenario.



New Mechanics

This module uses Starvation and Corruption rules which were first introduced in Slaves to Fate for Old-School Essentials. You can find those rules reproduced in this book as well. A new mechanic introduced here for the first time is Exposure. Please see Exposure details on the next page.

New Mechanic: Corruption

Create a Corruption Pool, the maximum is the characters' WIS. Each time the character is subject to Corruption, the player should save versus spells. If the player fails, they roll 1d6. Add that number to the Corruption Pool. If their Corruption should ever meet or exceed their WIS score, they suffer from a bout of madness. What this madness entails is entirely up to the GM to decide.

After resting for 24 hours, the corrupted character may make a **WIS Ability Check**. If they succeed, they remove their madness. If they fail, they go mad permanently.

New Mechanic: Starvation

GMs may make use of Starvation rules. A character is considered *Starving* when they have not eaten or drunk anything significant in at least 3 days. Afterward, the character begins taking penalties on all rolls. The first day they are *Starving*, they take a -1 penalty, the second day they take -2, and so on.

When a character reaches -5 in penalties the character must make a **CON Ability Check** with a penalty of X. X is the Starvation penalty. On a failure, the character dies of hunger.

New Mechanic: Exposure

PCs are subject to their HD x 4 damage per day due to the weather. They may make a CON Ability Check to take HD x 1 damage instead. The elements are harsh and to hunt for food the PCs find themselves with much less shelter than normal. If the GM wishes to be particularly punishing, they may not allow CON Ability Checks to combat the cold. This is a brutal situation in which the PCs remain exposed to temperatures well below freezing. Natural healing is impossible without shelter. Other methods of healing may be successful if the GM allows it.

Hunting

Our stores were empty and game was scarce. We pushed out further and further to find anything to fill our bellies. My family was starving and I knew it would not be long before the end. I hope I am not too late.

In this module the characters must seek food for themselves and potentially others. In the midst of a terrible blizzard doing so is difficult.

The GM should assess what the situation is for the PCs. Are they on their own? Are they with a group they are trying to help feed?

Day 1

I labor in this cold. The chill burns deep into my bones and I only dream of a warm hearth. I would welcome death at this point, but a man's instinct is to survive at all costs.

The first day of hunting is the least dangerous and laborious. The PCs have not moved far from where they began, which is a place of safety. The point of origin depends on the circumstances of your campaign. Not surprisingly, there is little to no food to find here. Any food that this location held is gone, leaving it barren.

There isn't much of interest on the first day and the GM should use it for RP and practicing the rolls for Corruption and Exposure. At the end of the first day, the GM should require the PCs to roll for these. They can find no food on the first day regardless of what they try. Feel free to allow them to make **WIS Ability Check** with a +1 penalty in an attempt to hunt. Successful checks might lead them to an area that once had a food source, but no longer does.

The PCs should make all associated rolls for Corruption, Starvation and Exposure.

Ensure to play up the fact that the group is starving and freezing to death, but stopping will ultimately only end in the blackness of forever sleep. The situation should seem extremely bleak.

After Day 1

What was the last thing I ate? Not snow, that did not count. Food, actual food. Yesterday I tried to dig up plants and bushes. I would have eaten whatever I could find, but even that was impossible to find.

Starvation effects begin to compound after Day 1. Remember that PCs cannot rest to recover wounds while they are in the wilds and blizzards. Each day of Starvation causes additional wounds.

Each day the PCs can make **WIS Ability Check** with a +1 penalty to find food. But each PC must succeed to find enough food for themselves. Any PC that fails suffers Starvation at the end of the day.



Those that succeed eat enough to get through the day and start over on the Starvation timer. PCs that split food will realize too late that it is not enough to sustain either of them, and they continue to suffer and waste a meal.

Finding Food

The hunt for food could continue for a long time. This could begin to become monotonous, as PCs fail, succeed, and constantly fight for food while hunting. The GM may add this module in with whatever other adventure plot line the GM is currently using.

The GM can end this module if a majority of PCs are successful on their hunting roll. This could be shooting a deer, trapping a beaver, finding fruits, vegetables, or a store of food in an abandoned house. The details are up to the GM.

When this occurs, the GM should have another group find the food at near the same time. The PCs could have been there first, but it is more interesting if they actually arrive last. This presents a face-off as there isn't enough food for both groups. The PCs can either choose to fight or back off and leave the food to the other group.

The opposite group should not be a major danger to the PCs. They are all low risk NPCs, feel free to pick any that make sense to the story the GM is running. Bandits, Acolytes, Berserkers, Brigands, Merchants, Nomads, Normal Humans, etc (OSE - Monsters) are all good choices. The NPCs should be sentient and affable enough to not attack the PCs immediately. They should be willing to bargain for the food, up to a point.

