

# A Quiet Midwinter

An Old School Heist with the Hallmarks of a Holiday Special



DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**

*In the time of legends, when the gods, fey, and demons finished their war, they signed their peace treaty on Midwinter Night in the village of Quiet. Midwinter has been sacred throughout the known lands ever since, and Quiet's Midwinter celebration is legendary. Once a year, on Midwinter Night, Vidah the Divine Seer receives a message from the demons of the gorge and the gods of the mountain, naming those of the mortal world who the gods and demons agree are the exceptionally virtuous and exceptionally wicked. Vidah brings the list, which everyone calls the "Naughty & Nice List," to Quiet and gives it to the fey ambassador Archon Winter.*

*Archon Winter is responsible for traveling throughout the world to deliver treasures and rewards to those exceptional souls the gods and demons recognize, whether wicked or virtuous.*

The Village of Quiet is a festive place in Midwinter, with most visitors and locals decorating their trees with brightly painted miniatures to commemorate the events of the god-fey-demon wars and donning painted medallions of Archon Winter (none of which he finds unflattering). Many also dress up as divine heralds (fuzzy white bat suits with chain

mail armor), demonic legionaries (leather gladiatorial costumes), or fey knights (velour cloaks, fancy masks, and fake antlers). A costume is equivalent to leather armor.



## The Missing Seer

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The characters have arrived via airship and gotten rooms in The Last Inn. Most people in town are headed toward The Mayor's House, where the Seer is scheduled to make the announcement. The time for the seer's arrival and announcement has come and gone though, and once everyone has stood in the snow for a bit, it's clear the seer isn't coming.

If a Naughty & Nice List isn't announced by sunrise, Archon Winter will be deprived of his fey legacy and condemned to live as a mortal, which is making him fairly grouchy. Archon Winter has promised a reward to anyone who can bring him the list. No one present seems to know where the seer lives, though asking around in town may turn up a guide. There's also a good bit of treasure on Archon Winter's ship that's not being delivered right now, so that might be worth finding out more about.

Tylton Loss, the Mayor of Quiet, is encouraging everyone to return to the festivities before he escorts Archon Winter back to the Mayor's residence. The mayor should be more decisive and helpful given the emergency, but he seems terribly distracted and keeps looking back at an empty space in the crowd. From here, characters can decide what to do: go to the mayor's house, gather info in town, or set out to find the seer's sacred grotto?

## The Mayor's House

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If the players go to the Mayor's House, they'll find themselves at a small (and rather staid) party, filled with about two dozen minor (but haughty) nobles and one annoyed fey Archon. None of these people know much useful about finding the seer, but they may know a few other things.

Investigating upstairs will lead to several private sitting rooms and sleeping chambers, each of which has at least one oil painting of Master Thief Dinaz and Mayor Loss together as a couple. Even if none of the party know Dinaz, they should recognize him from the gathering in the courtyard (where the seer didn't show up): he was the one who left very early, just after Archon Winter showed up. Almost anyone who was in the courtyard for the seer's announcement could see that Dinaz and Tylton kept glancing longingly at each other while trying to act nonchalant.

If you can get into the Mayor's upstairs office, he's pre-signed 2d6 requisition forms for "General Expeditionary Equipment," each worth 60 Silver. A search will reveal 1d4 "Emergency Expeditionary & Defense" requisition form, each worth 150 gold.

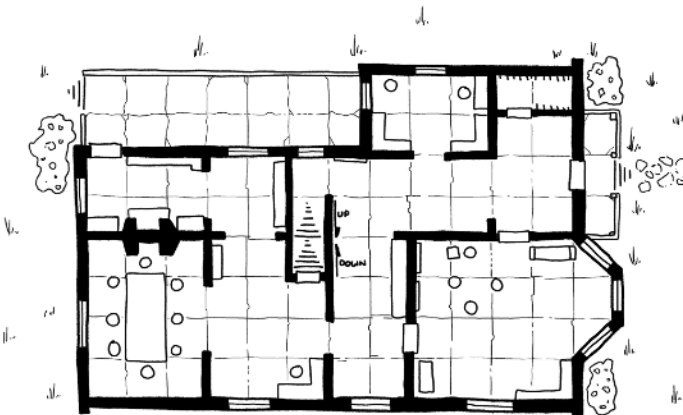
Key people they can meet at the party include:

**Mayor Tylton Loss (He/Him):** AC 8 [11], HD 3, Att 1 × Letter Opener (1d4 + 1), ST D12 W13 P14 B15 S16 (F3), Morale 8, THACO 18[+1], MV



120' (40'), XP 35. When Tylton settled down several years ago to get into politics, his ex-husband left him for a life of adventuring and crime. Mayor Loss saw his ex-husband in Quiet today and suspects (and fears) he's up to something. He actually misses both his husband and their old lives as wandering adventurers, but can't find an excuse to get away from this house party.

**Archon Winter (He/Him):** AC 5[14] Ice Armor, HD 4\*, Att 2 × Ice Sword of Cold Anger (d8 + 2), Spells (Cause Fear, Fly, Resist Cold, Shield, Wall of Ice), ST D10 W11 P12 B13 S14, Morale 10, THACO 16 [+3], MV 120' (40'), XP 125. If Archon Winter cannot deliver the gifts, the gods and demons will come up with some other services for him to perform, so he is increasingly annoyed and peevish. Once he's drunk, he will tell anyone who will listen that "Winter ain't coming, it's fucking here!" and explaining how he'd "run things in this town."



**Guildmaster Quintet Snow (They/Them):** AC 9[10], HD 1, Att 1 × Fist (1d2+1), ST D14 W15 P16 B17 S18, Morale 6, THACO 18[+1], MV 120' (40'), XP 10. The head of the matchmakers' guild has finally stopped trying to arrange a match between Tylton and one of the eligible single people in town and instead wants to make a match between one of the guild's clients and the very eligible Archon Winter.

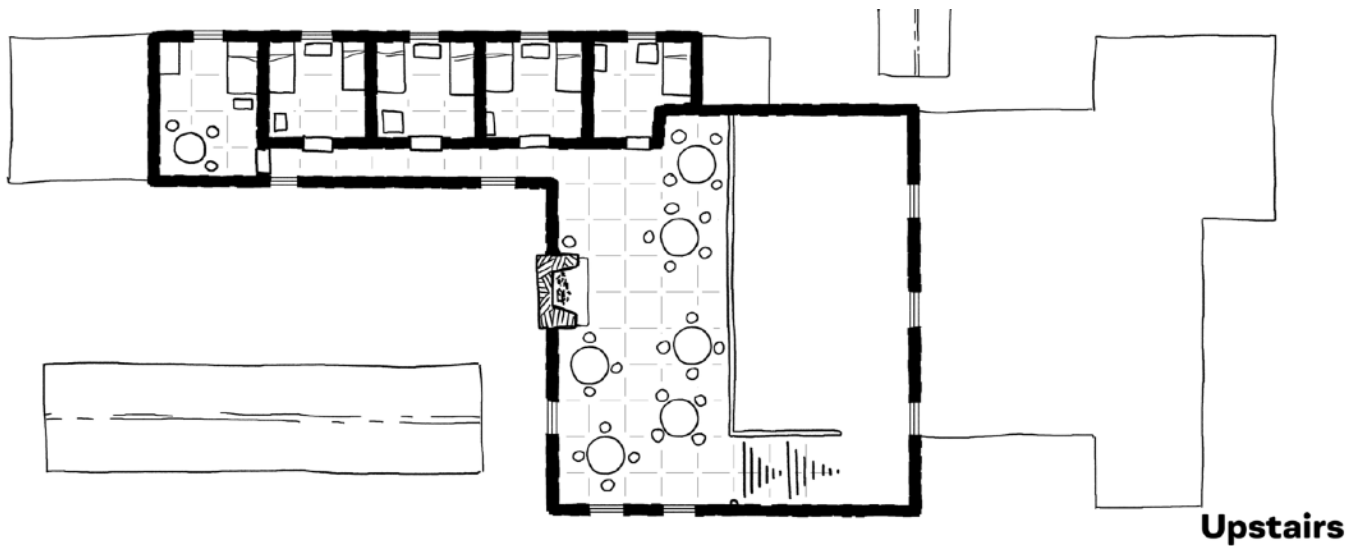
**Mme. Yvette Frost (She/Her):** AC 7[12], HD 2, Att 1 × Hidden Dagger (d4 + Poison: Save vs Death of unconscious for 1d4 hours), ST D13 W14 P13 B16 S15 (T2), Morale 8, THACO 19[0], MV 120' (40'), XP 20. Yvette appears to be a late 30s socialite, but she is a bounty hunter and assassin trying to find both the master thief Dinaz (Mayor Loss's ex-husband) and also someone who can help her remember what Midwinter Feast is really about.

