

INTO THE COLD

The PCs have decided upon fleeing by sea. They joined three (very poorly managed) pirates: Takhir, Ramazan and Sutarbi on the small ship called **The Eaglette**. They set sail to sea and immediately had to deal with a storm, a giant whale and finally, stumbled upon a trade ship: **Virgo**. After some naval manouvers, the party invaded the ship and after a short battle had captured it and killed all of the crew except for one shipmate.

After commandeering the ship, they start heading north-east, sailing after the vision given to Mayrun by the goddess **Auril**. Eventually, the PCs has land ashore of the continent of Polyria. They land in a fishing village. The people here are stranger than they are used to. They are all fluffed up, wearing coats and are warm and welcoming. There are several things that threaten the village from time to time... Wild dog attacks, bears and it is said that those who venture alone to the cold by themselves are met with a mysterious creature which tears you apart if you see it.

The villagers ask for the help of the players, as most of their economy is based on fish and fishing and recently the hunt has grown dull. It is said that the monster lurking in the shadows, in the thin forest, is the one responsible for the fish count dwindeling, the crops being stolen and even some people went missing in recent months.

The PCs starts investigating the village and are finding bits and pieces that help them figure out what is happening from various eye witnesses, stories they tel about how the town operates, rumors and intrigues even in such small a village.

Eventually, the party will research and arrive at an underground cave which inhabits a [Yeti](#).

VIRGO ([SOUND](#), [SOUND](#))

The Virgo is a trade ship. It usually holds al lsorts of cargo and acts as a **transportation naval vessel** meaning they don't have a specific trade, rather they are the ones bringing goods from point to point across the seas. In this run, Virgo is carrying all sorts of goods, mainly in the form of spices, nuts, grains etc.

ROSTER

Paul Kelly - Captain - Dead
Sebastian Reid - **Survived**
Theodore Spencer - Dead
Mario Russell - Dead
Caelan Cooke - Dead
Billy Richards - Dead
Frank Knight - Dead
Quinn Brown - Dead
Rio Robertson - Dead
Timothy Moss - Dead

DECKS

The ship is built out of three (3) decks. two lower decks and on upper and has three sails to support it.

UPPER DECK

The upper deck has the wheel, the sails, the anchor and the captain's quarters which are right below the wheel.

LOOT

In the captain's quarters there are a few interesting things: There is a bed, a desk, a cabinet and a rear window to the back of the ship.

The cabinet is built out of shelves on its upper part and two doors on its lower side. The shelves contain books about shipbuilding, naval communication, navigation, astronomy and trade. Each is leather-bound with thick cover and golden hand-painted titles. The lower part is locked.

Succeed a **DC 15 Dex** to pick the lock, or succeed a **DC 17 Investigation** check on the deck to find the key to the cabinet in the captain's boot.

Successful **DC 15 Investigation** reveals a creaking wood plank in the floor.

Inside the cabinet, there is a pouch containing 50 GP, an empty vial (which looks like there was something in it) and a letter.

If the PCs have found the wood plank creaking on the floor, they can try and open it. **It is trapped.**



Succeed a DC 14 Thieves tools / DEX to either disable the trap or avoid being hit by an arrow.

Inside, there is a parchment. It is leather bound and sealed with a seal no one of the party recognizes, but it is actually a seal of the kingdom of Laegleonia. It is encrypted. It reads (unencrypted):

We will soon start it. You must continue acting as usual. The vial contains a potion to turn them all under our will. We will need your ship fleet if we want to expand.

It is paramount to start seizing control of the entire continent, then the seas.

For Az'gonad.

Encrypted:

dv droo hllm hgzig rg. blf nfhg xlmgrmfv zxgrmt zh fhfzo.
gsv erzo xlmgzrmh z klgrlm gl gfm gsvn zoo fmwvi lfi droo.
dv droo mwww blfi hsrk uovvg ru dv dzmg gl vckzwmw.

rg rh kziznlfmg gl hgzig hvrarmt xlmgilo lu gsv vmgriv
xlmgrmvng, gsvm gsv hvzh.

uli za'tlmzw

MIDDLE DECK

The middle deck is where the cannons are. It has eight (8) cannons, four (4) on each side. The middle deck is filled with barrels containing gunpowder and flint, and canonballs laying around in trenches, one-by-one.

LOOT

In addition to the canonballs and gunpoweder kegs, there are small crates laying on the floor containing **200 bullets**.

