



# A LONG, COLD NIGHT WINTER ETERNAL

The kidnappers promised Lord Welkar they would mail him pieces of his daughter if he did not obey. Can the heroes find her before the first package arrives?

A street gang smuggling drugs into the city is blackmailing the Head inspector at one of the gates. They kidnapped his daughter and are demanding that he make sure their shipment enters the city without going through the normal checks. He was warned not to involve the Brown Cloaks, so he hired the heroes to find her before it's too late. They have been searching the city for two days.

- **Lord Malcus Welkar:** Head inspector of Haven's Eastern Gate.
- **Matha Welkar:** Kidnapped daughter of Lord Welkar
- **The Horizons:** Ambitious street gang
- **Ubregt Tibahn:** Orc-tainted contact
- **Bremhill Ironforge:** Owner of *The Frostbitten Dwarf Inn*. The surly dwarf and the heroes know each other well and he

allows them to use his back room as a meeting place.

- **The Frostbitten Dwarf Inn:** An inn the heroes regularly frequent. It is only a few blocks away from the office.
- **Krush:** Leader of The Horizons
- **Baloc Greay:** Mage for hire that is working for The Horizons at the moment.

## A MESSAGE IN THE NIGHT

The wind howls and rattles the shutters of the small office owned by *Torchlight Investigations*. A Super Blizzard has the city of Haven in its grip and not many people venture out as temperatures plummet. The heroes are riding out the storm in the office and are huddled around a room heater or lying on their bedrolls on the floor.

A sudden knock on the door makes them jump. Opening the door sucks most of the heat from the room as a shivering goblin hands them a message. One of their street contacts, Ubregt Tibahn wants to meet them at The Frostbitten Dwarf Inn. The kidnapping of Lord Welkar's daughter is a priority for the investigators and they have been talking to their contacts for any information on the missing girl. Ubregt would not ask for a meeting during a blizzard if it wasn't important. The heroes grab their winter clothes and head out into the storm.

## ASSASSINS AT WORK

The inn is packed. The sturdy building is used as shelter during a Super Blizzard. There are bedrolls everywhere on the floor and a fire is roaring in the fireplace. The heroes nod to Bremhill behind the bar as they head to the corridor to the backrooms where Ubregt is waiting.

The cold hits them as they enter the chamber. The room's outer door is open and snow is swirling inside. The heroes see a young human man hunched over the body of their orc-tainted contact on the floor. In his right hand is a bloody knife. He noticed the heroes approach, turned and runs out into the alleyway behind the inn.

## DECISION TIME

Ubregt is still clinging to life, if the heroes stop to check. He can be saved with a Heal (with a -2) roll to stabilize him. He might not be able to talk or be moved for a while, but his attacker should have some answers.

## CATCH ME IF YOU CAN

A Standard Chase of 5 rounds starts if the heroes rush after the assailant. The wind is howling down the street and drives the snow like needles into any exposed flesh. The glowstone streetlights barely manage to light the way. All rolls receive a -2 modifier because of the horrid conditions outside.

### Complication Details

**Disaster:** A large, slippery patch of ice, a deep snow bank on the edge of the street, a wagon that comes out of a side street.

**Major obstacle:** A piece of corrugated iron comes flying out of the dark, a group of people comes around a corner, a medium patch of ice on the ground.

**Minor obstacle:** A piece of clothing comes flying out of the dark and flaps in the heroes face, small patch of ice on the ground.

**Distraction:** For a moment the whirling snow obscures the runner and no attack can be made this round.

## CAUGHT!

If the heroes manage to catch the attacker, an Intimidation roll will

make him spill his guts. He wants to become part of a gang called The Horizons and for his initiation he had to kill their contact. He will point them to where the hostage is kept, but he has no other relevant information.