The NPCs will fight to the death for the food as they are in a similar situation. The PCs might defeat the NPCs and leave them alive, but the NPCs will certainly starve afterward. Sharing the food will continue the cycle of Starvation for everyone. If the PCs take the food from the NPCs they gain 1d4 Corruption each.

If the PCs do leave the food for the NPCs, make all PCs continue to starve. The GM may allow this to come to it's ultimate conclusion with the PCs' deaths, or have a last minute savior arrive.

The Frozen Lake

Beset by heavy snow drifts on all sides the way was clear; we make to march across a large, frozen, lake. The ice was as strong as stone. A watery death was beyond comprehension. But what we found was much worse.

This environmental challenge sets the PCs on a path across a massive frozen lake. The GM may consider why they cannot circumvent it, if they should wish it. The lake could simply be the easiest and most direct path to their destination. It is unlikely a PC would think crossing the lake to be fraught with any additional dangers. The bitter cold freezes most fresh water bodies of water solid. The PCs will find that cracked ice to be the least of their problems.

Hidden beneath the frozen ice are natural predators known as Frozen Devilfish. These creatures feel vibrations of anything that walks over the surface of the lake. They instinctively wait for the bulk of the vibrations are set in the deepest part of the lake before striking. The Frozen Devilfish have eight tentacles that can bore through most ice sheets. This allows them to reach the surface and entangle anything above.

The Path

The GM should attempt to discern the PCs' path across the lake; directing the PCs to the center is the ideal scenario for the GM. Suggest travel is easier over the center of the lake, as snow drifts might be less burdensome in those areas. The GM should make it clear that most lakes are completely frozen solid under the unnatural winter. Falling through the ice from their own weight is neigh impossible.





The Edge

Like everything else, the creatures are starving and eager for food. Although it is not their typical hunting grounds, they will move to the sounds of the vibrations and attempt to hunt. Their methods are not as effective here. This makes their Ensnare attacks challenging. The PCs also have a shorter distance to move to escape the lake and the hunting grounds.

The Center

If the PCs take the shortest path through the center they will find themselves in the most danger. The devilfish will be more plentiful in the center of the lake. Their Ensnare attacks are the most effective there. The PCs will also have a long way to travel to escape the lake. This gives the devilfish more opportunity to drag the PC to an icy death before feasting on their corpse.

Hunted

Regardless of which path the PCs took, the Frozen Devilfish will attack. The Frozen Devilfish cannot easily move out of the water. If unsuccessful in their ensnarement attempts, they will move back below the ice to a new target. The Frozen Devilfish do not usually work in conjunction with each other, and will not double up on a target. These creatures are only subject to attack on the surface while using Crushing Embrace. If submerged, the grappled victim can attempt to perform melee attacks against the Frozen Devilfish. If they Escape, they can attempt to swim to the surface. The Frozen Devilfish will not stop pursuit of the victims until they are dead, successful, or the PCs have fled the ice.

Optional: Those submerged take a -1 to melee Attack Rolls, and ranged attacks are impossible.

Use a single Devilfish per PC. Frozen Devilfish killed can be used as an excellent source of food. The tentacles taste similar to eel.

Frozen Devilfish

These creatures live in cold lakes far below frozen ice. They will eat fish and other water dwellers, but primarily seek creatures that move above the ice and can be drug below and drowned before consumption.

AC 3 [16], **HD** 6 [27hp], **Att** 1 x bite (1d8), **THAC0** 14 [+5], **MV** 60' (20') / 90' (30') swimming, **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 275, **NA** 0, **TT** None

» **Ensnare (THAC0 12 [+7]):** Target is grabbed and cannot move. The target may make a free STR Ability Check to break loose on their turn.

The Abandoned Village

They might have left something. Anything. His threadbare coat let the winds seep through and chilled his bones. Perhaps just something simple like an extra layer. Maybe they even had canned fruits or dried meats? It did not look like anyone was there. It did not appear as though many people had passed by since the last soul left this place. What could go wrong?

While traveling the PCs come across an abandoned village. This could be by chance, from rumors, or given to them by an NPC. The village may have supplies, riches, or even artifacts. The GM should use whatever lure seems more important to the PCs if this a planned trip. The village is easy to find; this fact may lead the PCs to wonder why it seems so intact. There are no signs of looting or damage.

The steeple of the church looked out over the square; it was a symbol of the a foreign god. But no gods had helped these people it appeared. Snow and dirt caked the large stained-glass window that faced the square. But the large wooden door below was mostly free of debris.