## The Last Inn

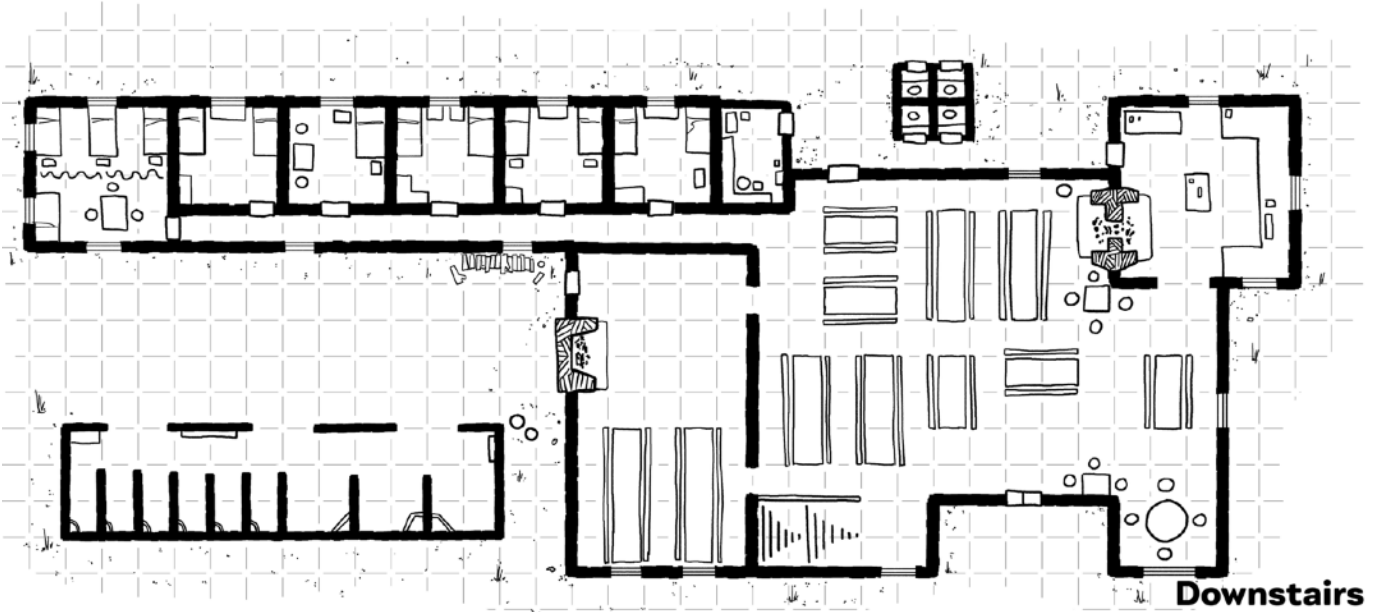
The biggest inn in Quiet is always noisy and bustling for Midwinter, with the town's largest Midwinter Tree and special treats from bartender Nick. There's a 50% chance that anyone in The Last Inn will have some idea where Vidah the Seer lives.

**Old Nick (He/Him):** AC 9[10], HD 6\*, Att 1 × Flaming Touch (d8), Spells (3 random 1st level Divine and 3 random 1st level Arcane spells), ST D11 W12 P11 B14 S12 (MU6), Morale 11, THACO 14[+5], MV 120' (40'), XP 500. Nick's been around Quiet for as long as anyone can remember, but still looks as impishly handsome as he did when got to town 50 years ago. His "Mana Potion" drinks are famous for fueling magical spells, but if he tells you to pay for a drink "later," get nervous. He's angling to get you into his debt.