## THE ONE THAT GOT AWAY

If the attacker manages to get away, the group can try to track him (Tracking roll with a -2), or ask around if any of the few citizens out in this severe weather noticed him (Streetwise -2). With a Streetwise roll the heroes can also head to where Ubregt lives. It's about half an hour away and everyone must make a Vigor check since they are out in the cold. Ubregt lives on the second floor of a rickety building deep in the Autumn Zone. A Notice roll helps the heroes to find his notes under his bedding on the floor.

## THE RESCUE

Both the assailant and notes in Ubregt's apartment point to an old warehouse on the edge of the Autumn Zone, close to the wall. The building is old and some of the iron plates on its frame are rattling in the wind. A rusted sign swings in the wind and it is clear that the warehouse is not in regular use. The heroes can see light shining through the broken walls and if they wait long enough, they will see movement as well. The gang members are inside the warehouse, guarding the kidnapped girl. (Two gang members per hero). They have a large fire going and most are sitting around it. Their leader, Krush, is in an office upstairs with three of his men. The girl Matha is tied to a pipe in back corner of the office and the gang members are discussing the incoming shipment. One of the men, Baloc Greay is also asking about the girl and what they are going to do with her.

There are 2 sentries in the opposite building keeping an eye on the streets surrounding the warehouse. They

Place the gang members within a Large Burst template centered on the map.



are cold, miserable and not concentrating on the task at hand. Count them as inactive guards. If the heroes think to look both can be spotted with a Notice roll.

It is up to the heroes to save the girl. If it comes to combat, the gang will fight with every dirty trick possible, but they will abandon their comrades and flee if too many of them go down.

## HAPPY ENDING?

If the heroes manage to rescue the girl they will receive their payment, as well as a large bonus in gold (each receive the Connection Edge as well). If she is killed the heroes have made an enemy of her father (each receive the Minor Enemy Hindrance) and it might be better if they look for a new city to move to.



### Krush (Human thug)

Krush leads The Horizons with an iron fist and none dares oppose him.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

**Skills:** Fighting d8, Gambling d4, Intimidation d6, Lockpicking d4, Notice d6, Shooting d4, Stealth d6, Streetwise d6

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8(1)

**Hindrances:** Bloodthirsty (Major), Greedy (Minor), Vengeful (Minor)

**Edges:** Brawny, Alertness, Brawler

**Gear:** Leather armor (+1), sword, dagger, winter clothes, food



### Baloc Greay (Half-folk streetmage)

Baloc loves money and he doesn't care who he hurts to get more of it.

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d4, Vigor d6

**Skills:** Fighting d4, Notice d6, Persuasion d6, Shooting d4, Spellcasting d8, Stealth d6, Streetwise d8, Taunt d4

**Charisma:** 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4(1)

**Hindrances:** Short (Racial), Arrogant (Major), Greedy (Minor), Vengeful (Minor)

**Edges:** Arcane Background (Magic) Fortunate, Spirited, Scamper

**Gear:** Leather armor (+1), dagger, winter clothes

**Powers:** Bolt (Sound), Elemental Protection, Confusion (Light), Mind Reading

### Gang members (Humans)

These are not productive members of society. They steal, kill, blackmail and kidnap to get their way. Money and possessions are important, but not as important as status within the gang.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Gambling d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

**Charisma:** -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6(1)

**Hindrances:** Greedy, Mean

**Edges:** None

**Gear:** Leather armor (+1), sword, dagger, winter clothes, food



# WINTOR ETERNAL

Name

Gervis Dusktaker

Profession

Human Investigator

Setting Rules

Multiple Languages

## ATTRIBUTES

Agility

d

6

Spirit

d

6

Vigor

d

6

Smarts

d

8

Strength

d

6

## CHARISMA

+2

## PACE

6

## PARRY

4

## TOUGHNESS

6(1)

## SKILLS

Fighting

d4

Shooting

d6

Streetwise

d8

Investigation

d8

Spellcasting

d6

Persuasion

d4

Notice

d6

Stealth

d4

## HINDRANCES

Curious (Major)

Enemy (Minor)