In the distance a stone tower was set at the edge of the pond. Beneath it was a bridge that had frozen to the surface of the pond long ago. The door shuttered as the wind blew it this way and that, knocking it against a heap of random objects sat just outside the door.

A longhall sat on a small bluff, just off the square. Likely there was once a path that connected it to the square, but it all was a snow blown ice sheet now. The stables and barn attached to it were mostly overflowing with snow. The powder spilled over the short wooden barriers that once kept livestock and horses inside.



Homes

The PCs can enter any home with a struggle. Most houses look out onto the pond and have had their doors wedged shut by snow drifts. However, many of their roofs have collapsed, which gives another point of entry. Looking through the homes wastes time. For any other location visited, if the PCs went through the homes before that location, add an additional challenge to the location. The GM can find challenge recommendations throughout this module. PCs find nothing of interest within any of the homes they search.

Church

The Church is made from stone and wood, and it has clearly stood the test of Forever Winter better than any other building in this town. PCs can open the heavy door to the church. Although dark inside, any light source will clearly reveal the former opulence of this place. Thick, dark cherry backed pews line each side of the room, allowing a path to the dais down the center. A red rug runs from the door to the stairs before the dais.

In the center stands a pulpit where a priest must have spoken their words of this strange god. Ornate decorations are everywhere, many made from precious metals. With some investigation around the room, the PCs can see a door that leads to a small living quarters in the back of the church.

PCs can loot the main area of many treasures. There are items worth many thousand gold coins. If determining the exact worth of all the items is important, roll 5d20 for gold.

The living area is simple and small. There is a small bed, a table and chair, and a large dresser. Searching this room should provide three heavy robes, a writing kit, blankets, and a holy book of the religion in question.

What the PCs do not know is that the church is subject to an ancient curse. This curse is independent of **Forever Winter**, and the town was already empty when the snows came. Religious strife proved difficult in this area, and also the town. When priests of this new god burned several 'witches' alive, one of them spoke a curse which spelled the doom of this place. Hidden inside the church are several ghostly challenges which the PCs have begun to waken with their presence.

Use a Spectre (*OSE - Monsters*) to surprise the PCs as they are trying to make their exit from the Church. If the PCs investigated the Houses before this location, add a second Spectre coming from the rafters.

None of these spirits will follow the PCs outside of the church. However, carrying out any sizable amount of the loot would take time and several trips. If the PCs reenter this building, add another phantom in addition to the first.



Longhall

This building has many windows that allow snow to drift inside. The door is wide open and stuck ajar, allowing any manner of animals and elements in and out. There is an attached stable, but like the longhall, it appears full of snow. As the PCs close on the building they may hear a voice in the darkness. An **INT Ability Check** will allow the PCs to determine that the words are being repeated.

"I have lived one-thousand years. Cursed by those wreathed in flame. Set the world right. Join the old to ash."

Those that fail their check do not understand what is being said. The voice speaks softly. At first the GM should only hint that the PCs are hearing something that sounds like words. Allow the whispers to draw them in, expecting an attack, as they attempt to discern what is being said.

The interior of the hall is completely dark and will require a light source or ability to see in the dark. In the middle of the hall is a table that would seat at least ten men on each side. It is set as if a feast were being eaten, with bowls, drinking horns, wooden spoons, and knives all strewn about. At the head of the table is the only occupant. The creature is rail thin, with blue skin, patchy white hair and milky eyes. The figure sits erect in the seat, uttering the words heard from the outside, over and over again.

Lord Ongref

The figure will only acknowledge the presence of the PCs if they try to leave without heeding his words. They will hear foul voices shout dark curses from outside, wind howl, wolves bay, or whatever foul noises the GM wishes.

The lord of this hall was once known as Ongref, and it was he who ordered the burning of the witches at the stake. A pagan himself, he forsook his religion for its wealth and influence. He suffers watching all his kin and subjects fall to the curse.

Ongref's words are a riddle. The PCs may break the curse by the burning of his body, in his seat, where he sat during the witches' execution. PCs may make an **INT Ability Check** to determine that this man has something to do with the curse. Do not allow the players to roll to decipher the riddle. The GM may, however, give them hints if they are floundering.

If the PCs are unable to solve the riddle, the GM should begin to insinuate something is coming. They hear footsteps but cannot see anyone; they hear more noises from outside, and they sound closer. Do not let the PCs linger aimlessly trying to deduct the riddle. Encourage RP and discussion, but the GM should be wary to realize when the players are unable to solve the mystery. This might be especially true if they cannot understand the figure. There's nothing to guarantee success in lifting the curse.