**Lucretia Bitter (She/Her):** AC 9[10], HD 3, Att 1 × Vampiric Touch (d8 and heals herself), ST D12 W13 P14 B15 S16, Morale 8, THACO 17[+2],



Upstairs



Downstairs

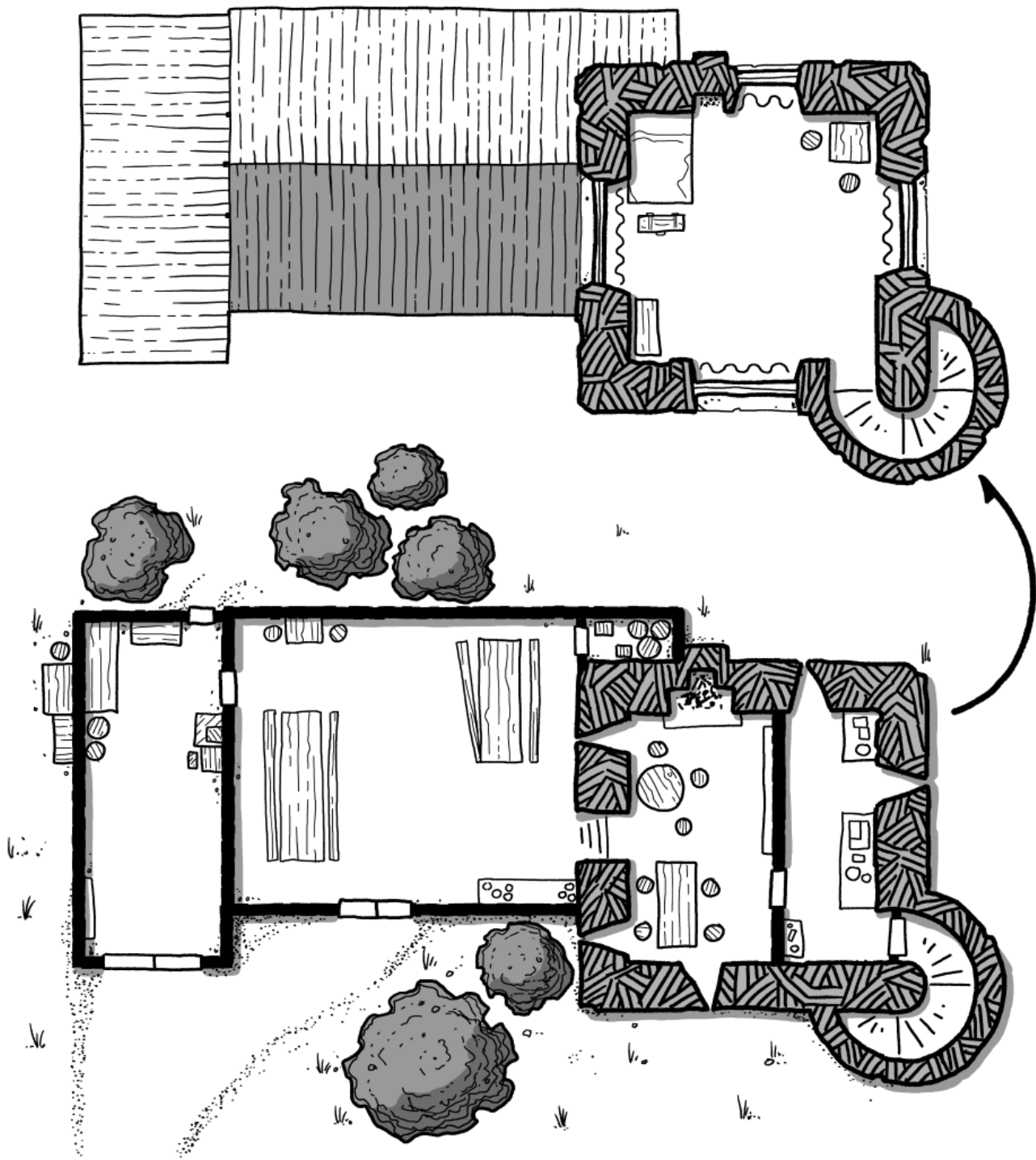
*MV 120' (40'), XP 20.* Lucretia is rumored to be vicious and cruel, and she's the one who's been spreading those rumors. She's hoping she'll get the reward money for being the naughtiest so she can stop an ambitious real estate developer from shutting down a school for young necromancers. She's got a scheme involving replacing the seer with an actor, but it's not coming together.

