

WINTOR ETERNOL

ADVENTURE GUIDE & CITIES

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THE CITIES



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.

TRAVEL

No matter if a city is built around a heat spell or heat shard, underground or vertically against a cliff face, the roads and sidewalks are always packed. Velopedals, pedal carts, and other vehicles dominate the road and crippling gridlock is not uncommon. Wallside doesn't allow many vehicles in the city, so most travel is done by foot. The many staircases and metal walkways do help and it is usually faster to travel in Wallside.

The sidewalks are no less busy and many prefer to walk, even in cities as large as these. Pickpockets, Globe runners, and the usually rushed citizens makes walking in the cities an interesting experience. At night the streets are much quieter, but walking alone is not recommended.

A new invention is helping to warm those walking along the major streets of the Autumn Zones, as well as the walls of the outside cities. Enclosed, heated walkways use a complex pipe system to blow warm air along the route. This has helped those out in the Autumn Zone tremendously. Street people look for a place to sleep along these routes at night and many Brown Cloaks turn a blind eye to these unfortunate folk looking for a little bit of warmth. Heated walkways are present in all the outside cities. Wallside uses this idea too, though there most walkways are not enclosed.

Haven and Ochrem have finished a cable car system each, which went operational a few months back. Now people can travel from north to south and east to west in these carts, moving above the buildings. Large metal towers were built and there is a station every few blocks. The carts are slow, but cheap to use. The massive steam driven machines keeping the carts in motion does tend to break and at the moment it is not the most dependable mode of travel.



FIRE BRIGADE

Fire is always a danger, especially in areas where multi-level buildings are packed densely together. It can spread deceptively fast and the need for a fire brigade is something that was identified early on.

A young nature warden came up with an idea that worked better than bucket chains from the nearest water source. Spitters are large toadlike beasts that absorb any heat from the environment and spit a good size piece of ice as a part of their attack. He managed to train these surprisingly

intelligent beasts to work with firefighters in bringing a blaze under control.

The fire brigade quickly gained the nickname of the "Frog squad", but the spitters really make a huge difference.

In Wallside the fire brigade is testing a new invention called foam bombs. These handheld devices explode and when the chemical inside mixes with the air, it expands in a messy, orange foam. Time will tell if this will replace the spitters.

WORD STATIONS, GLOBE RUNNERS, AND THE FLASH-SENDER

Communication is a vital part of city life and the Word stations make this easier and faster. There are Word stations all over each city that delivers letters and parcels and speech globes.

Those delivering these items are called Globe runners, named after the speech globes they carry. They are fast, know the city very well and are able to navigate the busy streets with an almost supernatural grace. They wear red shirts in an attempt to make them more visible and are usually a bit loud as yell instructions to other pedestrians.

Items delivered usually go to the address given, but can also be picked up from the local Word station. Items going to other cities are sent with caravans using the Archways and take much longer to arrive at their destination. It is against the law to interfere with a Globe runner or to steal items delivered by the Word stations. There are those who make a good living from the items and information they steal

and Globe runners must always be weary.

The Flash-sender is a relatively new invention by Wolvger Anvilbasher making communication between cities possible. It sends light flashes from one station to another along the Archways. Few of these stations are manned, but a complex system of mirrors reflects the messages along to the next station.

A message can't be longer than 20 words and costs 1 gold piece for every 5 words. The words are broken down into a code and then flashed to the appropriate station to reach its destination.

The service is mostly reliable, but can be easily interrupted by super blizzards and vandalism. It is also not secure, so care must be taken about the kind of message that is sent. Though the code and cipher are kept secret, there are those who make a living from intercepting and decrypting flash messages.

Out of my
way!

SPORT AND ENTERTAINMENT

Everyone needs to unwind. In a city with so many people packed together, tensions can easily flare and violent confrontations are not uncommon. Sport and other forms of entertainment help to release some of the tension and keep the cities from rioting.

Gillgresh is a game invented by dwarves hundreds of years ago, but is now played across Ehlerrac and is followed by thousands. It is a dangerous and violent game played with a spiked, slightly magnetized metal ball, called a "bagh", light armor, shields, and forge hammers. A team consists of ten players and points are scored by embedding the ball in the target area of the opposing team.

There are three types of players on a team. The player called the Trigger carries an activation wand that releases the spikes in the ball shortly before it hits the opponents scoring target. He must try to do this just before it hits the scoring target. It can also deactivate the spikes in the opponent's ball to keep them from scoring (an opposing Agility roll determines who activated/deactivated the spikes at the right moment). The job of the Guardians, four shield carrying players, are to block and protect other players with their small shields. Finally the five Maulers, with their

hammers, drive the ball to the other teams scoring board. They are not allowed to handle the ball with their hands.

Each city has its own official team, but there are many smaller teams as well playing in games. The game is extremely popular and fans range from devoted to obsessed. This has unfortunately lead to more instances of violence between supporters. The officials are working hard to discourage this kind of behavior and the law comes down pretty hard on transgressors.

— ❄ —
Are you blind?
That was
clearly a foul!
— ❄ —

The Frost Cup is the main competition between all the cities. It runs over 6 months and the final is played in the month of Rolenta. Cities take turns to host the event.

Plays and carnivals are also events attended by many in every city. To make sure the poorer people can also afford entertainment, ticket prices are usually kept low. There are many theaters throughout the cities and a few different plays circulate for months.

Some actors and bards have caught the hearts of the people and enjoy celebrity status. Some hire bodyguards to keep them safe from obsessed fans. Plays or concerts headed by these celebrities are always a sellout.

GANGS

Crime is unfortunately a part of life in any of the cities. Not only are many thieves guilds operating in the shadows, the past few years has seen gang activity rise sharply. There are small gangs whose idea of a fun evening is vandalizing a building or trying to look tough on the street corner. But there are bigger gangs that have the authorities worried. Groups of people with a common bond and interests, be it hate, drugs or violent crimes and robbery. There are areas in the cities where it is considerably more dangerous to walk after the globes go out.

These gangs each control a certain area of usually a few city blocks. They mark their territory and rule through fear and intimidation. They are also looking for new members and many in the poorer areas get sucked up by these gangs.

Most cities are having a tough time keeping these gangs under control. It is interesting to note that there are almost no gangs in Ochrem. The Watch is ever vigilant and the leaders of these gangs keep disappearing in the night.

SAINT HOUSES

Throughout each city are healers who help the sick, the hurt and those in need. Most people refer to these places as Saint Houses. The cities subsidize most of these small hospitals and citizens get decent health care, no matter what zone they live in. Saint Houses offer magical healing, non-magical healers, potions, and first aid kits for sale and looks after the general well-being of those in the area. They usually also employ guards to make sure the criminal elements don't see them as soft targets, though break-ins and robberies do occur.

No one is turned away from a Saint House and those working there care about their patients. There was a case in Haven a year ago where a healer used his patients in experiments he was conducting, but that was stopped. The Saint Houses are still seen as a safe and reliable place to come to for any medical needs.



SCIENCE FAIR

Once a year Wallside and the Baaken family hosts a huge Science fair. Artificers from across the continent flock to the city to show off their inventions and hard work. Many are looking for patrons or partners, or to have their inventions picked up for mass production. Competition is fierce, but the incentive of the fair has led to some amazing discoveries. It is a colorful and festive event and many traders also use the time to show off their goods. Security is of course very strict, as some of the inventions in the wrong hands could be disastrous.

The winner of the fair receives 1,000 gold pieces and a guarantee that the Baaken family will use or help them to produce what they have built.

FOOD, WATER, SHOPS AND MARKETS

A lot of the protein sold in cities come from the bug farms. The rich might be able to afford meat every night, but others are used to dishes featuring roaches, maggots, and crickets. That is not to say these dishes are bad, there are even restaurants that only use insects.

Most organic waste ends up at the bug farms. There are huge tanks full of bugs that break down the waste and it is a pretty effective disposable system. The farms are kept warm inside, so the smell and the flies make it a pretty unpopular places to visit. Some criminals find the worm bins to be a good place to get rid of a stiff and sometimes workers come across horrific finds.

The two dwarven cities offer mostly meat, since most of the cattle, sheep, and pig farms are here. There are no bug farms in Echo or Drogan. In Mirror's Edge fish are also a little easier to come by, though there are still bug farms on the outer edges of the Autumn Zone.

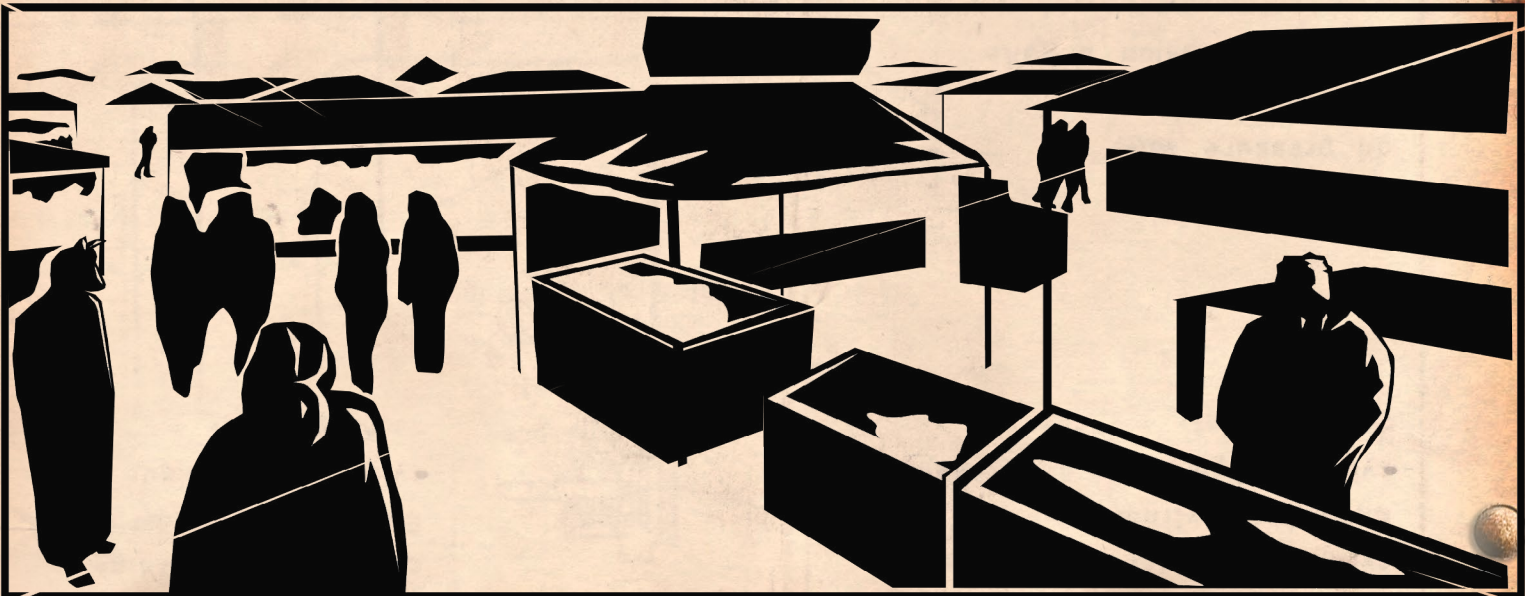
Wheat, corn, and fruit are grown in the large Garden Towers and are a little bit easier to come by in the outside cities, though these products are also exported to the Wallside and the two dwarven cities. Flour is cheap, but spices are expensive or in many cases almost impossible to come by. There are some small companies who grow spice plants

with the help of nature wardens and they are making a killing. But this doesn't mean that food is bland, it just takes a bit of creativity sometimes.