The Fire

Immediately after a fire is lit the figure will stop repeating himself. It will smile, pointing to a tapestry on the wall nearby. Anyone that investigates will find a large recess behind it containing an ancient holy text, worth 3d20 silver.

If the PCs attempt to leave without burning Lord Ongref's body they soon realize their mistake. No longer are any sounds heard, and only an eerie silence fills the air. The seated creature will now stand and march toward the PCs with evil intent. Similar creatures will shamble forward from the outside as well.

Use as many Ice Bound Dead as PCs. Add an additional Ice Bound Dead if the PCs visited the houses before the longhall.

If a GM wishes to force a confrontation, have these creatures attack regardless of the curse being lifted. Use one less creature in this scenario or give the PCs another advantage for successfully solving the riddle.

Ice Bound Dead

Icebound dead are undead creatures that roam the wilds in the height of winter. Encased in ice, these walking corpses are difficult to damage and their fingers have been transformed to sharp ice-claws.

AC 5 [14], **HD** 3 [13hp], **Att** 1 x claws (1d6), **THAC0** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 35, **NA** 1d8, **TT** None

» **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

The Tower

The tower is empty except for a trap set long ago. At least one person had survived this place and got out alive. The GM should consider who it might have been. A likely scenario is someone who was sympathetic to the witches and the Old Faith. The local lord jailed them in the tower, but before escaping, set a dangerous trap at the entrance. The trap was simple, a trip wire inside the door which held a bag of heavy stones aloft. Once tripped, the roped would give way, causing the stones to fall on the unsuspecting victim's head.

The GM should attempt to ascertain who is in the lead when entering. If not obvious, ask the PCs. The PC in the lead should make a **WIS Ability Check**. Make the check with a +1 penalty if the PCs went to the homes first. If the PC succeeds, they spot the trap at the last minute and leap out of the way. If not, a half-dozen rocks fall on their head. The PCs must make a **DEX Ability Check** or suffer 2d10 wounds. Those that fail by less than 2 only suffer 2d8 wounds.

After the rocks fall, the first floor of the tower collapses, preventing the PCs from exploring further.

Escape

Whenever the PCs are ready to leave the town they find a heavy, red, fog begins to rise. Winds begin to push it closer as the characters get a sense of unease. The GM should not give the PCs long to decide what to do as an unnatural mist approaches. This entity cannot be fought and will do terrible peril to anyone caught inside it. The GM should make clear this is not something to the PCs can likely defeat. If there are horses, perhaps one gets devoured by the mist. Maybe an unlucky deer crosses its path just in front of the PCs. The PCs should know they are in severe danger.

The PCs can run, but hauling a great deal of treasure seems out of the question unless they are very lucky. If they run, make the PCs make **DEX Ability Checks**. If the PCs have tools such as skis, make this a -1 bonus. Allow each PC to roll at least twice. If the GM wants to make the encounter easier, allow them to roll three times. A single success should grant them freedom before the fog engulfs the town. The GM can punish PCs who fail rolls by having them lose vital equipment and supplies. This could include any enchanted items they might have discovered in the longhall.

Anyone caught in the mist gains 4 Corruption (Page 3) and takes 2d10 wounds. Players may take an additional Corruption instead of taking wounds at a ratio of 1:1. This simulates the mist changing their very nature instead of harming them. The mist will cover the entire village as the PCs make their escape. Those that try to haul their bulky treasures find the difficulty of their tests increased by a penalty of +1.







Avalanche

I heard it first. The low rumble. It almost sounded like thunder. Then what I saw made me loose my bowls, for the entire mountain side began to crumble. Snow rolled ever closer until he engulfed everything below. I was the lucky one. My family now rests in an icy grave somewhere below the avalanche that consumed them.

Travel is sometimes necessary and brings with it challenges. After some time, the winter becomes common place, and people adapt. It is likely that PCs have collected sufficient travel gear, which not only includes warm clothes, but also skis and snowshoes. In some terrain mounts are completely useless in the deep snow. This module assumes the PCs are in an area of deep snow; this area is impassible without the correct gear. Since this module is about surviving an avalanche, the PCs need to be passing in close proximity to mountains.

The Scene

As the PCs pass under the mountain a shadow is cast over everything. From sun or moon, the hulking peaks are daunting. The clouds seem to have disappeared and the sky is clear. Try to give the PCs a sense of relief before things go badly.

The PCs will initially hear a rumble in the distance. When heads turn to see what the deafening sound is, the PCs will see the terrible sight of the snow rolling down the mountain in their direction!