LOWER DECK

The lower deck is where the cargo is being held - it is stored at the lowest level for several reasons: For one, to hide it from anyone trying to sneak around and quickly grab the goods, other reasons are the lower temprature of this level. Also on this deck is the sleeping quarters of the crew.

LOOT

Depending on **Investigation** roll, the players find a bunch of spices, herbs and grains enclosed in barrels. There is wheat, sunflowerseeds, nuts, peanuts, walnuts.

In the crew quarters there are hammocks lining the walls, only five (5) of them, as the ship is continuously looked after 24 hours a day. Therefore there is no need for full crew beds.

In the corener, you find a hunk of metal, stading still, frozen in place with an empty look on its face. It looks humanoid in shape and is somewhat surreal seeing this thing... here.

בפינה, אתם רואים פיסת מתכת בצורה אנושית. הדמות עזודה, קופואה במקומה עם הבעה אוטומת על פניה. זה נראה מאוד מוזר, שהיא דמות כזו במקום כזה.

MAUJA (SOFT DEEP SNOW) VILLAGE (SOUND)

It is a tundra area. A chilling air creeps into your bones, though no apparent snow is seen in the horizon. Adjacent to the shore, the Mauja village was erected, to act as a local port for other places in Polyria and as a fishing outpost.

The PCs are sailing on the Virgo and are unknowingly heading towards lang sooner than they would expect. They discover land and sail towards it. When they start getting closer they see a a village. It's Mauja, the fishing village. There, a gathering of people g=is waiting for them, as they have rarely seen such big monstrosity of a ship.

You sail east for a few days upon the Virgo. The seas are quiet in a way that's uncommon to what you've experience up until now on your journeys at sea. The breeze is billowing in your hair and the monotonous waves give you a relaxed feeling, almost forgetting the reason you left your home continent.

It is high noon, when you start feeling the ship acting strange. As if the currents are starting to change. You look around and spot a speck of... something on the horizon.

אתם שיטים מזרחה כבר כמה ימים מעל ה-*Virgo*. רים שקט באופן
שאינו רגיל למה שאתם רגילים עד עכשיו מנכוכם הקצר בשיט.
הרוח נושבת בשיערכם ומונענות הגלים מרוגעה, כמעט משיכחה
את הסיבה האמיתית למה עזבתם את היבשה בפעם האחרון.
כעת צהרי היום, כאשר אתם מתחילהים להרגיש את הספינה
מתנתקת מזוזה. כאילו הדרמים מתחילהים להשתנות. אתם מפחדים
את מקור השינוי, אבל לא רואים שום דבר. אני מסתכלים לך ולכאו
ומבחנים... במשהו... באופק, כאילו פס של משה מתחילה לתקלות
מאפק.

When the ship approaches the shore, the PCs notice that a crowd was gathered at the shore, at the weird visage of such a huge ship. They are eagerly waiting to see who are these strangers and how strong they are that they control such a huge ship.



The surrounding areas you reach are a tundra. Open plains that stretch to the horizons with a faint glimpse of mountenous ridge to the north. The air here is chilly, though no snow is to be seen.

The village is a quiet place. It has a boardwalk with two docks extending out to the sea, servicing small fishing boats that are scattered here and there along the dock. In front of the docks there is a large building, probably a warehouse.

The village isn't large. It is built around a large central square that has wood-made, hand-crafted house sorrounding it. There isn't a single building that is more than one story tall.

The people here are a simple folk. They are all wrapped in cloth layers, something that looks like a few layers of ponchos one ontop the other. They are going about their business with ease.

היאזר שסביריכם הינו איזור טונדרה. מישור פתוח הנמשך עד לאופק, עם רוח קלוש לשירות הרום צפונ. האויר כאן קרור מאד, למרות שלא ניתן לצפות בשלג.
הכפר הוא מקום שקט. יש לו איזור נמל קטן עם שני מזחים היוצאים לתוכו הים, לשורת סירות דיג קטנות שפזרות פה ושם לאורכו המזהם, ניבב בנין מאד גבויה, רחב מימדים.
הכפר עצמה לא גדול בכלל. הוא בניי מכיר מרכזית רחבה, התחרומה בבתים נמוכי קומה, הבניים בעבודת יד מעץ. אין אף בנין הגבואה מקומה אחר.

האנשימים בכפר הם אנשים פשוטים. הם עוטפים בשכבות בגדיים, בגד שנקירה כמו מסוף שכבות של פונצ'ן אחד על השני. הם הולכים ושבים, עסוקים בענייניהם.