Water is harder to distribute in the city, though the easiest to find. Every morning teams head outside the city to fill large containers with snow and ice which they drag back to the city. The ice is collected at large reservoirs and then sent out to smaller points throughout the city, where citizens can collect water. Many buildings, especially those of the rich, have small reservoirs on their roofs, to supply water to those living within.

Every city has a huge market area. Hundreds of stalls sell food, clothes, weapons, toys, magic, jewelry, fake items and much more. The markets are busy and loud, though there are many bargains to be found. Many adventurers come to the market before heading out into the wastelands. Most store owners love to haggle, so heroes who are smooth talkers, can easily get better deals on the items they are looking for.

Those visiting the markets must be vigilant for pickpockets and thieves. Many stall owners also hire a guard or two to keep an eye out. The Brown Cloaks patrol the area as well, but they can't be everywhere.



There are lots of others dealings happening in the markets. It is a public place to meet and it is used by many characters of the unsavory sort. Some stall owners are also looking for help in acquiring new stock, protecting what they have, or in some cases, making sure the competition lose what stock they have.

There are many areas throughout each city filled with shops. Ranging in size and selling almost anything you can think of. Many shops cater for a bit more upmarket clientele, though shops aren't exclusive to the Summer Zones or richer areas.

Restaurants, taverns, and inns are found throughout each city. They range from catering to the very rich, to back alley dives that serve watered down beer and something that was distilled in the basement and can also clean the rust off copper.

Commerce is the lifeblood of every city. With the Archways connecting them and explorers returning with many interesting items, there is always money to be made.



TRENDS, FASHION, AND CELEBRITIES

When you are living in a small, drafty hovel on the edge of the Autumn Zone, the lives of the rich and famous can serve as a distraction and inspiration. Many follow the doings of these people. Those in the theater, sport, music or some of high station, soon find themselves the object of adulation for thousands and need to hire bodyguards to keep the fans from swarming them. There are papers, books and groups dedicated to celebrities and some fans border on crazy and obsessive. People in the cities love to dress in garish, bright colors. In a world of darkness and snow, the streets are a dazzling burst of colors. Tattoos are also very popular. Hands and faces are colored in permanent or temporary tattoos. There are even some magical ink that change color or shape.

Accessories are also important and if a celebrity is seen with a new scarf or brooch, fans go nuts to get the same for themselves. Trends in clothes, behavior or some accessory tend to sweep a city every few weeks. Many are always looking for something new to break the boredom of their lives

NEWS AND JOURNALISM

Two years ago an artificer from Wallside perfected his process of making paper from discarded corn and wheat husks from the Garden towers. Now books and weekly newspapers are available in each city. Journalists are always looking for the next front page story. In many cases it is about celebrities, but the news also reports on tragedies, exciting events, and sport. It is cheap to buy and is read by thousands.

Each city has its own newspaper and it is eagerly awaited every day around 12.

City	Newspaper
Haven	The Haven Voice
Mirror's Edge	The Journal
Drogan	The Drogan Gazette
Echo	Daily Echoes
Emerald Rest	The Vine
Ochram	All Peoples Communication
Wallside	The Daily
Deadfalls	The Whisperer

WEATHER AND HEATING

A Super blizzard is a frightful thing to experience. Temperatures drop, visibility is almost zero and just staying on your feet is an almost impossible task. Flying debris is also a big danger and responsible for almost as many deaths as the cold.

When an alert goes out red flags are raised all over the city. The many shelters across the outside cities open up and get the fires and shard heaters going. Hundreds flock to these places to wait out the time it takes for the storm to pass. This could be anything from a day to 4 days. Many inns also open their doors and give sleeping room on the floor, around the fireplaces. Most of the large houses in the Summer Zone has a shelter either in the garden or the cellar and the owner is bound by law to offer shelter to other citizens.

Many choose to ride the storm out at home. If you have enough food and heat sources,

it should be fine. Since criminals use the storm to break into houses, many would rather stay home.

Keeping warm is a constant struggle for many in the cities, especially for those living in the Autumn Zone. Dung is the main source of fuel and imported from Echo and Drogan and is suddenly a very valuable commodity. Dung caravans are protected by more guards than usual, but even that doesn't always dissuade robbers from trying their luck.

Recent research discovered that a fungus common to the sewers can be dried and treated to be used as a combustible. This process is still under development. It also has dung exporters from Echo and Drogan worried. These powerful economic entities aren't above using dirty tactics to make sure their quasi-monopoly keeps its status quo.

MONSTER/UNDEAD AREAS

Every city has its share of monsters and undead and in every city you will find an area allocated where they can live. It is easier to ensure the safety of others by having them in only one area. Vampires, werewolves, and the rest are also required to sign a register held by the local guards, so their address and background are known.

Not all follow the rules, but most find a closed community easier to live in. There are also rules that require the residents to help protect the rest of the city from their curses, appetites, and rage. Werewolves must be locked up during a full moon or Super blizzard and vampires aren't allowed to feed and kill indiscriminately.

This system mostly works, though there are times when something racks up the body count in the city. Usually this means their life is forfeit and they are hunted down.

These areas are also not places most normal people choose to travel through, especially at night time when many monsters are home and presumably hungry.



THE SEWERS

Most outside cities all have sewers below them. These carry waste and water away. They are also filled with many things that can't survive outside and love the huge food source right above their heads. Some hunt in the city, only to return to their lairs, while others prey on those who work in the sewers or other sewer denizens. Some cities are built on the ruins of cities that came before. This adds a few extra levels to the sewer and explorers have come across rooms, buildings and even parts of a street under the city. These just offer more places for monsters to hide, but for those who can't go outside, there are undiscovered areas with treasure and other valuables. Many find the lure of treasure irresistible, but few return.

Other cities handle waste differently. Wallside uses pipes to dump waste directly into the lava below, while the two dwarven cities use a bucket system to remove waste.

Brown Cloak Tower

This squat and sturdy home of the Brown Cloaks is both headquarters to the city's law and a temporary prison to its unruly citizens. A building seen by many as a bright flame in this dark and cold world.



Tower Lookout



Officers
Desks



Kitchen &
Mess Hall

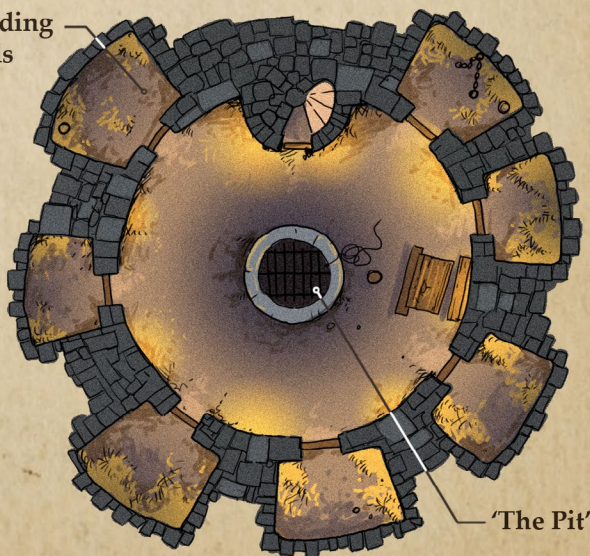
Storage &
Evidence



Briefing
room

Commanders
Office

Holding
Cells



'The Pit'

“ My time in that god forsaken place was horrible. Those cells were as cold as the dead world outside. Froze me noze off in there. After about a week in 'the Pit' them Brownies made me see the error of me ways. Now I am as straight as an arrow. Yup, no more crime for me, no more freezin either. ”

CRIME AND GUARDSMEN

Crime is very high. With so many people together it is impossible not to be. The guardsmen in each city, be they Brown Cloaks, the Watch or the Stone Guard, fight a battle they are not able to win.

Carrying weapons inside a city is illegal. A special license can be obtained from the local guardhouse to carry a weapon. This metal disc with numbers engraved on it, must be kept close at all time. The penalty for carrying a weapon without a license includes a fine and jail time, so people usually keep larger weapons at home.

This does not mean that people are defenseless. Most carry concealed knives or other small weapons. The mutual feeling is that if you don't give the guardsmen probable cause, they won't search you for weapons.

Prison is not a place most want to end up in. The prisons in the outside cities are especially miserable and cold. Prisoners are a source of cheap labor and every day chain gangs head out to work in different parts of the city.

Each city has active thieves guilds and they are responsible for a lot of the daily crime and problems in the city. Their members are loyal (those that aren't tend to disappear) and the guardsmen find it difficult to find or catch the leaders.

For now, it is safer to pay a good artificer for a sturdy lock to keep bad elements away.

Stay right
there! Don't
move! Show
us your
weapon
license.



CITY SETTING RULES

Each city is different. They might all be overcrowded and busy, but each has its own flavor, quirks, and feel. To extend these differences to the game table, each city has trappings that affect heroes when they enter that city.

CITY	SETTING RULES
Deadfalls	<p>The haunted city, ghosts are found everywhere. In most cases they leave people alone, but that does not mean they aren't always watching and remembering. The city is darker and gloomier than the other cities.</p> <ul style="list-style-type: none"> • Cast spells with the necromancy or shadow trapping with a +1. • Get +1 to Stealth if in the shadows. • Roll on the NPC reaction table with a -1 because nothing is secret with all these ghosts around.
Drogan	<p>This old dwarven city still suffers from ancient hate and prejudice. Goblins aren't allowed here at all. There are also many forges at work here and metal goods are exported together with meat and manure.</p> <ul style="list-style-type: none"> • All Streetwise checks to locate a crafted good receive a +2 bonus. • Because of the abundance of crafted goods, prices in Drogan are reduced by 10%.
Echo	<p>Some believe that if you listen closely, you can still hear the first words spoken in this cavern. Sounds bounce around inside it and it is very loud. Dwarven forges are always ringing as the work with metals, but that is not their only export. Manure and meat from all the animal pens are much more valuable.</p> <ul style="list-style-type: none"> • All Notice rolls involving sound receive a modifier of -2. • Because of the abundance of crafted goods, prices in Echo are reduced by 10%.
Emerald Rest	<p>The leader of the Green City is more concerned about the care of its animals and plants, than its citizens. Trees, plants, and all kind of creepers are encouraged to grow anywhere and hurting one of the many animals roaming the city is an offense punishable by death.</p> <ul style="list-style-type: none"> • There are so many tame animals walking around in the streets, all Investigation and Streetwise rolls made to gain information about animals have a +1. • Someone who loses their companion from the Beastmaster Edge in Emerald Rest only has to wait 1d6 days instead of 2d6 days to find another one.
Haven	<p>Haven still has the feel of the old cities before the death of the sun. People are generally happy here.</p> <ul style="list-style-type: none"> • Because of the better quality of life in Haven, the residents are happier. Rolls on the NPC reaction table gain a +1 bonus.

CITY	SETTING RULES
Mirror's Edge	<p>Mirror's Edge might not smell like it, but it is a very important city. It exports fish to all the other cities and every day scores of ice skiffs head out onto the lake. The harbor is cold and falls outside the heat spell, to keep the lake from melting. Here are also skiffs for those traveling to Emerald Rest.</p> <ul style="list-style-type: none"> • The city is all about ice skiffs, fishing, and sailors. Streetwise checks involving these topics receive a +1.
Ochrem	<p>Clean and efficiently run, there is an undercurrent of fear in this dictatorship. The Watch has absolute power and acts as watchmen, guards, inquisitors and jailers. Strict laws dictate everyday life in Ochrem, break them at your own folly.</p> <ul style="list-style-type: none"> • People are paranoid and scared and all Streetwise rolls are done at a -1. • The underlying fear in the city gives a +1 to Intimidation rolls.
Wallside	<p>Built against the inside walls of a chasm, Wallside uses the lava below it for heat and power. It has many levels and while the rich live at the bottom, the higher levels are full of factories and warehouses. Numerous artificers work here, thus creating most new inventions.</p> <ul style="list-style-type: none"> • The fumes from the lava and factories can get overwhelming and tend to rise suddenly. Whenever heroes are busy in the city (the GM decides how many times), draw a card. On a red face card, they need to make a Vigor roll. On a failure, they gain a level of Fatigue due to difficult breathing and constant coughing.. • There are a lot of artificers in Wallside. Any Streetwise check to find one gets a +1.

