

# WINTOR ETERNOL

## ADVENTURE GUIDE & CITIES

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Sample file





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Sample file



# THE CITIES



Sample file

Jagaar soared over the edge of the roof and for a moment she felt like she could fly. “Stay focused!” she chided herself. “You can’t afford mistakes.” She came down hard on the opposite roof, rolled and continued running. Her legs were burning, but she pushed it from her mind. Wrox was still ahead of her and she had to beat that loudmouthed braggart.

Laughing, Wrox looked back at her. “Is this the best you can do, pup?” Jagaar bristled at the insult, but ignored him. The next edge was fast approaching and she was slowly catching up. They jumped at the same time. For a moment all was quiet. She landed and continued running without missing a beat. Next to her Wrox swore loudly as the roof gave way beneath him. He crashed through tiles and beams into the rooms below. As she sped away she could hear glass breaking and people screaming. Serves him right, she chuckled to herself.





The world outside is cold and dangerous. If not for the shelter offered by the Nature Wardens so many years ago, Ehlerrac would be a large frozen grave drifting through space.

Today the former camps are massive cities protected from the cold by magic. The cities underground are untouched by the cold and a newer city clings to the rock of a chasm for safety. There is so much diversity to be found as different races and cultures live together.

People bustle about, follow a trade and live their lives but many forget that the cities can be just as dangerous as the wastelands. Most monsters show a civilized face, but that does not make the threat any less. Adventure, excitement, fear or death could find you around the next corner if you aren't careful.

## LIFE INSIDE

The main impressions of any city are cramped and busy. Tempers flare easily, crime is ever-present and even though there are suddenly new jobs and opportunities, there are beggars on every street.

During the day the cities are a kaleidoscope of color and movement. Streets and sidewalks are packed and sometimes it can take a while to get to your destination. At night, most people go home, though for many their shifts are only starting. When venturing out stay vigilant, dangerous elements also prefer the night for nefarious deeds.

There are also many beautiful things. The parks in the Summer Zones for instance with their bright green trees and lawns. The magical lights and fire turning a noble's house into a dazzling painting or the frost patterns on the windows.

Most people never venture outside the metropolises they are born in. Travel is slow and dangerous, so why risk it? The cities are the only places most people will ever know. They fill each city with their love, fear, hate, happiness, greed, and wonder.

## ZONES

Warm and bright, cold and gloomy, there is a distinct difference in the two zones. The Summer Zones are green, full of trees, small parks, and fountains. People enjoy food and drinks in open-air cafes and the roads are wider and easier to travel. The rich live here and their mansions are big and grand, many with gardens of their own. In the Autumn Zones the structures are much closer together and the further away from the center, the colder it gets. The light near the Summer Zone looks like a late afternoon, but from the middle towards the edge, it is always dark. Glowstones light the streets and snow covers the ground. The heat spells help to keep the worst of the cold at bay, even if only just and right at the edge the temperature is the same as outside in the wastelands.

The zone is also covered in a thick fog more often than not and conceals many dark deeds. The Autumn Zones are much more dangerous than the Summer Zone. The same goes for Wallside, though in this case it is the higher, colder levels, as well as the warehouse and factory districts. Dwarven cities have no zones, however they are just as crowded and dangerous.

The two zones in most outside cities add some class tension as well. Living in the Summer Zone is something that most Autumn Zoners are never able to afford. Cold is a constant nuisance in the Autumn Zones and the light shining on the rich is enough to get many people grumbling.

Lighting and thick fog add the usual Darkness penalties to any Notice and ranged attack rolls. The GM decides when and where they are dramatically applicable.