THE PEOPLE

The village is a very small one. Despite that, there are intrigues here and there, there are grudges and there are sides to everthing. At the time the PCs arrive at the, the village is sufferring from an unknown entity stealing their crops, wreaking havoc in their fishing supplies, ripping their furs etc.

All this is quite bad, but what makes it even worse is the annual market, the **Northern Star** is to be held within a week and by that rate, the village will have nothing to trade. Which means that they won't be able to stock up for the upcoming winter. Moreover, during one of the nights the PCs are staying in town, someone within the village is brutally murdered.

There are some people pointing fingers at one another in town, essentially everyone blames each other for everything. The chief, **Amaruq** is trying to calm the spirits but there are too many accusations around town. He is the one greeting the PCs and tells of the village and of the situation.

Finally, the culprit isn't any one of the town, it is an **Abominable Yeti**, which the players finally track down due to either investigation, high nature or survival checks.

AMARUQ (GREY WOLF)

Amaruq is the village chief. He is old, hunched and has the face of a native american (similar to the chief in Peter Pan). He has gray hair and is walking with a stick, with a wolven head carved on top of it. He is very polite. Despite that, he knows how to rule, create order and make peace between everyone. and will never speak out of place or say anything to offend anyone.

IPIKTOK (KEEN)

Ipiktok is the town messenger. He is a younger boy that is eager to deliver every message and talk to everyone. He is short (5.3 ft), curly black hair and is very enthusiastic about anything new.

Claim: He saw **Qilaq** one day walking down the street suspiciously and sticking one torn leather piece under his poncho.

Truth: Qilaq actually did steal pieces of scrap leather but only to hide **Anana's** growing belly.

QILAQ (SKY)

He is a young farmer that owns a potato field. He inherited the field form his father and is now the owner of the family business, though he is very young (18). He grows potatoes just outside the village. He had an affair with Anana, which is the chief's daughter.

Claim: He claims **Akkilokipok** is coming at night and ruining his potato field, because he is afraid from the competition.

Truth: The Yeti is responsible.

ANANA (BEAUTIFUL)

A young daughter of the chief (16) and is in love with Qilaq. They had an affair.

Claim: She saw **Sikuaq** sneaking at speaking with **Akkilokipok** at the market one day, and Akkilokipok had given him a knife.

Truth: Akkilokipok had given him the knife back after he borrowed it for fixing something in his house.

AKKILOKIPOK (SOFT SNOW)

An older man, in his late 40s, he is another farmer in the village, gorws sweet potatoes. He is grumpy and always angry, especially at Qilaq, his rival in the potatoes business.

Claim: He heard **Ipiktok** talk to someone unkown about how **Sikuaq** is acting strangely lately, seen him go out at night.

Truth: Sikuaq is trying to smuggle some of the goods to be sold separately, to avoid paying tax.

SIKUAQ (THIN ICE)

He is a tanner/leatherworker. He is married to **Nini**. She gave him a new knife to handle his skinning. He always goes with it and unfortunately dropped it by Qilaq's house. He and **Tungortok** are partners in the leatherworking business.

Claim: He had given **Tungortok** part of their stock to handle but Tungortok refuses to acknowledge that.

Truth: They were trying to sell the leathers off the market to earn more gold.

NINI (PORCUPINE)

She is **Akkilokipok's** wife. A grumpy lady for a grumpy man. She doesn't actually do anything, but you can always see her wandering around the market. And when she is not at the market, she sits by her window, trying to gather as much gossip as she possibly can.

Claim: She saw **Anana** sneaking one evening out of her house

Truth: Anana was going to **Qilaq** as they were having an affair.

TUNGORTOK (BLUE)

He is **Sikuaq's** partner. He isn't the most honest person you know. He is a businessman, and tries to make a business out of everything.

Claim: **Sikuaq** is threatening him with telling a story from his past, if he doesn't pay him extra money from their sales.

Truth: He's just lying.

KATTITUYOK (DEEP VOICE)

He is just the local pub owner, called **Special Snowflake**.

THE YETI

During one of the nights, there is a scream. A human male scream. Whenever the PCs investigate, they find Qilaq is torn to pieces in his bed, blood is all over his hut and everything is trashed.

Succeed a **DC 20** investigation check to find the Yeti footsteps.

Eventually, the PCs find the Yeti's cave and are confronting him hopefully killing him. There, they find some treasure:

- A lot of potatoes
- A stack of leather scraps
- A diamond

CREDITS

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