NEW EDGES

BACKGROUND EDGE

ROOF DOG

Requirements: Grayn, Climbing d6, Streetwise d6

A roof dog treats rooftops as normal terrain and can use Streetwise to perform a trick maneuver as a free action as his pack trips and plays dirty tricks..You also increase your jumping distance by an extra 1".

See page 29 for more information on the Roof Dog.

PROFESSIONAL EDGE

GLOBE RUNNER

Requirements: Pace 8+, Intimidation d6, Acrobat Edge.

When you need to deliver a package or a Speech globe in one of the 8 cities and time is of importance nobody gets the job done like a Globe Runner.

Using his speed, agility and network of fellow Globe Runners, this messenger gets the job done.

In an urban environment, a Globe Runner can use his full Pace as his climbing speed but must reach a stable platform by the end of the round or fall. He also gains +2 to climbing in an urban environment.

Lastly, he gains the Connections (Globe Runner) edge for free and receives a +2 bonus to Intimidation when trying to make it through a crowd when on official business.

GEAR

ALCHEMICAL POTION: Alchemists are always working on new elixirs, and explorers are very good customers, since they will take any help they can find to survive outside.

■ **Antiserum** – Cure poison effects and poison induced paralysis.

■ **Berghuul's Invigorating Brew** - A +1 die type to Strength, Agility or Vigor for 1h but the hero suffers a level of Fatigue after the effects wear off.

■ **Energetic Elixir** - +2 Pace and Quick Edge, last for 10 minutes but the user suffers from a level of Fatigue when the effects wear off.

■ **Iron core potion** – Gains the Hard to Kill Edge for an hour. Gain 1 Level of Fatigue afterward.

■ **Nora's Cunning Enhancer** - +1 die type to Smart, +2 Investigation and Notice rolls for 5 minutes.

■ **Reckless Brew** - Drinking this dangerous potion gives the user the benefits from the Berserker Edge but he doesn't need to be wounded to activate it. Furthermore, he is afflicted by the Overconfident Hindrance since he feels indestructible and takes more risks. The effect lasts for one hour and the user gains 1 Level of Fatigue afterward.

CIGARETTES, CIGARS AND PIPE TOBACCO: Though not grown in the Food Towers, there are people who grow tobacco in warehouses with the help of some nature wardens. This means that tobacco, though expensive, is not impossible to find. In most cases it is bought and used by the rich only.

FLASH-SENDER MESSAGE

COSTS: Communication with other cities is possible through the Flash-sender. It costs 1gp for every 5 words sent.

SPEECH GLOBE: This item is one of the few crosses between machine and magic. It can record a message of up to 50 words, which is then delivered by a Globe runner. It costs 10gp per mile to deliver.

REFRIGERATION TRUNK: A clockwork machine that uses ice to keep goods inside cold. Comes in different sizes. It fits on a small wagon and is used by caravans to keep meat and other produce cold when traveling between cities. Many caravans just use wagons packed in ice since it is easy to come by, but some prefer the refrigeration trunk, especially on the trips underground.

RICKSHAWS, VELOCOACHES AND PEDAL WAGONS: Rickshaws are used as a taxi service throughout the cities. Up to two passengers are pulled along a small two-wheeled wagon. Many rickshaw owners add bells and colorful lints and tassels. It costs two gold pieces per mile.

Velocoaches are used as a mass-transport service throughout the cities. Up to eight passengers are pulled along a large three-wheeled wagon. Powered by eight small size operators (usually goblins) and steered by a driver in the back, it offers warmth, protection and comfort in its cabin for a trip to the Autumn zone. It costs five gold pieces per mile, making it affordable only to the more wealthy residents of the Summer Zones, or noble castes in the case of dwarven cities.

The Globe runners are making a bid for the monopoly on velocoach services. Rumors are that they are not above employing dirty covert sabotage tactics to put independant operators out of business.

A pedal wagon is the same design as the coach, but it only transports goods.

Velocoach Acc/TS 4/15 Toughness 11 (3) Crew 9+8 Cost/Fare 1gp/mile Notes Heavy Armor.

I can't believe
that thing
stung me!
Quick, hand
me that
potion

GEAR TABLE

Item	Cost	Weight
Antiserum	50gp	1
Berghuul's Invigorating Brew	100gp	1
Energetic Elixir	120gp	1
Iron core potion	150gp	1
Nora's Cunning Enhancer	150gp	1
Reckless Brew	150gp	1
Cigarettes, Cigars and Pipe Tobacco	50gp	1

Item	Cost	Weight
Flash-sender	1gp per 5 words	
Pedal wagons	8gp per mile	
Speech globe	10gp per mile	
Refrigeration trunk	200gp	20
Rickshaws	2gp per mile	
Velocoaches	5gp per mile	

PLOT HOOKS

Some ideas to get the creative juices flowing:

- Search for missing persons
- A serial killer is targetting a certain race, gender or group
- Protecting a celebrity or sport star after they have recieved death threats
- Break into a wealthy home
- Test a new invention for an artificer
- There is a monster loose and killing citizens every night
- Someone is using magic to kill or steal
- Food is going missing from the food towers



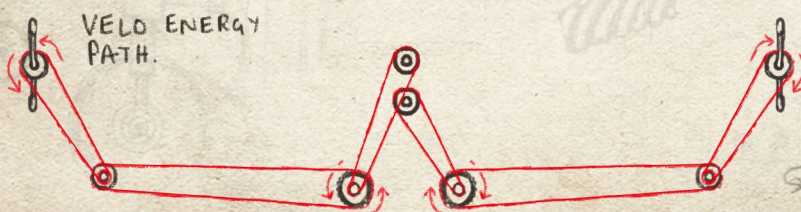
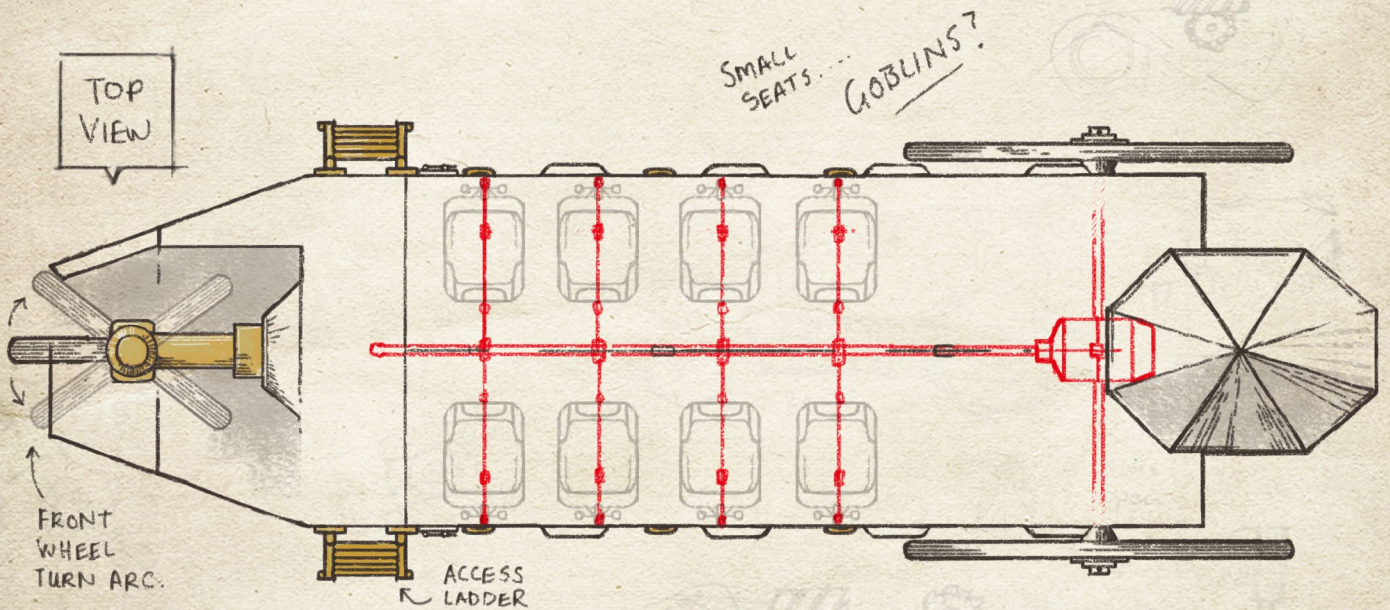
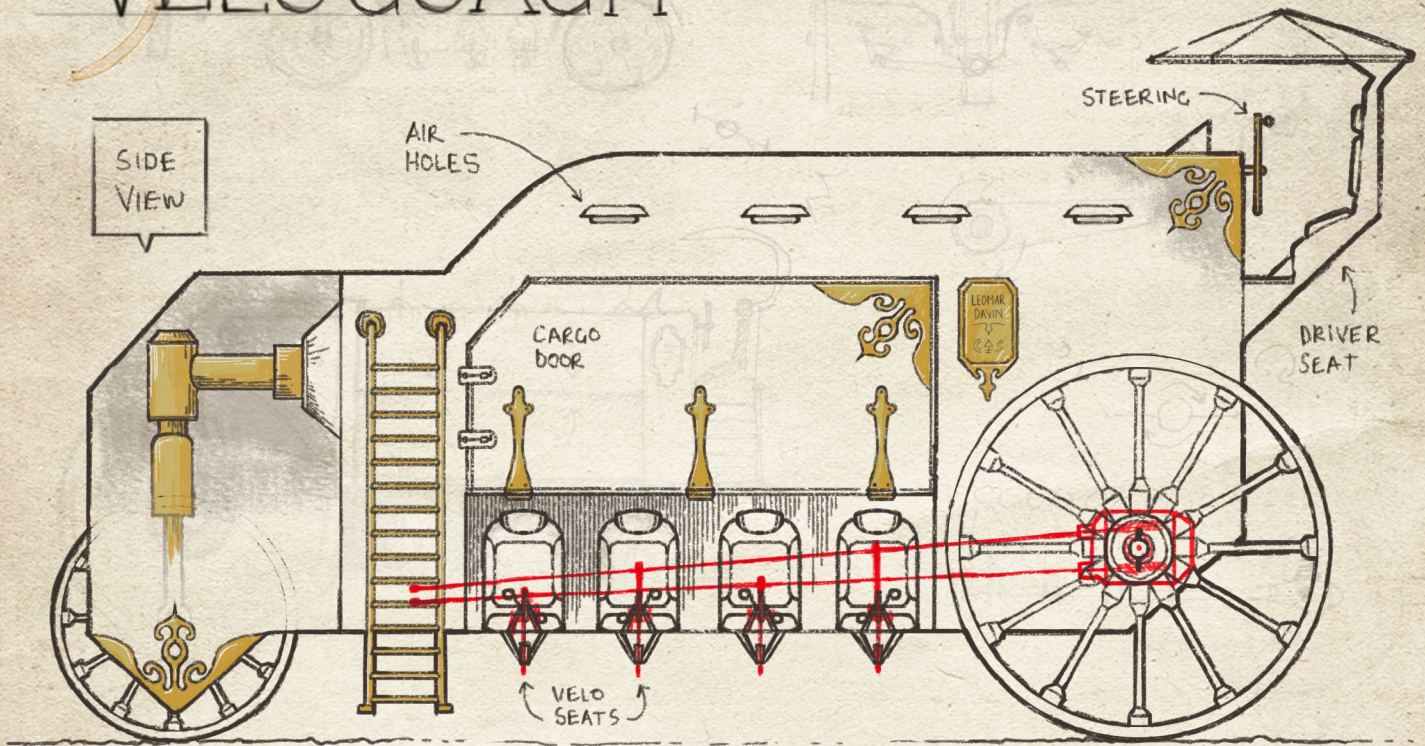
STREET ENCOUNTERS TABLE

Anything can happen while out on the streets of a city. For some random ideas, draw a card and check the table. A black card is a positive aspect, while a red card is a negative aspect.

