

TINY WASTELANDS

WANDERING IN A WINTER WASTELAND

A Tiny Wastelands Supplement & Modular Adventure

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Cold and Unforgiving

Traditionally, when most folks think of post-apocalypse settings they think of irradiated badlands of sand and broken stone. As terrible as this lifeless, seemingly endless sea of ruin is, especially in the wake of a nuclear aftermath, it is not the only vehicle for telling compelling stories of Man versus Nature. Deserts are warm and the ceaseless light of the sun provides light to guide the way to a better tomorrow.

In the endless dark of night and the bitter cold of winter, there is no path to hope. There is only a blanket of tiny shards of ice that cut into the very flesh of a man. There is only a howling song from the northern sky to sing those foolish enough to wander in this frozen realm into a slumber of false warm as the last meager hints of warmth and life ebb quietly into oblivion. This is the quiet, inevitable terror of Winter.

Yet, in the very heart of winter where no sun will touch the darkness and no warmth will ever drive away the ice, humanity finds hope. In a single night under that terrible sky, they sing songs that somehow drive away the frozen winds, exchange gifts in a time of starvation, and wait for a mythic protector to arrive

while they sleep to bring the promise of a world reborn in hope to their children. He is the Sinter Klaas and his mantle has been worn by many.

The Winter Wasteland.

Adventuring in harsh and frozen landscapes can be as dangerous, if not more so than adventuring in wasteland ruined by radiation. Without proper protection from cold, hard elements, Survivors are likely to be claimed by the Winter Wasteland's icy, eternal embrace.

As with the Radiation Rules found on page 76 of *Tiny Wasteland*, these rules are minimalist, and groups should tweak them to suit their style of play.

Every day a Survivor in the Winter Wastelands without proper protection and resources to endure the cold, snow, and wind (as determined by the Game Master), they must make a Save Test. On a Failure they suffer 1 point of Damage that cannot be healed by normal means, such as Sleeping. If conditions are particularly brutal or if the Survivor is completely unprotected from the Winter Wastelands (such as being soaking wet or having only the most meager clothing), they have Disadvantage to this Save Test.



If a Survivor is reduced to 0 Hit Points from Winter Wasteland damage they are rendered unconscious and must make a Save Test or die within the next six hours..

New Traits

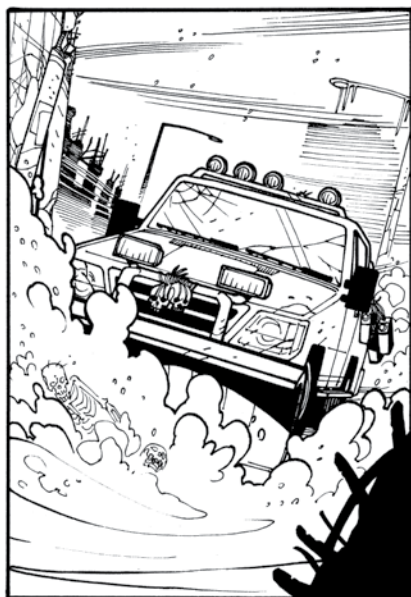
Mantle of Sinter Klass: *Ho, ho, ho.* You have taken up the role of a Sinter Klaas. You are obligated by this mantle to protect and defend children that live in the Winter Wastelands and must, once a year, deliver gifts of hope to them. In return for fulfilling these responsibilities you gain the following one additional Hit Point and have Advantage on all attacks when made while directly defending a child.

Winter Warrior: *The only thing more unkind than Winter is Man.* You receive Advantage on all Save Tests made to resist the effects of the Winter Wastelands.

Sleigh Rider: *Dash away, dash away, dash away all!* You own one of the rare Sleigher vehicles.

Vehicles

Vehicles in the Winter Wastelands function exactly as described on page 58 of *Tiny Wastelands*, but with the addition of a Icy Conditions. Icy Conditions includes driving in heavy snow, frozen roads, and cold so brutal that engines will not function properly. Any Driving Tests performed while in Icy Conditions impose Disadvantage.



New Chassis

The Sleigher

This strange and unique vehicle the transportation of choice for those who have taken up the Mantle of Sinter Klass. Built upon the bulked-up frame of an El Camino, suped up with a high-powered V8 engine, and painted blood red – all with a racks of reindeer antlers mounted on the front grill. It is an impossible collection of wasteland technology



that, according to legend, was created by the first Sinter Klass. Like other vehicles, the Sleigher can have three additional upgrades in addition to the ones listed below.

- 8 Hit Points
- Capacity: Driver + 2 (can carry an addition 4 more if you put them in the bed of the vehicle)
- The Sleigher has the Detroit Steel, 4-Wheel Drive, and Snow Tires Traits.
- **Detroit Steel:** You take no damage from Rams you initiate.
- **Off-Road Capable:** You ignore Disadvantage on Driving Tests from Rough Terrain.
- **Snow Tires:** You ignore Disadvantage on Driving Tests from Icy Conditions.

New Upgrades

Snow Tires: You have have a vehicle with tires expertly suited to snowy terrain as well as other upgrades like high-functioning antifreeze, and other upgrades to endure cold environments. You ignore Disadvantage on Driving Tests from Icy Conditions.

The Sinter Klass Plot Chain

Plot Chains are simply a series of encounters that can be inserted into an existing adventure or on-going campaign at an appropriate point as determined by the Game Master in order to create a secondary storyline in that existing campaign. Optionally, they can also be combined in succession in order to create a single adventure under a unified theme.

Simply use the first Plot Link (Here comes Sinter Klass) to begin the Plot Chain and the other Links in that Chain become available for the Game Master to introduce to their campaign as they see fit.

Plot Link: Here Comes Sinter Klass

While traveling through the Winter Wasteland, the player characters encounter a broken down El Camino that appears to have suffered some battle damage and currently has only 6 Hit Points. Sitting in the driver's seat is a burly white-bearded warrior with a sawed-off shotgun on his lap. Because of the red road leathers he wears, the drastic nature of his wounds is not readily apparent.

As the Survivors approach, he suddenly stirs to life and the grave nature of his wounds becomes apparent. Coughing up a bit of blood, he desperately implores the Survivors to take his vehicle and finish