Fleeing

PCs may attempt to flee. Those on skis have a much better chance of escaping than those who do not. PCs must make a **DEX Ability Check** to avoid the heavy falling snow. Those without skis make the Ability Check with a +1 penalty. PCs that succeed are not buried by the snow. Feel free to allow the PCs narrate how they avoid a terrible end! The avalanche buries PCs that fail. They then face a difficult challenge to survive.



Buried

Buried PCs immediately take 1d6 wounds. This is the simple weight crushing down on them and burying them into the snow. Buried PCs immediately begin suffocating and take 1d4 wound per round while trying to dig free..

The GM should have the buried PCs roll a **WIS Ability Check** to get their bearings. The PC should make the first Check immediately before taking suffocation damage. Afterward a PC may make one Check per minute, no matter what that Check is. PCs must pass their **WIS Ability Check** to understand which way to dig.

Digging Free

Once a PC has passed their **WIS Ability Check** they may begin to dig out. Each Check is one minute of work. It is important to track how long this process is taking to match the suffocation rules.

The PC may use any Test that matches the RP. The GM should encourage the PCs to come up with interesting and applicable ways to escape. The PCs only need to pass one Test to succeed enough to reach the surface.

Characters that were not buried, or that have been on the surface for at least one minute, may assist buried PCs. PCs gaining assistance make their tests at -1. PCs should RP how they are helping out. A PC can only assist one PC at a time. It is unlikely the character assisting knows exactly where the trapped PCs are. The GM should decide who they are helping. The GM may base this on the location of each character.

This challenge will continue until the character succeeds or dies from suffocation. PCs that spend more than two minutes below the snow, but eventually succeed, are likely to lose gear. The GM should feel free to penalize characters that are slow to get to the surface.

Any gear, or characters, that remain buried in the snow are lost forever. Characters that were buried but survive are shaken by the experience. These characters should make a **CON Ability Check** or gain 1 Corruption (Page 3) from their experience with the wilds of Forever Winter.

Shelter

When the winds buffet against your skin and the snow freezes upon your coat, there is but one recourse; you must find shelter or die.

The harsh weather of **Forever Winter** is a reality for everyone. Most people try to keep themselves from the elements the best they can. Traveling is extremely dangerous as darkness can send temperatures plummeting. This module finds the PCs traveling and desperately seeking an escape from the elements.

The temperature turns unbearably cold and anyone without suitable shelter risks deadly exposure. GMs may use this module can any time the PCs are traveling. The PCs are in the wilderness with no easy method of finding shelter. There are no abandoned homes or buildings nearby. They must find a natural shelter which contains more trouble than just the bitter cold.

Seeking Solace

We looked everywhere. A thick grove of trees, a cave, anything. It was so cold I could barely pick up one foot and put it in front of the other. I am lucky to be alive.

The PCs can be in any terrain. The type of shelter available is up to the GM based on where they are. There may be caves or trees with wide canopies. Regardless, whatever area they may find should be natural. The PCs can augment the camp site with clever ideas.

Examples Include:

- Using tents as roofs.
- Digging trenches.
- Building huts out of branches.

To determine the success of these shelters, the PCs should make **INT Ability Checks**. However, keep in mind that the cold numbs minds as well as the body.

Each Test should simulate one hour of searching and building shelter. The party requires successes equal to one half the total number of players, rounded up. If there are four players, they require two successes, for instance. For each hour spent searching for shelter the PCs are subject to extreme exposure. Use the Exposure rules described earlier in this book under the Hunting scenario.

When the PCs find and build a suitable shelter, they are no longer subject to Exposure. The PCs cannot heal naturally unless they have a suitable camp built.

Home of the Beast

A beast has also found this area to keep warm. A Yeti has claimed this area as its home, which spells trouble for any intruder. Even beasts that are native to the cold must find a safe place to rest when the temperatures drop.

The GM should allow the PCs to believe they are safe. They can build a fire, eat, and eventually drift off to sleep. If a PC is intent on searching the area, give them an opportunity to find evidence of the Yeti. This could be scat, primitive tools, or items taken off dead bodies. Feel free to award the PCs with any mundane treasure you might feel acceptable. Maybe they find more survival gear, or even coins. They are unlikely to find food, however, as the Yeti certainly had devoured it along with their former owners. In order to find these things, the PCs must first actively seek them out. They must also pass a **WIS Ability Check** with all applicable modifiers for the time of day.

If the PCs are aware of the beast, they must decide what to do next. The GM should make it clear that striking out into the wilderness again might very well be a death sentence. Will the PCs stand and fight for a night of warmth? PCs that choose to flee will soon suffer exposure again and will have a difficult time surviving the night.