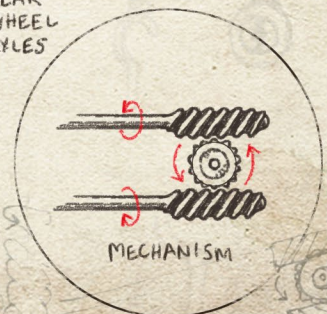
Card	Encounter	Black	Red
2	A hysterical half folk woman approaches the group.	She needs help and compensation could include money or improved reputation.	She accuses the group of stealing her child and makes such a scene, the guardsmen are called.
3	A small child runs up to them.	He has lost his mother and could use their help.	He is serving as a distraction, while others try to pickpocket the group. Everyone gets a -2 to Notice.

Card	Encounter	Black	Red
4	The brakes fail on a pedal cart and there are pedestrians in the way.	Quick thinking could save lives and earn their gratitude.	An enemy is using the distraction to attack as those walking along also get hurt.
5	A group of guardsmen comes rushing down the street.	The group sees the person they are chasing and can help.	The group is the focus of the guardsmen. A case of mistaken identity or are they being framed?
6	A vendor calls out to the heroes. He needs their help.	If they are willing to help him, he could sell them some items at a greatly reduced price.	He has a job for them, but it is dangerous and he will cheat in the end.
7	A bloodied, silently screaming ghost runs up to the group.	The ghost can lead them where they are needed and this could lead to riches and fame.	The group is haunted by the ghost. It never leaves and never stops.
8	A mekellion is being beaten by a gang of thugs.	The family of the mekellion is extremely grateful their father was saved by the group.	It is a trap by a bigger group to lure the heroes closer.
9	Plants start growing wildly in the area around the heroes.	Some nature wardens are using their magic to brighten the area, if only for a while.	The plants are a distraction while a group breaks into the office of a bookie.
10	A vampire rushes towards the group.	He has heard of the group's adventures and needs their help.	He is crazy with bloodlust and has randomly decided the heroes would make a tasty meal.
J	A goblin female sits next to an open manhole cover, crying hysterically.	Her baby has been snatched by something horrible. The heroes can see it climbing down the ladder into the sewer.	Her baby was snatched by something horrible that jumped into the open sewer and ran off. It took the baby to a chamber filled with its own kind and they are hungry.
Q	A group dressed in bright green cloaks and carrying bags rounds the corner.	They are all part of the Guild of Notes. In the bags are instruments and they are on their way to a performance.	The bags are full of weapons and the Gallow street gang is marching to teach a rival gang a lesson.
K	An elf loses control of his emotions haggling with a store owner. Tables and wares are flying everywhere.	He is thankful for the help and embarrassed. The heroes have made a new friend and contact in the city.	He is angered even more and fights like a mad man. If the group subdues him they have made a new enemy.
A	A super blizzard is imminent. The streets are insanely busy and tempers are short. Suddenly a group rushes a Globe runner trying to get through the crowded streets.	The Globe runner is hurt and asks the heroes to deliver this very important speech globe. The potential social and monetary rewards are great.	The Globe runner is killed and the thugs run away with the speech globe.
Joker	Draw two cards and combine the encounters.		

VELOCOACH



REAR WHEEL AXLES



PLACES AND ORGANIZATIONS

Many of these locations can be used in any city, so not all entries have a location mentioned. Feel free to use where needed.

ANGEL OF THE STREET

The cities are busy and overcrowded and it is easy to fall through the cracks of society. There are many poor and sick people who need help. The churches as well as the Sisterhood of the Helping Hand offer healing, but not all have the coin to make use of these places.

Velana Jennan is a name that is whispered in reverence on the streets. Though not much is known about her, rumors are that she was a very rich noble. After losing her family, she left everything behind to open a clinic to help the poor and the destitute. Velana doesn't like to talk about herself, she smiles and changes the subject.

What everyone does know about this gray old lady is that she cares about everyone that comes to her. She remembers details that many themselves have forgotten, she asks about kids at home, talks about problems and celebrates with them over every bit of good news.

She usually helps people living on the street and those with almost no money. As payment she asks for help around the clinic, or her soup kitchen. Everybody loves her and most help gladly.

— ❄ —
*She saved my
life, man! I
won't forget
that*
— ❄ —

While she offers a little bit of magical healing, most of that she does is based on her skill as a healer. Gangs and other thugs target her clinic as the equipment and potions she keeps can be sold. She has to keep replacing the equipment and broken windows regularly. Many wonder where the money comes from.

Story Seeds:

Why are the heroes here? Are they looking for gang members who attacked this dear old lady, or are they looking to steal her equipment? Are they looking for someone living on the street that only she knows, or are they there because they like helping their fellow man?

THE ARMORER

Word on the street is that if you are looking for weapons and armor of a quality way above what most shops offer, you must seek out the Armorer. Very little is known about this blacksmith. He works in

a smithy hidden away in the back alleys and is very picky about his customers. He usually decides if what the customer asks for, is worthy of his time. His weapons and armor are covered in beautiful patterns and runes and imbued with powerful magic.

The Armorer does not always ask for money as payment, though his products are usually very expensive and requires gold up front. Sometimes he bids a client to finish a task of some sort as payment. His tasks could be anything, but usually involves protection or saving. The reasons for this are unknown and he has never answered those brave enough to ask.

Story Seeds:

Are the heroes paying off a debt to the Armorer by helping someone in the city? Or are they just looking for better weapons and armor with money to burn.

BERRUT'S HOUSE OF ANCIENT WARES

This old building features a painted sign that is faded and cracked. A bell above the door rings as the heroes enter a surprisingly warm and musty smelling room. They are greeted by a deep, friendly baritone voice of an old dwarf behind a long glass counter. In front of him are tools and small items spread on a piece of cloth that he is inspecting. He welcomes them and tells them to have a look around and he is here if they have questions.

The room they are in is just one of a few spread over the ground floor. Glowstones light the dusty rooms, though some are dim and flickering, as if the magic has faded over time. Every room is filled with old and fantastic artifacts, packed along shelves or in glass cases. Handwritten signs covered by dust and dead insects proclaim these artifacts from the days before the sun exploded. Old maps and armor, weapons, statues of all sizes are all on display. There are piles of old clothes, fine glass goblets, and sets of old cutlery. Games, books, children's toys, and some items which defy any explanation stand here under a slight layer of dust.

Story Seeds:

Could this be the biggest collection of ancient artifacts? Are most fakes, with a few real valuable items hidden between? Are all objects the real thing and if so, how did Berrut get hold of them? Are the heroes searching for some obscure map or item that could help their quest or investigation? Is Berrut really the grandfatherly person he appears? Does a visit to Berrut's shop help

or hinder the heroes, or is this the start of a whole new adventure?

When buying items at Berrut's shop, roll Persuasion. On a success the item is the real deal and with a raise the item is cheaper or has something extra. On a failure the item is a fake and on a roll of 1 on the Persuasion roll, the item is cursed.

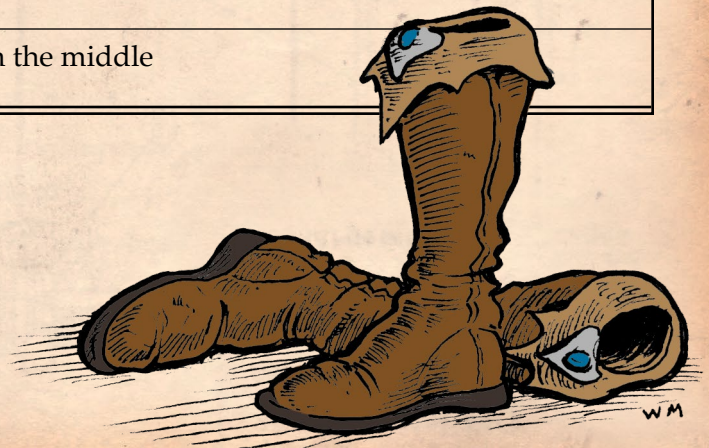
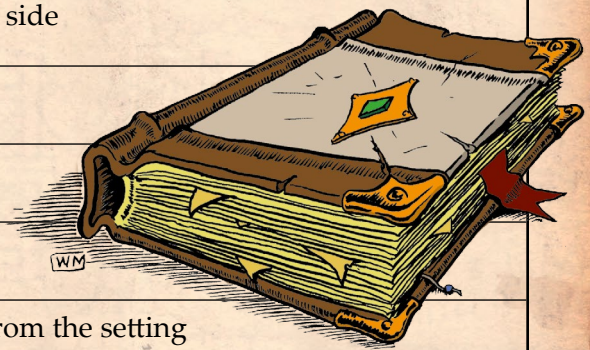
Roll a d20 for a random artifact if you don't want to create one yourself. Then draw a card from the deck. The color determines what kind of object it is. Black gives a positive effect, red is a curse. Roll a d20 to find a trait on the specific table. To use the positive effect, the hero must spend a Bennie to use the item. The positive effects of each item can only be used again a day after activating the item and the effects has passed its time limit.

Curses are active all the time. Getting rid of a cursed item is left to GM discretion. Do you gift the item or destroy it. Maybe it can lead to a side quest?

