



Son of the Hungry Moon

WINTER ETERNAL

ERIC LAMOUREUX

MORNÉ SCHAAP

The remains of several animals are found in one of Emerald Rest's most privileged districts and a team of investigators has been hired to find the cause.

This adventure for Novice Rank characters assumes the heroes are in Emerald Rest and members of Torchlight Investigations (see the premade characters for more information).

A GRUESOME SIGHT

It is early morning in Sparrow's Meadow, a park in the center of a wealthy Emerald Rest neighbourhood. Strewn about the grass are a dozen animal carcasses. Hares, squirrels, geese and foxes show evidence of having been bitten and partially eaten by a predator. Terron Wulfgrim, commander of the Brown Cloaks, has personally hired you to find who or what is responsible for this to appease local neighbours' growing concerns. This heinous crime is punishable by death in Emerald Rest. This is a matter of great concern and needs to be handled promptly.

WHAT'S GOING ON

Five days ago, Kahmir, resident of Emerald Rest and son of a wealthy merchant, was bitten by a wild beast as he was walking home after a night out drinking. Last night, Kahmir transformed into a werewolf and, overwhelmed with hunger and bloodlust, claimed the nearby Sparrow's Meadow park as his hunting ground. When his hunger was finally satiated, he retreated to the stables in the morning which spooked the horses and sent the household into an uproar.

BLOOD TRAILS

By examining the dead animals, the investigators can gain the following information:

- The bite marks were inflicted by a large wolf. (Healing, Survival, Common Knowledge or Notice -2)
- Tufts of brown fur are clinging to bushes. (Notice)
- The attacks happened during the night. (Healing, Survival)
- Paw prints belonging to a bi-pedal creature (Tracking) lead to Powree Fastbuckle's estate across the park. (Notice or Tracking)

EHLERRAC'S WEREWOLVES

On Ehlerac, the night of the Full Moon has taken on a different meaning since Sun Death has unbalanced the astrological order of things. The night prior to a Super Blizzard, werewolves on Ehlerac begin to transform. The most benevolent of the werewolves warn people around them to seek shelter from the approaching storm, while the hungry and malevolent ones wait in the shadows, hoping to hunt the stranded and helpless. For this reason, werewolves have been known to be called Storm Bearers.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Climbing d8, Fighting d10, Intimidation d8, Notice d10, Swimming d8, Stealth d10, Tracking d10

Pace: 8; **Parry:** 7; **Toughness:** 7

Special Abilities

Claws: Str+d8.

Fear: Werewolves are a frightful sight for anyone.

Infection: Any character who suffers a Shaken result or a Wound by a werewolf's natural attacks must make a Vigor check at -4 or become a werewolf. The character involuntarily transforms every night before a Super Blizzard. Only with the guidance of his peers and 1d6 years of training does he gain full control over the transformation.

Infravision: Werewolves can see heat and halve penalties for bad lighting when attacking living targets.

THE FASTBUCKLE ESTATE

The three story mansion, warehouse, stables and guest house are packed inside two acres of land. When the investigators arrive, the stable girl is busy rounding up the horses. Powree and two of his younger sons approach the investigators shortly after their arrival. The men's attitude starts as Uncooperative (See Persuasion in Savage Worlds Deluxe). They try to get the investigators to leave their property. Ulan, the stable girl, is Neutral. They all claim one of the horses got injured brushing up against a nail and that they haven't seen or heard anything. A Notice roll against their Persuasion will reveal they are lying. The Fastbuckle family or Ulan can be persuaded to spill the beans if their attitude changes to Friendly.

Kahmir is in his bed on the third floor, being cared for by his mother and sisters. The investigators can also find out about Kahmir if they gain access to the house.

TA-HA AKHI

The leader of the werewolves in Emerald Rest has learned about the tragedy and has been looking for the stray wolf all morning. Her and a small pack of werewolves want to abduct Kahmir in order to raise him as one of the pack instead of letting him be sentenced to death by the Brown Cloaks. While the family and the investigators are distracted, they sneak inside the house and take Kahmir away. If that can't be accomplished, they follow the investigators on their way to the Brown Cloak tower and ask for Kahmir to be turned over to them in order to save his life.

Ta-Ha Akhi (see Winter Eternal p.67) does not wish to get in trouble with the law in any way. She understands that she and her people are tolerated in Emerald Rest. Banishment could mean certain death in the Wastelands or in another city.



GARDEN TOWERS

When the investigators reach Kahmir's bedroom, they see a fur covered humanoid figure jump down from the window. Kahmir sensed he was in danger and transformed into his werewolf form. His mother and sisters were spared but they are too frightened and incoherent at the moment to give an accurate idea of what happened.