Yeti

These beasts are intelligent for their size and ferocity. Not capable of speech, Yeti defend their dens and shelters with reckless abandon. Typically, Yeti will attack anyone they come across, as meat is meat!

AC 5 [14], **HD** 12 [54hp], **Att** 1 x giant club (1d8), **THAC0** 12 [+7], **MV** 90' (30'), **SV** D11 W12 P13 B14 S15 (3), **ML** 7, **AL** Neutral, **XP** 1,000, **NA** 0 (1d4), **TT** None

Yeti Cub

Yeti Cubs are adolescent versions of their adult selves. They are weaker and less aggressive, but still can be a considerable challenge to the unprepared adventurer.

AC 7 [12], **HD** 6 [27hp], **Att** 1 x giant club (1d8), **THAC0** 15 [+4], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 750, **NA** 0 (1d4), **TT** None



The Brand

And a child will be born to combat the slumber of the sun. Upon the babe shall be a mark of light and warmth to withstand a terrible storm of snow, ice, and death. Shelter this child for nothing will remain without an ultimate sacrifice against the gods' final betrayal.

The Brand is a module of possibility and hope for civilization to start anew and combat the cold. And yet, ancient superstition and the want of power may prevent the prophecy from bearing fruit. The Brand works as a stand-alone adventure or as a continuation of any module within Forever Winter. It also is appropriate for a tie-in to any other campaign. The Brand expects someone, either a PC or NPC, to have been born with a strange birthmark that appears a bit too 'perfect' to be natural. If a PC would not work, an NPC closely related or affiliated with a least one of the PCs is deal. Whichever you choose, the long winter has fallen and the PCs must fight to survive the terrible cold.

So long as the branded character is with the PCs, their location does not matter. This module works with either a settlement or wilderness backdrop.

Revelation

And I saw a strange sunburst on their skin, glimmering in the reflection of the sunlight on the snow covered ground. I could have sworn the snow began to melt and my brow began to weep from the heat all around us. To this day I do not understand it.

The PC or NPC with the brand may have already revealed it. One interesting option is if the other characters do not know the truth. This will add a twist to the RP later on. The PCs find themselves surrounded by favorable conditions in regards to weather. It rarely snows and it is never extremely cold. The correlation between their good fortune and the brand is almost impossible to make. The GM should not allow character to make a Test to figure out this mystery. In fact, the GM should not mention the brand unless it comes about naturally through RP.

If a PC has the brand, the GM should discuss it with them before the game.

The Seer

Either in the wilderness or a settlement, the PCs come across a group of several priests. They are traveling from one settlement to another preaching about the apocalypse. They are a typical doomsday cult, but one member has a special gift. The Seer is different from the other priests right away. The Seer has very dark skin, which contrasts the white hood and cloak he wears. His face is weathered by many months on the road, seeking something that only he can detect. He wears a white blindfold that hides two terrible scars that mar his eyes.

The other priests seem to treat him with contempt but are careful to keep him safe and care for him. The Seer does not speak unless he feels the presence of the brand.

When the Seer was a child the temple, priests burned out his eyes to allow him to seek the great weapon against the cold. This sacrifice has given him magical gifts. It is not an instantaneous process that he can feel the presence of the Brand. It takes a short time being in the vicinity of the mark. This could be as wide as a mile radius, but upon first meeting he has not yet detected anything unusual.

When the Brand is detected the Seer will stare directly in the direction of the character that has the hidden mark. When positive, the Seer will point in that direction and call out "Salvation!"

The Doom

The first meeting will result in the priests preaching their doomsday doctrine. The GM should add to the content with random facts and nonsense, but a few key points from the scripture should remain in the speech.

- “Winter shall fall and all will sink beneath the snow, drowning in the cold as ice cuts through the flesh like a knife.
- “Only through the last mark of the sun can man drive away the bitter chill. Repent and seek they who shall deliver us.”
- “We are the Sun’s chosen. Give us sustenance so we may preach his word.”

On the surface the priests are beggars and charlatans. And while they are looking for a handout, they are seeking the Brand most of all.

The priests have been traveling across the realm for months with this very purpose. The PCs may give away anyone with the brand, if they know it exists. If the PCs admit to the Brand, immediately advance to the Blessed part of the module below. If the Brand is on an NPC, that NPC will never give themselves up unless forced. The PCs may stay quiet. Eventually, the Seer will point them out, follow them, and begin drawing attention to the character with the holy mark.

The Seer does not need statistics as he will never join combat or put up a fight. If it is desired that he have statistics for some reason, simply use Normal Human (*Monsters - OSE*). For the Priests of the Sun, use Acolytes (*Monsters - OSE*).