Have a look
around. I'm
sure we can
make a deal

To make sure the characters don't return every day for magic items, the shop could be magical and change locations in a city or even between cities at the GM's discretion.

d20	Item	Description
1	Boots	Knee high, made of leather, bit scuffed on the side
2	Scroll	Yellow and brittle
3	Brooch	Could be a cat or tiger, made of silver
4	Cloak	Bright orange material, with a hood
5	Ring	Made of gold, with one small stone missing from the setting
6	Axe	Exquisite dwarven workmanship
7	Glasses	Delicate spectacles made of silver
8	Gloves	Old, leather gloves, scuffed with a small hole along the side
9	Belt	Finely crafted leather
10	Dagger	Plainly made, maybe used by a peasant
11	Scarf	Bright colored wooly scarf
12	Hat	Looks like a straw hat a farmer would wear.
13	Sword	Made for a noble, intricate carved runes on the hilt and blade
14	Book	Old and musty, with a faded cover
15	Key	Intricately made, looks like gold
16	Mirror	Handheld, vanity mirror
17	Pen	Made of ivory, nib in good condition
18	Spyglass	This must have belonged to a rich captain. Beautifully made, with patterns engraved on the metal parts
19	Statue	This statue of a donkey is missing half of its right ear
20	Small gem	Small, polished, with a small flaw in the middle



d20	Positive effects
1	Until you sleep again, you have +1 Pace.
2	Your main weapon does +1 damage till after the next two combats.
3	You don't need to eat for the day.
4	The cold doesn't affect you as much, gain a +1 to rolls Vigor rolls against the cold for the next hour.
5	Until after the next combat, your weapon helps to protect you and grants you the benefit of the Block Edge.
6	Using this item, you turn yourself invisible once for 5 minutes as per the <i>invisibility</i> power.
7	For the next hour, you gain the benefit of the Attractive Edge.
8	Gain Darkvision and Hard of Hearing (Major) while holding this item.
9	You get a +1 to Strength until the next time you sleep.
10	You gain 10 gold pieces in your pouch.
11	You are teleported, once, 2" in a random direction when using this item.
12	You are protected from a fall and do not suffer damage from a fall from any height. This works only once a day. Your fall is slowed before you hit the ground.
13	You can change your appearance once, for 24 hours. As per the disguise power.
14	For the next hour, you can jump twice your normal distance.
15	You gain the <i>wall walker</i> power for the next 5 minutes.
16	This item emits a burst of sound like the <i>burst</i> power when used. Can only be used once a day.
17	For 5 minutes you move like a shadow and add a +2 to Stealth rolls.
18	This item must be used while talking to a person. When activated, you get +2 on Persuasion rolls for the next 5 minutes. That person is considered Helpful as per the Reaction Table.
19	You can select an Edge and use it until after your next combat, as per the <i>warrior's gift</i> power
20	Concentrating on an item or person, you get a "feeling" where they are. This ability can't pinpoint what you are looking for, but can help with a direction to follow. It can bring you as close as 600 ft from the item or person before fading. This only works once a day.



d20	Curse
1	Can no longer see the color red.
2	Can no longer sleep on an empty stomach.
3	Metal corrodes in your presence.
4	Strangers you meet are wary of you (-1 level on the NPC Reaction table).
5	Locks you operate malfunction (won't stay locked).
6	It's difficult to start a fire when you're around (-2 Survival).
7	You must consume twice as much water or suffer the effect of dehydration.
8	Dogs or wolves howl in your presence.
9	Flowers wither and die in your presence.
10	You see nothing beyond 24".
11	All fumble ranges are doubled for you.
12	Odds of hitting innocent bystanders when you are using ranged weapons are doubled.
13	You rip a pair of trousers every day.
14	You can no longer digest dairy products.
15	You suffer from frequent nosebleeds.
16	You can no longer wield a weapon or shield in each hand (you must drop one).
17	You can't remember people's names.
18	You can't stand the touch of gold.
19	Your hair grows at a ridiculous rate.
20	You can no longer pronounce words with the letter Q in it

THE CARNIVAL

Everybody loves a carnival. The sights and sounds, the food and laughter, all help to make visitors forget their problems for a while. Some offer clockwork rides while others have games of chance, animal acts, and clowns to entertain. They usually set up in an open space in the marketplace and send people out with flyers and flags to invite people to attend.

Then there is The Carnival. When the market opens in the morning, it stands there, fully set up, though no one remembers them from the previous day. There are music and dancing, but everything feels a little bit off. Few notice this and might only think about the weirdness of The Carnival after they have left again. The laughter seems a bit forced and the colors of the tents and costumes are washed out and faded. The music is just slightly off key and the clowns appear to be holding in their anger, instead of bursting with laughter.

Story Seeds:

What does the Carnival offer inside those faded tents? What is their real reason for being here? Is this just an old tent with tired performers, or are there more to them than meets the eye? Are there sudden disappearances of people, unexplained events or weird happenings? Will the people of the city survive the coming of the Carnival?



THE CLEANERS

Operating in every city, the Cleaners are killers for hire. Men and women who kill without remorse for money. They are usually hired by rich nobles and businessmen to get rid of obstacles and enemies.

To be a member of the Cleaners you must be silent, deadly and methodical. Mistakes are not tolerated and they are proud of their 98% kill rate. Masters of disguise and stealth, their mark never knows they are in danger until it's too late. A Cleaner can never be bought or bargained with once they have accepted a contract. They carry out the kill and deliver a confirmation of the mark's death to their employer.

There have been a few instances where payment was refused afterward. The

bodies of these defaulters have never been found and the rumors of what happened to them are enough to ensure payment in almost all cases.

The group is number two on the Most Wanted list, through the Brown Cloaks have run into dead-ends throughout their investigation. Huge rewards are offered for any information, but most feel that if they do talk to the investigators, they won't have time to enjoy the money.

Story Seeds:

Are the heroes hired to protect someone from the Cleaners? Are they themselves on the hit list or are they in the city to avenge the death of a friend? The Cleaners are not a group to be taken lightly and the heroes must be extra vigilant.

THE COLLECTORS

There are some weird organizations in the cities and the Collectors are high on the crazy list. Membership is not based on money or standing. All its members share a burning desire to find that elusive item, no one else possesses.

Every month a draw is held to choose the "Watchlist items". It's usually 3 to 10 items that the members must find to win the Collectors' pin and 500 gold pieces. Sometimes the items are easy to find, but there has been times where the items are extremely hard to find. Members run themselves ragged and in the process become a rather large thorn in the side of the authorities. Complaints of harassment, home invasions, robbery and in extreme cases, murder, are all leveled at the group.

At any given time you will find a few Collectors are in jail, waiting for the

judge, or only spending the night after getting into some minor altercation, before being released with the drunks and other nuisances the next morning.

Items range from the absurd, to the rare and valuable. Goblin teeth, jewels from a socialite, Waywalker boots, the list can be anything. When the "Watchlist" is released, many members crack up and there is nothing they won't do to win.

Story Seeds:

Why are the heroes at the meeting? Looking to make some extra money, or have they been hired by a contender to find a rare or well-guarded item? Or has the collecting bug bitten them as well and they stand ready to rush out into the city?

THE MEN OF SMILES

With enough money and power, the rich live like they are above the laws of man. Though most just enjoy the privilege that comes with their station, there are those with monstrous appetites and inhuman morals for whom nothing is out of bounds.

The Men of Smiles is a secret organization whose members pay to indulge their tastes in causing fear, pain, and suffering. Almost nothing is known about this group, as they work very hard not to be noticed by the Brown Cloaks and most of the society. Masks are required for any meeting or party and anonymity are of the utmost importance.

The group employs a group of people, called the Acquirers, to find whatever a

member may need. This usually involves kidnapping, stealing, getting rid of bodies and silencing witnesses. They are ruthless and without remorse and in some cases worse than the clients they work for.

People disappear from their houses or of the street, never to be seen again. Items and artifacts are stolen, the owners murdered, only to be used once and discarded. The members live a life of no worries and no consequences. The world and its people are their playthings after all.

Story Seeds:

Are the heroes searching for a lost friend or family member? Have they stumbled into a depraved world where death is but one handful of gold coins away? How far will the heroes go to stop these monsters, or will they end up being victims themselves?

SAWBONES

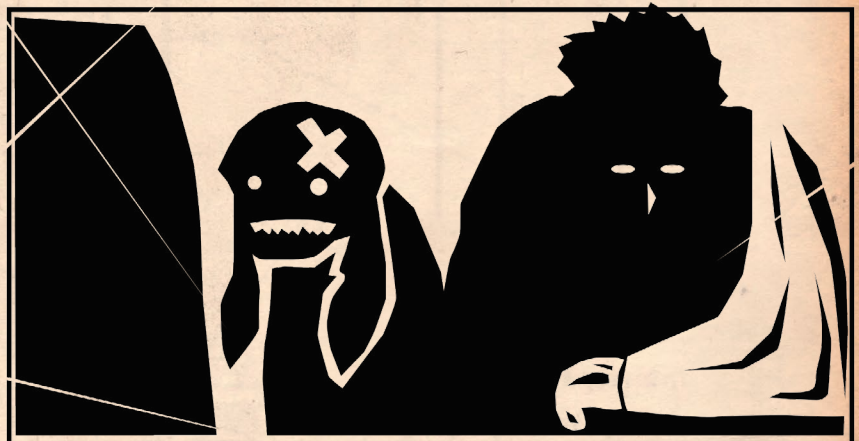
Down a dark and smelly alley is a door that opens only with the correct password. It is here where many of the city's unsavory characters come for medical help when a job goes wrong. Here, no questions are asked and as long as you pay your bill, your wounds are tended to.

Mean looking guards stand by the entrance to make sure none leave without paying. There are also healing potions available and other medical equipment, but everything is at a bit higher price than in normal shops.

The people working here are fast, but not overly concerned with their clients. Anonymity and gold are the important factors.

Story Seeds:

Will the heroes need medical help away from the eyes of the Brown Cloaks or are they looking for one of the thugs or gang members which were seen heading this way? They must just be careful though, these are not people to be messed with.



ROOF DOGS

You might hear footsteps on your roof or spot quick movement above you in the streets, but most never realize there is a group of people living above their heads. Roof Dogs spend most of their lives living and traveling along the two to three-story buildings in the Autumn Zone. Death is always just one misstep away, but for those who call the roofs their home, there is no other way to live. Roof Dogs live in corrugated iron shacks they build between chimneys and other structures on the roofs. They use room heaters to make sure they don't freeze to death, though they try to find better shelter when a Super Blizzard hits.

Those traveling along the roofs must be agile, sure footed and a little bit crazy. It can be very slippery and

Roof Dog



jumping from one roof to the next requires concentration. For spaces too large to jump, they rig ropes to use as bridges.

Once a year they have a race for those who want to join the group. Contestants run a pre-set route of 8 miles across the roofs. The fastest three gets to join, but there are usually some casualties as well.

If heroes are looking for information on what is happening in the city, or the whereabouts of a certain individual, the Roof Dogs are the people to talk to. They have a very good idea of what is happening below them. They charge for any information and they can also be hired to follow people and report back. Gangs and the local thieves guilds use their services a lot.

Story Seeds:

Are the heroes looking for information, or looking to join? Why are they seeking the help of the Roof Dogs and what will it cost them?

THE VIOLET CANDLE

There is no other restaurant like this on Ehlerrac. The menu has a selection that ranges from weird to the totally insane. Ice worm tartare, tiger filet, frost spike stew, the chef caters for the tastes of the rich and bored.

The Violet Candle is a closely guarded secret among the who's who of the city. It is one of the places to see and be seen for the very rich and famous. The dress code is formal and the password to enter changes monthly. The restaurant inside is beautiful and caters to all the senses. There are guards inside and out to make sure the patrons are safe and to keep any undesirables out. But even if the "common people" did find out about the restaurant, most would not be able to afford the prices. Only the best wines and ales are served, though the main attraction is the food. The restaurant serves

dishes made from the interesting, the scares and even the endangered.

For the owner, a pale elf called Elaris Quiren, there is nothing he won't do to delight and impress his diners. He pays very well for explorers to head out into the wastelands and return with exotic animals and monsters. He has also hired people to steal animals from Emerald Rest, even if that is the biggest offense possible in the city.