**General Bleak (She/Her):** *AC 5[14], HD 4\*, Att 1 × Greatsword (d10 + 1), ST D10 W11 P12 B13 S14, Morale 11, THAC0 15[+4], Mundane damage immunity: Can only be harmed by silvered weapons or magical attacks, MV*

*120' (40'), XP 125.* The General, a Death Knight, is Lucretia Bitter's wife. She thinks her wife should just embrace her kind nature and try to get rewarded for her good deeds.

### The Overlook

The smallest inn in Quiet has no rooms to let, so it caters almost entirely to locals. It looks out over the airdocks, which hover over the gorge. While The Last Inn is busier, the crowd at The Overlook is rowdier. The Overlook is also where you come to find out about what the real locals know about people living out in the country or how to steal an airship from the town's airdocks.



**Master Thief Dinaz (He/Him):** AC 7[12], HD 3, Att 1 × Dagger (d4 + 1), ST D13 W14 P13 B16 S15 (T3), Morale 9, THACO 19[0], MV 120' (40'), XP 35. Master Thief Dinaz is the ex-husband of Mayor Loss. He originally came to ask Tylton to get back together, but now is convinced he needs to do something dramatic to impress Tylton, so he plans to steal Archon Winter's airship, *The Icelight*, which already contains all rewards the fey have gathered for wickedest

and most virtuous mortals. He figures the ship will make a good nest egg for him and Tylton to settle down with.

**Cee Shiver (They/Them):** AC 9[10], HD 1, Att 1 × Dagger (1d4 + 2), ST D14 W15 P16 B17 S18, Morale 6, THACO 19[0], MV 120' (40'), XP 10. Cee is the cook at The Overlook. They make a lot of good, preserved to-go foods for people leaving on last minute adventures. Roll three times on the Equipment and Food table to see

what food stuff they have in stock (ignoring non foods). During a rest, eating Cee's foods will be twice as effective as normal food.

**Pim Melt (They/Them):** AC 7[12], HD 2, Att 1 × Dagger (d4), ST D13 W14 P13 B16 S15 (T2), Morale 8, THACO 19[0], MV 120' (40'), XP 20. Pim is Dinaz's spunky adventuring assistant who worked themselves up from torchbearer. While they think stealing *The Icelight* is a terrible idea, they believe in the "Power of Positive Adventuring."

### Wandering Around Town

Numerous stores and smaller inns and taverns are open. If PCs wander a bit in town, choose one of the following or have these characters come into the place the PCs are hanging out. There's a 50% chance that one of them will know where Vidah the Seer lives.

**Sunial Fang (He/Him):** AC 3[16], HD 5\*, Att 2 × claw (1d6) 1 × bite (2d6), ST D10 W11 P12 B13 S14, Morale 9, THACO 15[+4], Mundane damage immunity: Can only be harmed by silvered weapons or magical attacks, MV 150' (50'), XP 300. The weretiger/werebard used to be a regular winter wildcat until one day he was bitten by a bard. Now, whenever his feline nature decides it's fitting, he transforms into a glamorous and sassy bard. He likes to offer suggestions to adventurers while sipping on catnip infused spirits.

**Dame Midge Glimmer (She/Her):** AC 3 [16], HD 3, Att 1 × Silver Longsword (1d8 + 3), ST D12 W13 P14 B15 S16 (F3), Morale 9, THACO 16[+3], MV 120' (40'), XP 35. Midge, a knight, had a recent breakup with her partner, a paladin, and decided to prove herself to them by hunting down the terrible Necromancer and Death Knight. She's in town to bring Bitter and Bleak in for their "crimes."