Quirk (Minor) - Talks about himself in the third person

## EDGES

Arcane Background: Magic

Attractive

Blind (Darkness)

Bolt (Electricity)

Stun (Electricity)

## EQUIPMENT

Backpack

Winter clothes

Glowstone lantern

Potion of Healing (heals one wound when consumed)

## WEAPONS

Short Sword

Crossbow 15/30/60 Damage - 2d6

Quarrels x10

Dagger Damage - Str+d4

## ARMOR

Leather armor



# WINTOR ETERNAL

Name

Emlin Irkeen

Profession

Human Investigator

Setting Rules

Multiple Languages

## ATTRIBUTES

Agility

d 8

Spirit

d 6

Vigor

d 6

Smarts

d 6

Strength

d 4

## CHARISMA

0

## PACE

6

## PARRY

5

## TOUGHNESS

6(1)

## SKILLS

Climbing

db

Notice

db +2

Taunt

d8

Fighting

d4

Shooting

db

Lockpicking

db

Stealth

d8

## HINDRANCES

Curious (Major)

Phobia (Minor): Spiders

Stubborn (Minor)

## EDGES

Alertness

Steady hands

## EQUIPMENT

Backpack

Winter clothes

Lockpicks

Rope

Potion of Healing (heals one wound when consumed)

## WEAPONS

2 Daggers Damage - Str+d4

Crossbow 15/30/60 Damage - 2db

Quarrels x10

## ARMOR

Leather armor



# WINTOR ETERNAL

Name

Gormick Runeshield

Profession

Dwarven Brown Cloak

Setting Rules

Multiple Languages

## ATTRIBUTES

Agility

d

6

Spirit

d

6

Vigor

d

8

Smarts

d

6

Strength

d

8

## CHARISMA

0

## PACE

5

## PARRY

6

## TOUGHNESS

7(1)

## SKILLS

Climbing

d6

Shooting

d4

Fighting

d8

Stealth

d4

Notice

d6

Streetwise

d8

## HINDRANCES

Code of Honor (Major)

Loyal (Minor)

Quirk (Minor) - Smokes smelly cigars

Slow

## EDGES

Brown Cloak - +1 to Notice and Streetwise rolls in the city they work in

Low Light Vision

Tough

## EQUIPMENT

Backpack

Winter clothes

Handcuffs (Manacles)

Whistle

Potion of Healing (heals one wound when consumed)

## WEAPONS

Battle Axe Damage - Str+d8

Dagger Damage - Str+d4

## ARMOR

Leather armor



# WINTOR ETERNAL

Name

Baako Longtooth

Profession

Grayn muscle

Setting Rules

Multiple Languages

## ATTRIBUTES

Agility

d

6

Spirit

d

6

Vigor

d

8

Smarts

d

4

Strength

d

8

## CHARISMA

-2

## PACE

6

## PARRY

6

## TOUGHNESS

7(1)

## SKILLS

Climbing

d6

Notice

d6

Tracking

d4

Fighting

d8

Shooting

d6

Healing

d4

Stealth

d6

## HINDRANCES

Loyal (Minor)

Mean (Minor)

Overconfident (Major)

feared -2 Charisma

## EDGES

Low Light Vision

Luck

+2 on Notice when using smell

## EQUIPMENT

Backpack

Winter clothes

Rope

Glowstone

Potion of speed doubles the basic pace of a character for 1 round.

## WEAPONS

Longsword Damage - Str+d8

Bite attack Damage - Str+d6

Crossbow 15/30/60 Damage - 2d6

Quarrels x10

## ARMOR

Leather armor



# WINTOR ETERNOL

Name

San Kareef

Profession

Human Lightbringer

Setting Rules

Multiple Languages

## ATTRIBUTES

Agility

d

6

Spirit

d

8

Vigor

d

6

Smarts

d

6

Strength

d

6

## CHARISMA

0

## PACE

6

## PARRY

6(1)

## TOUGHNESS

6(1)