Story Seeds:

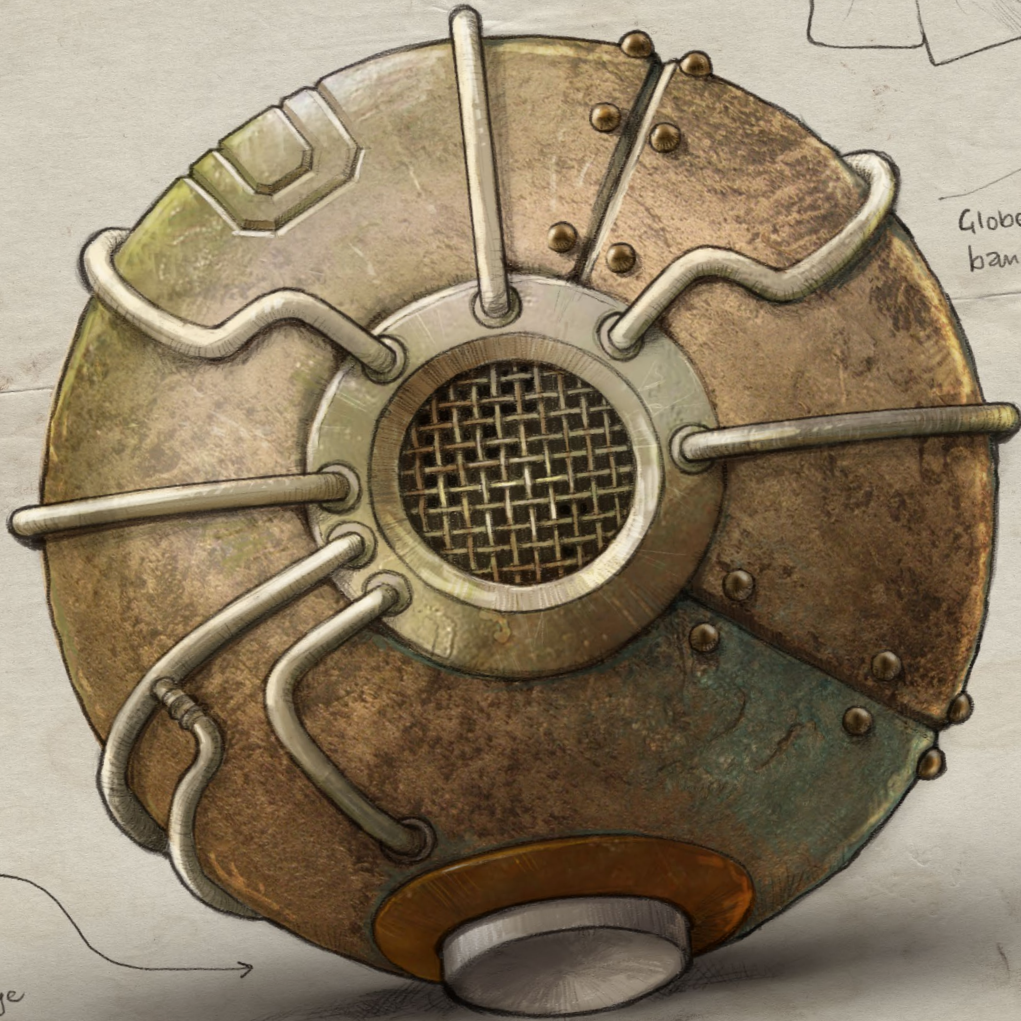
Are the heroes in the restaurant to meet a rich contact who wants to impress them? Will they be working for the owner and head out into the frozen wastes? Have they been hired to rob this secretive establishment or are they merely enjoying the food and waiting for the bill?

SPEECH GLOBE

Globerunner
bandolier

Globe fits in
bandolier

BUTTON
Press to
listen to
the message



BESTIARY

ACTOR

She loves being the center of attention, though she complains easily when fans bother her too much. She might be a bit vain, but she is great at what she does and her performances can bring a tear to most eyes.

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

Skills: Fighting d4, Notice d6, Persuasion d8, Shooting d4, Stealth d6

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

Hindrances: Varies

Edges: Charismatic

Gear: Knife (Str+d4), improvised weapons (Str+d4).

BROWN CLOAK

In most outside cities they are the law, brave men and women that protect the city and its citizens. Though mostly incorruptible, there are those who have no problem taking bribes or working with the criminal element. Most take their jobs very seriously and are proud to serve their city.

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

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

Pace: 6; **Parry:** 7; **Toughness:** 7 (2)

Hindrances: Vow (protect citizens) or Greedy (Minor - corruptible)

Edges: Brown Cloak

Gear: Chain mail (+2), long sword (Str+d8), open helm (+3), medium shield (+1 Parry), some are equipped with crossbows (Range: 15/30/60, Damage 2d6)

GANG MEMBER

Gangs are a problem in many cities. Intimidation, drugs, savage beatings, and murder are all part of the world gang members live in. To fit in they must follow orders and many young people are lost to the gangs. The areas they have taken over are no longer safe and residents make sure to stay indoors at night.

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

Skills: Climbing d6, Fighting d6, Intimidation d6, Notice d6, Stealth d6, Streetwise d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Greedy (Major), Wanted (Minor or Major)

Edges: Thief

Gear: Short Sword (Str+d6), Dagger (Str+d4, 3/6/12), Leather Armor.

GILLGRESH PLAYER

The game of Gillgresh is his life and he is always keen for a game. He only feels really alive when the crowd is yelling his name.

See page 36 for stats.

GLOBE RUNNER

Never slow down, never stop. A globe runner is always on the move, with a backpack full of speech globes to deliver. They wear a red shirt to make them more visible as the rush between pedestrians and carts.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Notice d6, Stealth d6, Streetwise d6, Taunt d6, Throwing d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Hindrances: Vow (ensure message is delivered)

Edges: Acrobat, Fleet Footed, Globe Runner

Gear: Short sword (Str+d6), throwing knives (Range: 3/6/12, Damage: Str+d4)

Note: Most Globe runners are Goblins. In that case, remove the Fleet Footed edge and change Pace to 10.

— ❄ —
How can we
live... Err,
what's my line
again?
— ❄ —



Gilgresh player

GILLGRESH PLAYER

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

Skills: Fighting d6, Intimidation d8, Notice d6, Shooting d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: -

Edges: -

Gear (Guardians): small shield (+1 Parry)

Gear (Maulers): Maul (Str+d8, AP 2 vs. Rigid Armor, Parry -1, 2 hands)

MERCHANT

Some are honorable, some are greedy, but they all are looking to make money from the wares they offer. Many merchants have stalls in the marketplace, while others have their own shops. They are always ready to haggle, but be sure, they will always look to make a profit.

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

Skills: Fighting d4, Knowledge (Appraisal) d6, Notice d6, Shooting d4, Stealth d6

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

Hindrances: Varies

Edges: Varies

Gear: Knife (Str+d4), improvised weapons (Str+d4)

MIME

This monster hides among the populace and prefers warm flesh as its main supplement. It looks like a cross between a spider and a shark, but it uses a clever disguise to move unopposed among the people.

Standing on its hind legs, it uses loose skin to appear as a cloaked man or old woman. It prefers to stay in the darker areas of the Autumn Zone as very close inspection does break the illusion.

A mime can blow a small amount of sleeping gas at its target, but it also has a fearsome bite.

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

Skills: Fighting d6, Notice d6, Shooting d6, Stealth d8, Streetwise d6, Taunt d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Shadow Guise:** A mime that wins an opposed Stealth vs .Notice roll automatically gains the drop on its prey. This ability makes use of its disguise so the mimic doesn't need to be hidden. Targets get a +2 bonus to their Notice roll if they are adjacent to a mimic to uncover the ruse.

- **Sleeping Gas:** A mime can release a sleeping gas in a medium template centered on itself. This works exactly like the slumber spell with Shooting as its arcane skill. The effect lasts for one minute or less if the target is awakened by loud noises, whichever one comes first.

PICKPOCKET

Always scanning the crowd for an easy mark, they move through marketplaces and down streets. Their hands are swift and you will never know your purse is gone until it is way too late.

Use thief

ROOF DOG

A group of grayn who live on the roofs of a city. They run between chimneys, jump over alleyways and revel in the freedom they have found. They are fearless when it comes to heights and look down on those scurrying in the streets with a sneer.

They can be good sources of information about the happenings in the city, but getting their attention can be difficult.

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

Skills: Climbing d8, Fighting d6, Notice d6, Intimidation d6, Stealth d6, Streetwise d6, Taunt d6

Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: -

Edges: Roof Dog

Gear: Club (Str+d6)

Racial Traits:

- **Low Light Vision:** Grayns see very well in the dark and ignore penalties for Dim and Dark lighting.
- **It's All In The Nose:** Grayns receive a +2 to Notice when using their sensitive noses. Sometimes this can be a curse, as they can be overwhelmed by strong or strange smells in the crowded cities.
- **Feared For A Reason:** Many still fear this savage race. Grayns receive a -2 to Charisma when dealing with other races.
- **Teeth Bared:** Grayns have a bite attack that does STR+d6 damage.

Excuse me
madam, the
streets are
dangerous.
Can I he...
What are
you? AAARH!

SEWER CRAWLER

This horror lives in the dark tunnels below the cities and is constantly looking for food. The sewer crawler is difficult to see as it clings to the roof of the tunnel. It grabs passing prey and envelops it, before dissolving it completely.



Sewer crawler

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d6, Vigor d8

Skills: Climbing d8, Fighting d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Bite/Fists:** Str+d4 damage AP2
- **Engulf:** If a Sewer Crawler hits a prey with a raise, it envelops it and starts digesting it. A prey in this situation is considered grappled and suffers 2d4 AP2 damage every round until it breaks free, which is a Strength roll against the predator.
- **Wall Walker:** See Savage Worlds Deluxe.

SEWER WORM

Nasty critters found in the sewers, sewer worms sometimes venture above ground for food. They look like a cross between a tiger and a centipede, and have a long, sucker-like mouth filled with razor-sharp teeth. It spits a smelly ball of mucus at its prey, and guts it with its hind legs while it is retching. Often they hunt in family units and share the catch.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6

Pace: 8; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Bite:** Str+d6, AP 2, Reach 1
- **Mucus Spit:** 3/6/12, SBT, target must succeed on a Vigor roll or suffers from nausea until the mucus is removed. Once the target has successfully resisted this effect it's immune to it until the end of the scene.

SPITTER

Trained to work with firefighters, these frog-like beasts spit balls of ice that can extinguish large fires. They are intelligent, but a little bit temperamental.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d4, Notice d8, Throwing d8

Pace: 5; **Parry:** 4; **Toughness:** 5

Special Abilities:

- **Fire Resistant:** Those firefighting toads can withstand intense heat. They gain +2 to their Vigor to resist the effect of heat and suffer 2 fewer points of damage from heat or fire based attacks.
- **Ice Ball:** By spending a full round adjacent to a heat source they can produce an icy ball that can shatter on impact and douse flames in a small burst template. It unfortunately tends to cause collateral damage. The range is 2/4/8 and it causes 2d6 damage. Use the Throwing skill to spit the ball.
- **Size -1:** Spitters are approximately the size of a dog.
- **Trained Animal:** The Spitters can be chosen as an animal companion when taking the Beast Master Edge.



Stone guard

THE STONE GUARD

Stern and stoic, the Stone guard uphold the law in the two dwarven cities. They can appear emotionless, but the law and protecting the citizens are both important to them. Corruption is dealt with pretty harshly, but there are instances of some of the Guard ignoring their pledges for greed.

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

Skills: Fighting d8, Intimidation d8+2, Notice d6, Shooting d8, Stealth d6

Pace: 5; **Parry:** 7; **Toughness:** 7 (2)

Hindrances: -

Edges: -

Gear: Chain mail (+2), long sword (Str+d8), open helm (+3), medium shield (+1 Parry), some are equipped with crossbows (Range: 15/30/60, Damage 2d6)

Special Abilities:

- **Low Light Vision:** Dwarven eyes are accustomed to the dark of the underground. They ignore attack penalties for Dim and Dark lighting.
- **Slow:** Dwarves have a Pace of 5".
- **Tough:** Dwarves are stout and tough. They start with a d6 Vigor instead of a d4.

THE WATCH

They are the feared boogeymen in Ochrem that uphold the law, but also carry out the bidding of the city's leader. They have absolute power and can enter houses, search any vehicle or person and detain anyone at their discretion. It is wise to stay out of their way.