**Daina Thanely (She/Her):** AC 5 [14], HD 4, Att 1 × Shortbow (1d6 + 3) ST D10 W11 P12 B13 S14 (F4), Morale 9, THACO 14[+5], MV 120' (40'), XP 35. The town's guide and tracker is hoping to find a way to get money to buy (and wrap) her younger siblings Midwinter presents before the big Midwinter breakfast.

**Justicar Null (They/Them):** AC 9[10], HD 2, Att 1 × Dagger (d4), Spells (2 random 1<sup>st</sup> level arcane spells), ST D13 W14 P13 B16 S15 (MU2), Morale 8, THACO 19[0], MV 120' (40'), XP 20. Justicar Null doesn't know why everyone finds their name so strange. They're really just a cheerful, whimsical friend who wants to buy you a drink and meet their quota for luring people into dark pacts with the dark otherworldly powers they serve. "What do YOU want?" is their favorite question.

**Tindy Trusnow (They/Them):** AC 9[10], HD 1, Att 1 × Fist (1d2+1), ST D14 W15 P16 B17 S18, Morale 6, THACO 19[0], MV 120' (40'), XP 10. Lucretia hired Tindy to portray the Seer and read a fabricated Naughty & Nice list with her name on it. They got lost on the way though, and is wandering the streets in a Seer Vidah costume with the fake list looking for Lucretia.

**Reggie Frost (She/Her):** AC 9[10], HD 1, Att 1 × Bronze Jug (1d6), ST D14 W15 P16 B17 S18, Morale 6, THACO 19[0], MV 120' (40'), XP 10. Reggie was a former player in a jug band, but went solo. She'll provide songs or information (she always knows all the local gossip as soon as its possible to know it) for a good hot



buttered rum and frosted ginger cookies. She only knows three songs: "That Rare Old Mountain Dew," "Galway Bay," and "Fairytale of New Skullport."