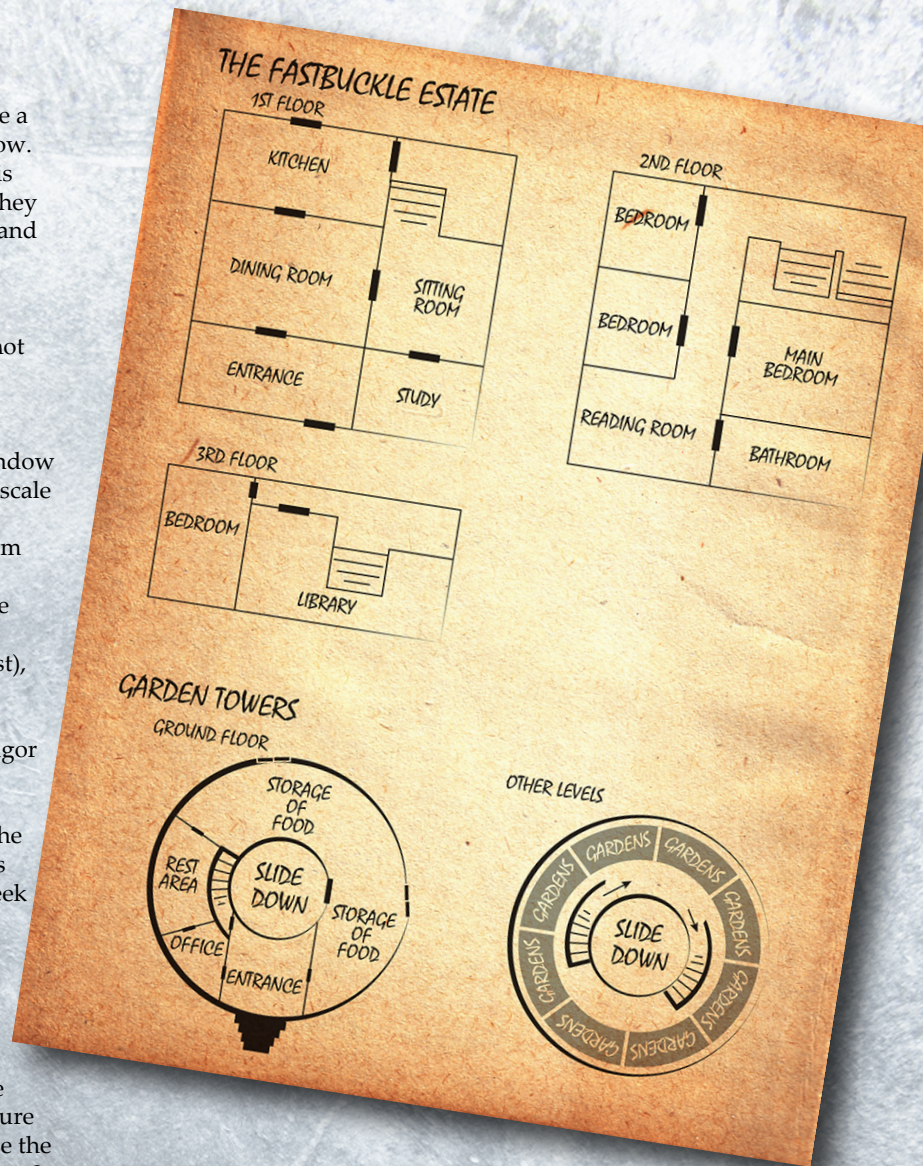
The investigators will have to chase Kahmir through the Garden Towers while the blizzard has come to life, and not even the inhabitants of the Summer Zone will be spared. This is a five-round Chase. Here's a list of events with alternative chase Traits for every round of the Chase.

1. The house: Agility to jump down from the window or suffer 2d6 damage from the fall, Climbing to scale down the wall or Agility -2 to take the stairs.
2. The streets: Agility, the streets are slippery from the snow fall
3. The topiaries: Notice or Tracking to find where Kahmir went
4. The Garden Towers: Knowledge (Emerald Rest), Common Knowledge (if a local), Climbing or Streetwise to stay on his tail
5. Storm Bearers join the chase in a courtyard: Vigor to keep up in the cold or Agility

If the investigators can't catch Kahmir the Werewolf by the end of the fifth round, Ta-Ha Akhi and her Storm Bearers catch him and suggest to the investigators they should seek shelter while they take care of Kahmir. The investigators will now start suffering the effects of the Super Blizzard (see Winter Eternal p. 88).

AFTERMATH

This investigation ends when Kahmir is given over to the Brown Cloaks or Ta-Ha Akhi and the Storm Bearers capture him. Have they made enemies along the way? Will this be the last they hear of Kahmir, Ta-Ha Akhi and the Storm Bearers?



CITIZENS

Use this template for the Fastbuckle family members or Ulan.

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

Skills: Fighting d4, Knowledge (choose a Trade) d6, Notice d6, Shooting d4, Stealth d4, Survival d6

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: None

Edges: None

Gear: Knife (Str+d4)

STORM BEARERS (HUMAN FORM)

Use the Ehlerac's Werewolf stats when they are in their werewolf form.

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

Skills: Climbing d8, Fighting d8, Intimidation d8, Notice d6, Shooting d6, Stealth d8, Tracking d8

Charisma: -2; **Pace:** 8; **Parry:** 6; **Toughness:** 8 (1)

Hindrances: Outsider

Edges: Brawny, Combat Reflexes, Fleet Footed, Frenzy

Gear: Short Sword (Str+d6), Leather Armor, Crossbow (2d6, AP2, 1 action to reload, 15/30/60), 10 bolts



KAHMIR FASTBUCKLE

This is Kahmir in his human form. Use the Ehlerac's Werewolf stats when he's in his werewolf form.