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

Skills: Fighting d8, Intimidation d8+2, Notice d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Mean

Edges: -

Gear: Chain mail (+2), long sword (Str+d8), open helm (+3), mask (+2 to Intimidation rolls in Ochrem), medium shield (+1 Parry), some are equipped with crossbows (Range: 15/30/60, Damage 2d6)

FIRE AND ICE

Jao Longpipe is a wizard with an unrivaled thirst for knowledge and power. His recent research has lead to the discovery of a portal to the sun.

During that research, he became aware of planar beings he aptly named Cindermotes that emanate a lot of heat and resemble a dancing flame with a pair of charcoal eyes. Due to the unstable nature of these beings and Jao's inability to communicate or reason with them, he came up with a method to bind these beings with runes after many fruitless and devastating efforts. He hopes to use the Cindermotes to provide a new heat source and become rich and powerful.

In the middle of a tower in the wastelands near Haven grows a tall and unique tree called the Ageless Tree. Legends speak of a tree with roots so strong and so deep that stonemasons had to build the tower around it. The Ageless Tree was even used as part of the tower's architecture.

When the tree's limbs threaten the integrity of the structure, they are cut down. Artisans and craftsmen come from all over Ehlerac to purchase that precious durable, yet malleable, wood to make weapon parts, scroll cases or all manners of decorative objects. It is with a log from that tree and runes that Jao managed to successfully bind Cindermotes. The runes simply wouldn't hold on a piece of parchment, vellum or leather. Cindermotes would consume these materials instantly.

STOKE THE FIRE

Even within the comfort of a city's heat spell, the temperature in the autumn zones can plummet. Every household is responsible for its own supplemental heat. Feeding the hearth with wood, coal, dung or fungus peat can get expensive.

Sylar is a family man struggling to make ends meet as a stonemason. His wife, Joliu, works part-time as a bookkeeper for the barrister. Their four children, Danahu, Huban, Peligor and Wedkar all go to school during the day. Sylar was given one of the runic logs as a down payment by Jao after

performing some stone work repairs on his tower.

Later that night, when his house got cold and he had run out of dung to burn, Sylar threw the runic log in the hearth.

As soon as the flame made contact with the log, it unleashed the Cindermote. Hungry, the elemental being went on to consume any flammable material, setting the house on fire in a matter of seconds.

Sylar and his family are trapped inside a burning house.

A DARING RESCUE

Coming out of the local taproom and on the way to the inn for the night, the heroes run into this scene. Read or paraphrase the following text: *Local spiced ales and wines still linger on your palate as you turn the corner of Amber Cog alley and find a mob of locals amassed around a burning house. Some of them have filled buckets with snow and are hurriedly throwing their content at the house. Their efforts show very little success.*

On a balcony, a woman holds two children close to her while smoke and flames come out of the window behind them. She screams hysterically for help as she points to the room next to her and the floor below. The first floor also seems to be ablaze. What do you do?

The heroes must act quickly before the family perishes. They have five rounds to save them. Award a benny to each hero brave enough to enter the burning house. Treat this as a Dramatic Task but with three successes required for each group. As always, each Trait check performed during this Dramatic Task suffers a -2 penalty.

- Joliu, Danahu, and Huban
- Peligor and Wedkar
- Sylar

Sylar is on the first floor. The floor is filled with smoke. In the middle, a Cindermote is devouring the center beam that is soon to break and cause the upper floor to collapse. Across the room, Sylar is trying to go up the flight of stairs to the upper level to save his family but it's engulfed in flames. The Cindermote takes pleasure in consuming the house and knowing the fire will also consume Sylar and his family.

When the heroes enter the ground floor, the Cindermote moves in to stop them from saving the helpless family. If Sylar isn't stopped, convinced to exit the house or dragged out of the inferno in time, he

will burn to death or suffocate trying to save his family.

On the second floor, Peligor and Wedkar are scared. The door to their bedroom is shut. Smoke is quickly filling the room through the floor as some planks have burned creating a gaping hole in the middle. They won't move until the heroes come to get them. If the small children aren't saved before the five rounds expire they will die from smoke inhalation.

On the balcony, Joliu, Danahu, and Huban are contemplating jumping down. The master bedroom behind them is a roaring inferno with flames running up the walls and smoke so thick you can almost cut it with a knife. If they aren't saved in time, the balcony will collapse.

— ❄ —
Save my
family!
Please, I beg
you!
— ❄ —

The party can split up to save Sylar and his family. In fact, if they don't, they won't be able to accumulate all nine successes required to save all three groups.

Here's a list of possible actions or reactions the heroes will have to succeed at in order to save the occupants of this blazing inferno:

- Locate occupants through the smoke [Notice]
- Reach the balcony from the outside [Climbing]
- Force a jammed door open [Strength]
- Persuade Sylar to exit the house [Persuasion]
- Carry someone out of the house [Strength]
- Avoid the flames to reach another room or level [Agility]

Refer to the *Savage Worlds Deluxe* rule on Fire. Don't forget the rules about smoke inhalation as well. On a roll of 1 on the Trait die, the character suffers fire damage and may catch on fire but still accomplish the task. On a critical failure, the character doesn't accomplish the task and also suffers fire damage.

Here's a list of possible complications that can occur during the rescue:

- A beam, wall, part of the ceiling or debris is about to hit the hero or bars the way.
- A floor plank gives out from underneath the hero.
- The hero is stricken by an uncontrollable coughing fit.

Hopefully, the heroes will succeed in rescuing at least some of Sylar's family. After inquiring what happened, the heroes learn Sylar stoked the fire with a valuable ornate log he received from Jao Longpipe.

- Cindermote (1) See Cast of NPCs

HOUSE ON FIRE



FINDING THE CULPRIT

Survivors or neighbors know the wizard's tower, and can direct the heroes to its location. A successful Streetwise check will reveal more information about Jao Longpipe, the tower and the Ageless Tree. The GM is free to share any of the information about such topics contained earlier in this Tale.

Jao Longpipe is in his tower studying when the heroes pay him a visit. He denies being responsible for the fire at Sylar's house

claiming he never told the idiot to fuel the house's hearth with it.

He stays vague about what those runic logs really are and lies about possessing any more of them. If his lies are uncovered and the heroes try to take the runic logs away from him he resists and puts up a fight. Better for the heroes to let the Brown Cloaks handle the situation.

- (WC)Jao Longpipe: See Cast of NPCs

ASHES OF TOMORROW

During the rescue the Cindermote took possession of one of the survivors (preferably one of the children) and stays dormant. If the Cindermote was defeated, another such creature unleashed by Jao during one of his experiments takes its place.

On the following day, while the heroes are investigating what caused the fire or taking care of unrelated business they hear the sounds of panic in the streets.

As the heroes get closer to the cause of the panic to get a better look or are directed to the scene through hand-waving and hysterical and cryptical answers, read the following:

"People are running away from something in the streets. Men, women and children

stumble and lose their footing as balls of fire chase them away and set carts, stalls and the surrounding buildings on fire."

"Standing in the middle of the street is [insert member of Sylar's family name]. The child shows the poise of a battle-hardened combat mage as her body is wreathed in flames and hurls fireballs out of her hands."
"What do you do?"

The possessed child can be pacified by being rendered unconscious or killed. Once the child is neutralized or killed, the Cindermote can then be dealt with when it releases the useless body and seeks another host.

- Possessed Child: See Cast of NPCs

CAST OF NPCs

CINDERMOTE

Cindermotes appear as human size dancing flames with dark eyes.

Use the Fire Elemental stats from *Savage Worlds Deluxe* but with Agility d10, Smarts d6, Fighting d6 and Parry 5.

Add the following ability:

- **Claim the Host:** Once per day, as an action, a Cindermote can try to possess a living host by winning a Spirit contest.



Cindermote

❄️ JAO LONGPIPE

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Intimidation d8, Investigation d8, Knowledge (Arcana) d10, Notice d8, Persuasion d8, Spellcasting d10, Stealth d6, Streetwise d8, Taunt d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Overconfident

Edges: Arcane Background (Magic), New Power (2x), Power Points (2X), Rapid Recharge, Wizard

Gear: Quarterstaff (Str+d4, +1 Parry)

Special Abilities

- **Spells (20PP):** *deflection*, *dispel*, *entangle* (uses moss or roots), *burrow* (melds with the tree), *summon ally* (Jao is treated as a Veteran)

❄️ POSSESSED CHILD

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

Skills: Notice d8, Shooting d8, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Hindrances: Young

Edges: -

Special Abilities

- **Cone of flames:** 2d10 damage, Cone Template, Heavy Weapon, targets get to roll Agility versus the caster's Shooting to avoid the flames.
- **Fireballs:** 2d6 damage in a medium burst template, range 24/48/96
- **Fire bolts:** 2d6 damage, ROF 3, range 12/24/48
- **Wreath in Flames:** Any creature that starts its turn adjacent to the possessed child suffers 2d6 fire damage.

OBEY!



HE
IS
WATCHING

SOMETHING STRANGE IN THE NEIGHBORHOOD

It isn't unusual for Deadfalls residents to be the victims of ghosts prying in their business. Locals have become accustomed to the ghosts. They are as much part of the scenery as the buildings. They usually go about their haunting without interfering with people's lives.

Hired by Lady Montaph to solve an annoying haunting in her house the investigators are about to discover that it isn't always the case.

TEA FOR ALL

When you're ready to start, read this text aloud or paraphrase: "You sit in a cozy parlor decorated with old portraits, silver candleholders and intricate tapestries while Lady Montaph prepares tea. From what you've gathered, her husband passed away several years ago and the old widow has been living alone ever since. Before she politely excused herself to prepare the welcome hot infusion, she mentioned you'd soon understand what kind of help she needs."

"As she walks back into the room, you notice her hands grabbing the tray tightly between her bony fingers and looking nervously to each side. She shuffles her feet across the rug and puts down the tray containing the pot, cups, and miscellaneous serving ware."

"Lady Montaph is serving you a cup of tea when the ghost of a young sullen woman

with long messy hair storms into the room through the wall. The agitated ghost gesticulates wildly, unable to produce a sound through her blurry lips. She points at the wall behind her, takes a few steps toward it and when nobody appears to follow her she turns back around and throws a tantrum that sends the tray flying across the room and shatters your tea cups."

If the investigators decide to attack and restrain the ghost with methods effective against an ethereal being and manage to defeat her, she comes back the next day.

If the player-characters decide to follow the ghost, Lady Montaph tells them she's had it with this ghost ruining her tea sets and offers them 100 GP each if they can solve her problem once and for all.

COME HERE YOU!

Following the ghost won't be an easy task. The streets are crowded and the ghost can walk through walls. While she wants the investigators to follow her, she's apparently in a hurry and won't slow down. If her followers can't keep up, they're going to lose sight of her.

Treat this a Dramatic Task. The following list details potential tactics the investigators might employ but is in no way exhaustive. Depending on the narrative and how this pursuit develops, the players might have to change their tactics or they might use the following suggestions to support the lead player-character in pursuit:

- Locate which direction she is headed out of the house [Notice]
- Speed up toward the fleeing ghost [Agility]
- Grab a velopedal to give pursuit [Driving]
- Jump aboard a vehicle to give pursuit [Driving]
- Hitch a ride on a vehicle headed toward the ghost [Agility]
- Prompt a mob to disperse and make way [Intimidation]
- Ask someone from the crowd to give directions [Streetwise]
- Use a shortcut [Knowledge (Deadfalls)]
- Access the rooftops to get a better view [Climbing]

— ❄ —
Where is she?
Which way
did you see
her turn?
— ❄ —

Here's a list of complications that can occur during the pursuit

- The ghost has entered a densely fogged area of Deadfalls
- The ground is very icy and slippery
- The ghost has disappeared in a crowd
- The investigators have been following the wrong ghost!
- The Brown Cloaks believe the investigators are pickpockets on the run and give chase
- The pursuers come to a dead end and must climb over a wall or double back
- A food cart spilled its content all over the street
- Other Deadfalls ghosts have gathered in support of the young woman ghost and distract the investigators

If the investigators managed to follow the ghost this far and without losing sight of her they locate her outside the Brown Cloaks Tower. She is leaning over, tracing something in the snow and vanishes as a patch of fog washes over her.