Enemy of My Enemy

The priests have made many enemies on their path to find the ultimate prize. Regardless of where the action takes place, there is a small group planning the priest's downfall. They believe all the talk of the brand is utter nonsense; they consider the priests to be nothing more than thugs attempting to use fear for profit. This is not to say these people are totally altruistic. The priests carry some forms of wealth, which they collected from many settlements they had passed before. Their leader, a tall, lean man, is Hemfur. Hemfur will attempt to make contact with the PCs later in the module.

Use Brigands (Monsters - OSE) for Hemfur's men, and use Trader (Monsters - OSE) for Hemfur himself.

Blessed

The Brand chooses a person, and that person must fight against the cold. They must be bend their destiny to fate's desire, willingly or not.

Once the priests discover the brand, they begin to try to convince the PCs that they must help combat Forever Winter. They will begin by stating that the character is essential to the survival of the entire world, and that they would be a hero. If this is an NPC, that character is not convinced and will shy away from such commitments. If the NPC or PC reject them, the priests slowly become belligerent.

They seem very sincere, but making a **WIS Ability Check** might reveal that these priests are not exactly what they seem.

Negotiations

At some point during these 'negotiations', one priest will leave to bring aid. This aid is in the form of warrior priests that will help enforce their cult's will. This could include attempting to force the character with the brand to join them.

It is not difficult for the PCs to notice one of the priests is missing. If paying attention, they might even see the priest leave. The priests will send the messenger as soon as they believe negotiations are failing. After two days of trying to convince the PCs, the priests will move against anyone who gets in their way. If this takes place at a settlement, the locals are extremely fearful of the priests. Finding aid with the locals will be very difficult unless the PCs have a good relationship with the town. In the wilds, the priests will outright follow the PCs wherever they go to convince them of their cause. At the end of the two days, their militaristic order will arrive and prepare an attack if the PCs are not cooperating.

The priests are fanatical and will not listen to reason. However, they will not kill the character with the Brand, instead wanting to subdue them.

Sometime between the days of discussion one, or more, of the PCs are approached by Hemfur in secret. Hemfur will wait until he can approach at least one PC that briefly leaves earshot and sight of the wandering priests.





Deal or No Deal

Hemfur will reach out to the PCs, regardless of the location. Hemfur seems a rough fellow, angry and brooding. The man clearly burns with hatred for his own prize, which happens to be these priests. He will offer to aid the PCs if they wish to attack the priests. His intent is to kill them all. Hemfur offers half of the spoils after the victory. The man has no ulterior motives, and a **WIS Ability Check** will confirm that for the PCs that wish to roll.

If the PCs are not readily willing, he will push for them to join his side as his anger grows. Hemfur has no qualms in telling the PCs that the priests burnt half his village at the stake, including his wife. He wants vengeance. Nothing less will satisfy him.

If the PCs agree after a short discussion, Hemfur calms down and agrees to help take out the priests on the following morning. Proceed to **Strike First!** If not, he grows irate, spouting an ancient curse upon the PCs.

Each PC will become cursed unless they succeed at a **WIS Ability Check**. If they fail, they are penalized as if afflicted by the Curse magical power for a full rotation of the sun. Proceed to **Strike Last** if the PCs are cursed. The PCs may engage Hemfur if they wish, but he will attempt to escape. PCs must make an **INT Ability Check** to actually know the curse had any real effect. If allowed, Hemfur flees the area and waits for a new opportunity for his revenge.

Strike First

The PCs have agreed with Hemfur to attack the priests on the following morning. When it is time to strike, the PCs realize Hemfur is nowhere to be found. A **WIS Ability Check** will confirm sounds ringing through the surrounding area. Hemfur and his lads combat the warrior priests, who they intercepted on their way to take the Brand by force.

The PCs must act quickly if they want to take care of their end of the bargain. They may try to sneak up on the priests and murder them in their sleep with a **DEX Ability Check** with a +2 penalty. If the majority of the PCs succeed, they may stab the priests in their sleep, that is all but the Seer. The Seer will wave off any that come near, putting a finger over his lips and whispering that he “would aid them.” The PCs may leave him alive or kill him. If they spare the man, he will not call out and allow them to carry out the macabre murders.

If the PCs fail their **DEX Ability Checks**, the priests awaken and will fight to the death. Use Veterans (*Monsters - OSE*) for the warrior priests.