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

Skills: Climbing d6, Fighting d6, Notice d6, Shooting d4, Stealth d4, Survival d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: None

Edges: None

Gear: Knife (Str+d4)



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

WINTER 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

WINTER ETERNAL

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

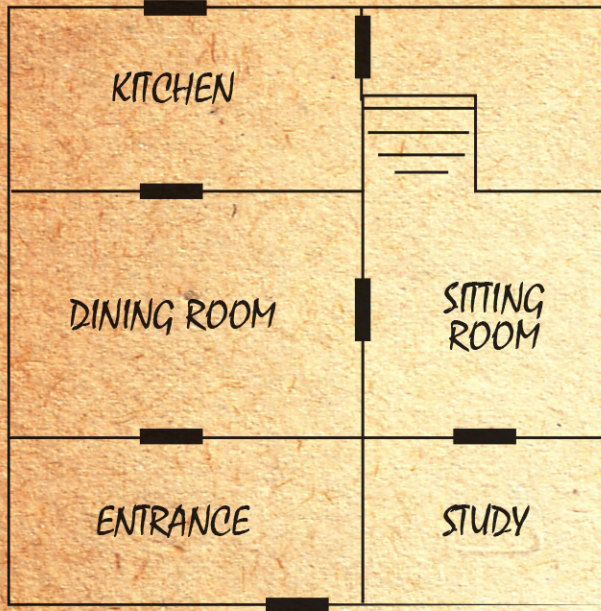
This sickly little goblin joined the group after they saved him from an angry mob. He also knows now not to test his inventions in the market place.

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.

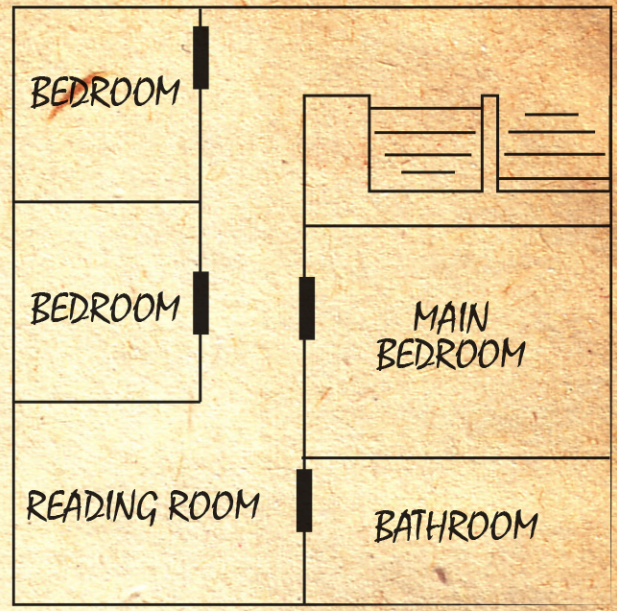
Though he's not very brave, he is loyal to the group and helps out where he can. His floppy hat keeps falling into his eyes and most of the time he is thinking of some new contraption, but the group enjoys his odd, but sincere friendship.

THE FASTBUCKLE ESTATE

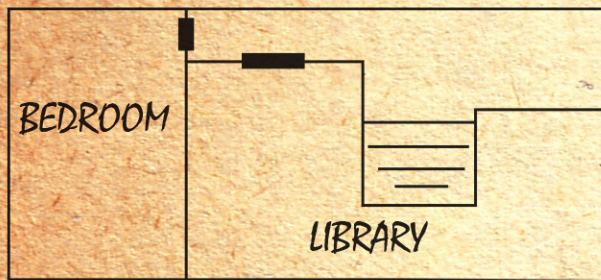
1ST FLOOR



2ND FLOOR

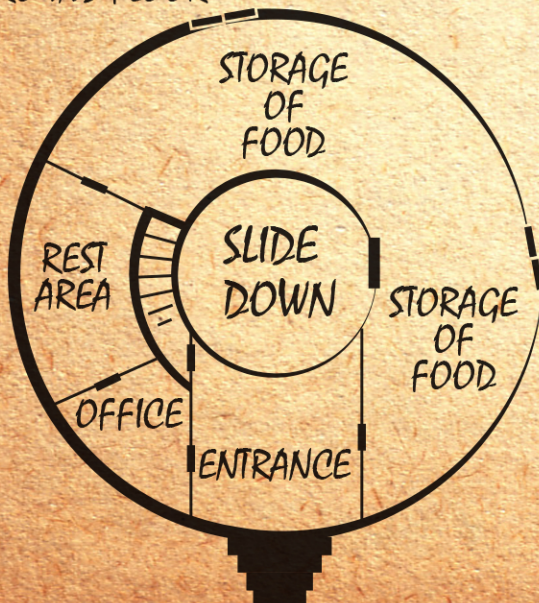


3RD FLOOR



GARDEN TOWERS

GROUND FLOOR



OTHER LEVELS