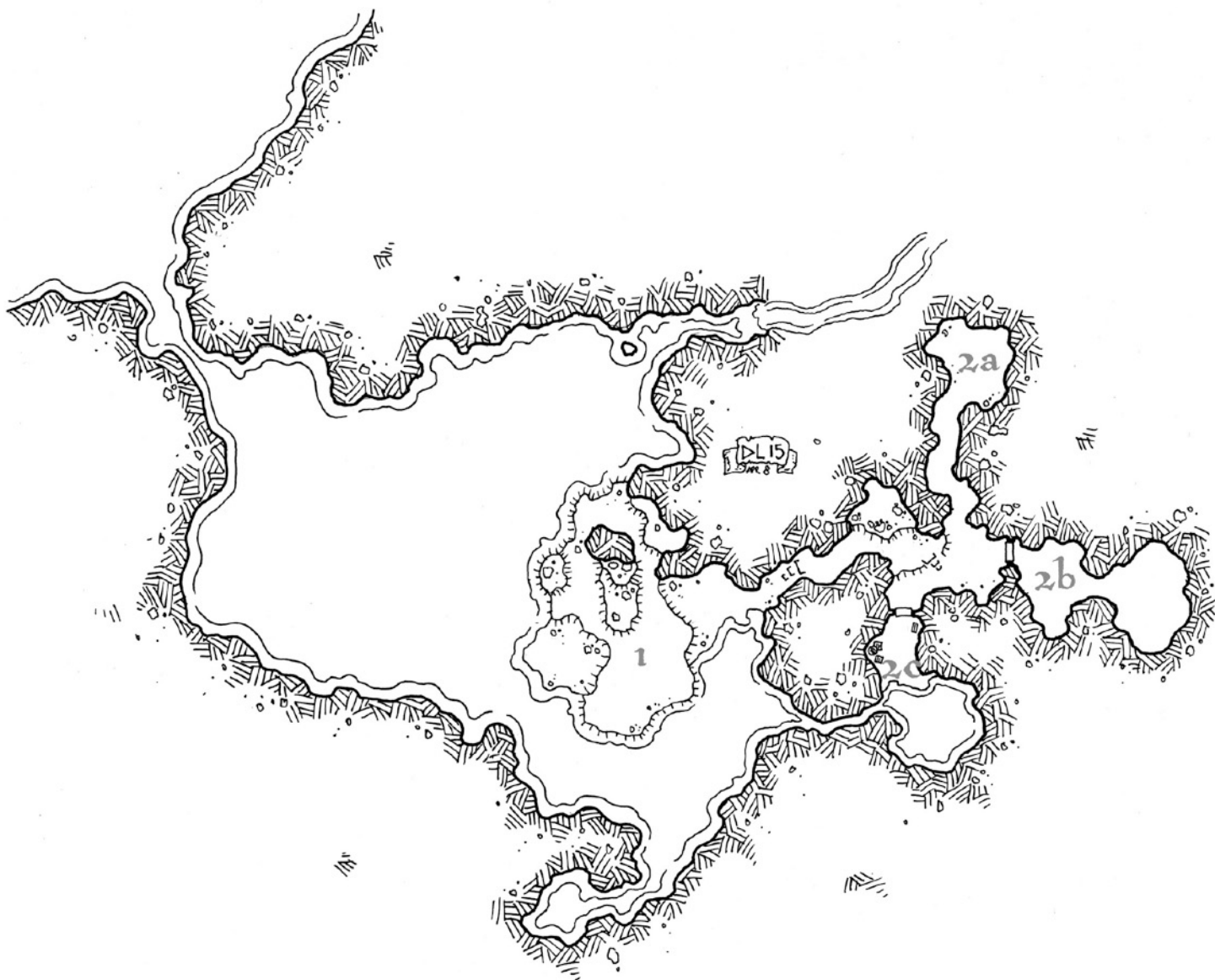
### The Secret Grotto of the Seer

Vidah lives in a grotto that is the source of a hotwater spring, just off a large lake about a mile from town. The grotto can only be approached by boating, swimming, or flying into the cave. Most people in town have no idea where the seer lives or where to find the grotto, only that they live in a cave near the lake. Somehow the cunning (but kindly) necromancer Lucretia Bitter found out.

Lucretia, who desperately wants to get on the Naughty list (but is actually rather nice),

decided to incapacitate the seer for the evening and replace them with an actor. She gave the seer a very special "gift basket": a lovely and completely innocuous herbal tea, several installments of an addictive series of mystery novels, and The Anticlock. When viewed, The Anticlock will appear as an exquisitely crafted clock, but when no one is looking, it moves backward. Anyone failing a Saving Throw while using the Anticlock will lose track of time for 2d6 hours.

Vidah is reading the mystery novels near the Anticlock in area 2b of The Grotto, a large study/receiving room/bedroom, oblivious to the actual time. With the door closed, Vidah can't hear the yelling in Area 1.



In area 1, and the surrounding hallways, the demon messenger **Oerthex** (*He/Him, AC 5[14], HD 4\*, Att 1 × Hellish Battleaxe [d8 + 1], ST D10 W11 P12 B13 S14, Morale 11, THACO 15[+4], Mundane damage immunity: Can only be harmed by silvered weapons or magical attacks, MV 120' (40'), XP 125.*) and his 5 **Imps** (*AC 7[12], HD 1\*, Att 1 × Claws [d4], ST D12 W13 P14 B15 S16, Morale 7, THACO 19[0], Mundane damage immunity: Can only be harmed by silvered weapons or magical attacks, MV Fly 150' [50]', XP 15*) have squared off against 3 **Divine Heralds of the Gods**, who look like human-sized white bats (*AC 6[13], HD 3\*, Att 2 × Claws [d6], Spell: Cause Fear, ST D12 W13 P14 B15 S16, Morale 12, THACO 19[0], Mundane damage immunity: Can only be harmed by silvered weapons or magical attacks, MV Fly 150' [50]', XP 50*). They've been waiting for the seer to emerge from the cavern and are blaming each other for the seer's failure to appear. Each group has their own naughty and nice list, but they're distracted by trying to intimidate each other right now.