If the investigators decide not to chase after the ghost, they can find out more about her by asking around (Streetwise), consulting The Whisperer (Investigation) or coming back the next day. Either way, the clock is ticking and the heist at the Museum of Things-That-Were is about to go down.

A PLEA FROM BEYOND THE GRAVE

Examining the snow drift the ghost was drawing in more closely, the investigator distinguishes a circle surrounded by rays and inside, a cupped hand holding a flame drawn in the snow. This is the Children of the Sun symbol. A Common Knowledge roll will reveal that information. Failing that, the investigators can ask around using Streetwise.

Since this is not a time-sensitive bit of information, at the GM discretion, the group eventually finds the information it needs but some complication should be introduced. For example, they run into an old enemy or the local underworld guild. Even better, the Children of the Sun become aware there are curious adventurers looking for them and will try to impede their progress.

The ghost they've been following has a name: Kyrilee. And Kyrilee has led the group of investigators in front of



Ghost

the Brown Cloaks Tower. Inside, her brother Hoataf is being held because of a secret he holds.

Orphaned at a young age, Hoataf and Kyrilee learned to fend for themselves. Once grown up they were still inseparable. On one evening, five days ago, they were scouring the back alleys to find anything they could resell or eat when they witnessed a meeting that would eventually seal their fate.

There in the shadows stood Krimdel, agent of the Children of the Sun and sergeant Pfoster of the Brown Cloaks. Hiding around the corner, Hoataf and Kyrilee listened as the two ironed out a deal where the Brown Cloaks would stay out of the way while Krimdel's crew would gain access to the Museum of Things-That-Were. For sergeant Pfoster, a bag of gold. An untimely sneeze from Hoataf revealed their presence.

A pursuit ensued. Kyrilee was shot dead by a crossbow bolt in the back while Hoataf was captured the next day and taken to jail where he could be interrogated. The corrupted Brown Cloaks have kept him alive because they believe he's told someone else about this and wants to eliminate anyone else that might link them to the conspiracy to steal from the museum. He's "officially" being held on charges of theft.

THE PLOT THICKENS

Two days ago, a prize collection of sketches from the Collection of Wisdom in Emerald Rest has arrived on loan to be displayed in the museum. Krimbel has her eyes set on this collection. According to Tergan Thrall, these sketches contain knowledge vital to the Children of the Sun ultimate plans.

By infiltrating the tower's dungeons or looking through the barred windows, the heroes find the Children of the Sun insignia drawn on the walls of Hoataf's cell with dirt.

The cells are accessible from the first floor of the tower where four Brown Cloak guards and an officer lounges, awaiting their turn to patrol the city. Stairs lead down to the cells in the dungeon. The door is barred from the outside but not locked. A pair of guards patrols the top of the tower looking for signs of trouble below in the city. If the heroes decide to approach the tower from

the outside and keep close to the wall, they are unlikely to be spotted.

To put an end to Kyrilee haunting Lady Montaph, the heroes must rescue Hoataf from the dungeon and foil Krimbel's plan to steal the sketches collection in the Museum.

This can be accomplished in any order. As a matter of fact, rescuing Hoataf now might tip off the Brown Cloaks and Krimbel that someone is onto them and double up on security. It may be worth waiting until the corruption of Sergeant Pfoister is exposed, and Hoataf is released. It's also quite possible that the heroes decide it's best to orchestrate their own heist to keep the collection safe. After all, the museum security is supposed to turn a blind eye to the valued possession in order to facilitate its theft by the Children of the Sun. The security at the museum is expected to be minimal.

MUSEUM OF THINGS-THAT-WERE

This beautiful building cobbled together with pieces of a crumbled castle holds historical artifacts of the days before the Sun Death. Weapons, tools, and household items are displayed in alcoves, on small pedestals and walls of this maze of rooms.

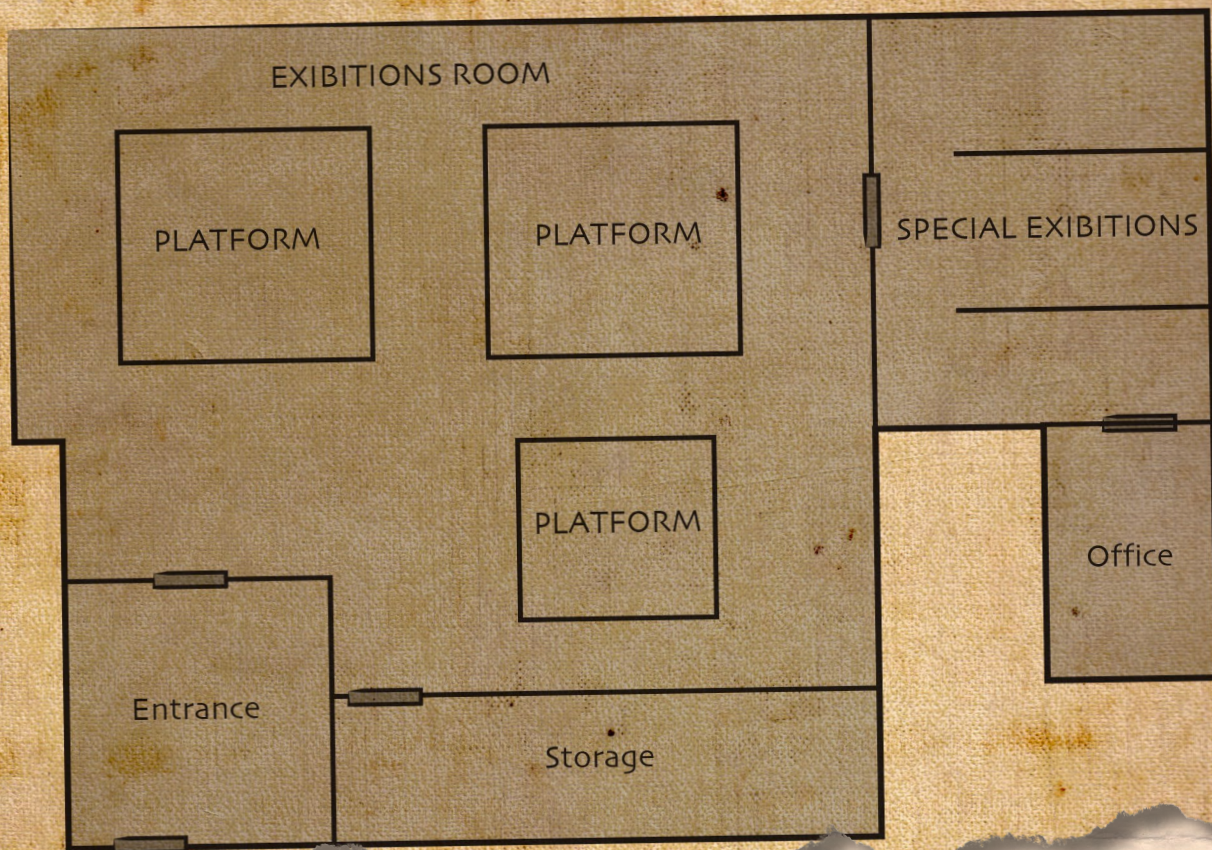
The Preservers (WE setting book page 73) operate this museum and use profits from the entry fee to commission expeditions into the Wastelands and recover more pieces to display. Every new discovery is a

potential piece of the puzzle.

While the Brown Cloaks are officially in charge of security at the Museum, the Preservers have sent caretakers incognito to the Museum of Things-That-Were. During opening hours, Ssachek and Jaax blend in with the crowd and pretend to admire the various exhibits. A keen eye looking for them can spot them with Notice -2 check.



MUSEUM OF THINGS THAT WERE



CAST OF NPCs

SSACHEK

Ssachek is a clever Mekellion who's built quite the reputation for solving crimes. Private work has given him the freedom he wanted. He is very patient and observant.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Investigation d10, Knowledge (Legends) d8, Knowledge (History) d10, Knowledge (Arcana) d8, Notice d8, Persuasion d6, Stealth d6, Streetwise d10

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious, Quirk (likes to "smell" things with his tongue)

Edges: Investigator, Scholar

Gear: Dagger (Str+d4)

Special Abilities

- **Cold-Blooded:** Mekellions dislike the cold. As reptiles they suffer a -2 to their Vigor roll to resist the environmental effects of cold.
- **Keen Eyesight:** The independently moving eyes of Mekellions never miss much. They receive a +2 on Notice rolls involving sight.
- **Natural Climbers:** Mekellions have a natural talent at scaling seemingly smooth surfaces and start with a d6 in Climbing.
- **Quiet Like A Whisper:** Mekellions know how to move without making a sound and start with a d6 in Stealth.
- **Tail Slam:** Mekellions can use their tails as a natural weapon doing Str+d6 damage.
- **Uncomfortable:** Other races find the seemingly emotionless Mekellions a bit disconcerting. They suffer a -2 to Charisma.

JAAX

Jaax is a loyal and ruthless Grayn bodyguard. Since he's teamed up with Ssachek, contracts have been coming in. He hopes to retire in Emerald Rest's Summer Zone.

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

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d6, Shooting d10, Stealth d6, Throwing d8

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

Hindrances: Loyal

Edges: Alertness, Combat Reflexes

Gear: Chain mail (+2), open helm (+3), medium shield, long sword (Str+d8)

Special Abilities

- **Low Light Vision:** Grayns see very well in the dark and ignore penalties for Dim and Dark lighting.
- **It's All In The Nose:** Grayns receive a +2 to Notice when using their sensitive noses. Sometimes this can be a curse, as they can be overwhelmed by strong or strange smells in the crowded cities.
- **Feared For A Reason:** Many still fear this savage race. Grayns receive a -2 to Charisma when dealing with other races.
- **Teeth Bared:** Grayns have a bite attack that does STR+d6 damage.

KYRILEE

Use the Ghosts profile in the Winter Eternal setting book on page 105. Kyrilee will continue to pester Lady Montaph until justice has been served and her brother is cleared of all charges.

KRIMBEL

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d6, Knowledge (Arcana) d8, Notice d8, Persuasion d8, Spellcasting d10

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

Hindrances: Vow (to restore the Sun)

Edges: Arcane Background (Magic), Power Points

Gear: Knife (Str+d4)

Spells (15PP): *detect arcana* (pendant glows), *obscure* (cloud of darkness), *stun* (bright sunshard burst of light).

SERGEANT PFOSTER

See Brown Cloak in the Bestiary.

CHILDREN OF THE SUN CULTISTS

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

Skills: Fighting d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal (to cult)

Gear: Dagger (Str+d4).

Special Abilities


- **Fanatical:** If a cultist is adjacent to a cult leader when the latter is hit, the follower takes the blow for his master with a successful Agility roll.

BROWN CLOAKS

See Brown Cloak in the Bestiary.

BROWN CLOAK OFFICER

Use the Brown Cloak entry in the Bestiary but with Fighting d10 and the Command Edge.


Tell you what,
you look the
other way and
I will make it
worth your
while



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