## SKILLS

Climbing

d6

Healing

d8

Stealth

d4

Fighting

d6

Notice

d6

Faith

d8

Shooting

d4

## HINDRANCES

All Thumbs (Minor)

Hard of Hearing (Minor) -2 on Notice to hear

Heroic (Major)

## EDGES

Arcane Background Miracles

Healing (Light)

Smite (Light)

Combat Reflexes

## EQUIPMENT

Backpack

Winterclothes

Glowstone

Potion of Healing (heals one wound when consumed)

## WEAPONS

Longsword Damage - Str+d8

Dagger Damage - Str+d4

## ARMOR

Leather armor, Buckler



# WINTOR ETERNAL

Name

Skreet Wallclimber of Wyvern street

Profession

Goblin tinkerer

Setting Rules

Multiple Languages

## ATTRIBUTES

Agility

d

8

Spirit

d

8

Vigor

d

4

Smarts

d

6

Strength

d

6

## CHARISMA

0

## PACE

10

## PARRY

4

## TOUGHNESS

5(1)

## SKILLS

Climbing

d6

Shooting

d6

Weird Science

d8

Fighting

d4

Stealth

d8

Notice

d4

Taunt

d6

## HINDRANCES

Anemic (Minor)

Quirk (Minor): Wears a giant, floppy hat with a feather in it.

Yellow (Major)

## EDGES

Arcane Background Weird Science

Blind (A device that "shoots" packets of pepper powder)

Entangle (A device that shoots a sticky and smelly gum)

## EQUIPMENT

Backpack

Mismatched winter clothes

Rope

Random bunch of trash and trinkets

Dead rat

## WEAPONS

Dagger Damage - Str+d4

## ARMOR

Patched Leather armor



## **Gervis Dusktaker**

Gervis is the founder of Torchlight Investigations. He loves a good mystery and his curiosity has gotten him in trouble a few times over the years. He made an enemy of a local gang leader during his first case, but he tries to stay out of his way.

He comes across as a bit odd but he is good at what he does and he has friends who help him in his investigations.

## **Emlin Irkeen**

Emlin is a good thief, but after almost getting killed during a breaking, made her decide to rather use her skills to help a friend. It might not always be safer than burglary, but she is having lots of fun.

She can get a bit difficult if she doesn't get her way, but is mostly a likable person.

## **Gormick Runeshield**

Gormick is a young Brown Cloak and still new to the city. She helps Torchlight Investigations in her spare time. She needs the extra money, since her parents aren't happy she moved from Drogan to the outside world and refused to help her.

She is very loyal to her friends in the group, even if they hate the smelly cigars she smokes.

## **Baako Longtooth**

Gervis hired the surly grayn for protection after his run-in with the gang leader. Baako might not be in the group for his mental agility, but there is none better to have in a fight.

He is an outcast from his tribe and has unofficially adopted Torchlight Investigations as his new tribe. He is always ready to take on more than he should be able to handle, but somehow luck is always on his side.

## **San Kareef**

San ran away from home because of an abusive father. He beat her so much he damaged her ears and she decided that life on the cold streets would be better and safer.

Luckily a cleric of Ihlanar found her and took her in. Now, years later, San has become a Lightbringer, a proud warrior of her god. She met Gervis during her training and they have become good friends. She helps him with cases when she has the time.

## **Skreet Wallclimber of Wyvern street**

This sickly little goblin joined the group after they saved him from an angry mob. He also knows now not to test his inventions in the market place.

Skreet likes to make things. Since he doesn't have access to expensive components, he uses what he can get his hands on. Being a goblin that means anything he can find in the trash or steal. His inventions are always on the verge of falling apart, but they do seem to do what they are supposed to do.

Though he's not very brave, he is loyal to the group and helps out where he can. His floppy hat keeps falling into his eyes and most of the time he is thinking of some new contraption, but the group enjoys his odd, but sincere friendship.



OFFICE 1 LEVEL UP



DOOR

LARGE DOOR

1" = 2 yards