Strike Last

If the PCs go along with the priests, they will find themselves ambushed in their sleep. The Seer will attempt to pull people aside and subtly warn them. But it isn't easy, and the Seer must be careful. If the PCs are not cautious, choose one at random, or the PC that seems the most formidable. That character will be attacked first. The priests will not kill the character with the Brand. PCs should make a **WIS Ability Check** to awaken before being attacked. The priests will attack and any sleeping PC adds no difficulty dice to the pool. Once attacked, any target wakes up immediately if no incapacitated. They receive no help from Hemfur and his men, as that group has moved off in an attempt to find aid elsewhere.

If the Priests are victorious in either Strike First! or Strike Last, they will take the character with the Brand captive. They will simply dispose of all other characters in cold, unfeeling, fashion.

Victory

The priests lay dead at our feet, their crusade for the Brand defeated, for now. The Seer knew little, and now we had another mouth to feed.

If the PCs are successful in defeating the priests, only the Seer will remain if left alive. All the others will fight to the death. The Seer is eager to tell his story. He will explain to the PCs that the head of the cult is a man named Randlecourt. He fears Randlecourt only wants the brand to spread his power and influence. The Seer is unsure how the Brand can defeat the Forever Winter. He does not know any further details. The Seer is reliant on others for his well-being.

The Seer could spur other adventures if the GM wanted to use him in such a way.

This module can create random encounters with Warrior Priests throughout the campaign. They can become a recurring villainous organization that will hunt the brand endlessly. Unless the PCs kill Randlecourt, the priests will seek the brand and be a thorn in the PCs' side.

Defeat

Some of us ran, some of us are dead. But the one with the holy symbol upon his flesh has been whisked away into the unknown.

With the owner of the brand in tow, the priests will travel to a not-so-distant holding and force the character to undergo a horrible rite. This rite sacrifices the character to move the holy mark to the head of their order. In the aftermath the priesthood may become the dominant force across the land and subjugate many. However, only their holding staves off winter for long. Due to their power hungry nature, they never take steps to drive off winter for good.

A GM may use this as a momentary defeat, particularly if the person captured is an NPC. The PCs could spend a good while chasing the priests down and trying to save the captured character. If the character is a PC, splitting the group can be difficult. The GM should use their judgement on how your players might like to handle this situation.

In this scenario the PCs may find any number of horrors in relation to the priests. The GM should make it clear that losing the person with the Brand will make it more difficult to survive the Long Winter, regardless if the PCs attempt to recover the captured character or not.



BP
19

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), potation, 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 sublicenses 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 1.0 © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document © 2000–2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document © 2002–2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, © 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support, © 2005, Troll Lord Games.

Basic Fantasy Role-Playing Game © 2006–2008 Chris Gonnerman. New Spells: A Basic Fantasy Supplement © 2007 Chris Gonnerman, Ola Berg, Angelo Bertolli, Jeff Querner, Everett Bradshaw, Emiliano Marchetti, Ethan Moore, Jim Bobb, and Scott Abraham.

OSRIC™ © 2006, Stuart Marshall, adapting material prepared by Matthew J. Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

Swords & Wizardry Core Rules, © 2008, Matthew J. Finch.

Eldritch Weirdness, Book One, © 2008, Matthew J. Finch.

Darwin's World © 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

Mutant Future™ © 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.

Advanced Edition Companion, © 2009–2010, Daniel Proctor. Author Daniel Proctor.

Lamentations of the Flame Princess: Weird Fantasy Role-Playing Deluxe Edition, © 2010, LotFP. Author James Edward Raggi IV.

First Level Magic-User Spells Grindhouse Edition Spell Contest: Bookspeak, © 2011 Daniel Smith.

First Level Magic-User Spells Grindhouse Edition Spell Contest: Howl of the Moon, © 2011 Joel Rojas).

Lamentations of the Flame Princess: Weird Fantasy Role-Playing Grindhouse Edition, © 2011, LotFP, Author James Edward Raggi IV.

Lamentations of the Flame Princess: Weird Fantasy Role-Playing Player Core Book: Rules & Magic © 2013 LotFP, author James Edward Raggi IV.

Cave Cricket from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Labyrinth Lord™ © 2007–2009, Daniel Proctor. Author Daniel Proctor.

B/X Essentials: Core Rules © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Classes and Equipment © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Cleric and Magic-User Spells © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Monsters © 2018 Gavin Norman. Author Gavin Norman.

B/X Essentials: Adventures and Treasures © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Core Rules © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Genre Rules © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Cleric and Magic-User Spells © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Monsters © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Treasures © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Rules Tome © 2019 Gavin Norman. Author Gavin Norman.

A Winty Death © Earl of Fife Games LLC. Author Jason Duff.

END OF LICENSE