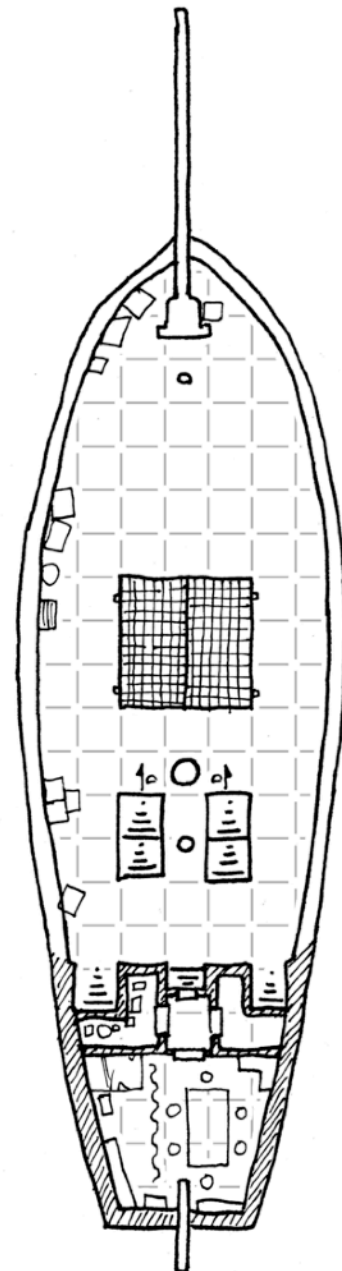
Two ghouls named **Hoppet and Moare** (*Both He/Him, AC 6[13], HD 2\*, Att 2 × claw (1d3 + paralysis) or 1 × bite (1d4 + paralysis), ST D12 W13 P14 B15 S16, Morale 12, THACO 19[0], Mundane damage immunity: Can only be harmed by silvered weapons or magical attacks, MV 120' [40]', XP 25*) are hiding in area 2b. They brought Lucretia's gift basket, but can't make their escape around the divine and demonic messengers. They're rather timid and not prone to attacking people who don't attack them, though they may try to scare the party away.

Area 2c is where Vidah runs a small whiskey import business. They store barrels of southern whiskey here for markets in the

north. The barrels stored here now are worth 150 gold each.

## The Icelight

The Icelight isn't the classic airship: it has no dirigible balloon or similar floatation mechanism like the other ships in the airdock. Instead, it's just a normal seafaring ship that floats in the air. It's crewed by eight antlered wolfhounds named **Darter, Tumbler, Caper, Vulpo, Fireball, Cherub, Jolter, and Salvo** (*AC 7[12], HD 3, Att 1 × Bite [d8], ST D12 W13 P14 B15 S16, Morale 12, THACO 19[0], MV Fly 150' [50]', XP 50*).



While not much is going on with the ship, if the PCs don't talk down Dinaz, he'll eventually try to steal *The Icelight*. If none of the PCs are with him, he and Pip will get caught and they may have to rush to the docks to rescue them.

If Archon Winter discovers someone tried to steal his ship, he'll demand that the oracle come immediately so he can get the message and be off.

### Rewards

If the PCs successfully assist Archon Winter, he'll pay them in strange fey coins worth d6 of Platinum each. If they successfully assist Lucretia, she'll pay them a d8 of gold each. Others in town are less wealthy, but Mayor Tylton will gift them each a d8 of silver if they reunite him with Dinaz (though he may deduct any goods they requisitioned in his name if he finds out about that).

If they successfully steal *The Icelight*, they'll have many platinum worth of belongings, though it might take a few adventures before they find somewhere to stash the fey archon's ship and sell his stolen goods.

If they successfully assist Vidah in getting free of the Anticlock, the seer will grant each of them three questions about their upcoming plans and adventures. They'll get a one-word answer to each question they ask. The seer will also gladly let them have the Anticlock.

## Content & Safety

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"A Quiet Midwinter" is an adventure in an old-school spirit, that tries to imagine what a Hallmark Holiday movie might be if it were about a group of queer fantasy RPG characters. While it's intended to be an affectionate parody of the Hallmark Holiday genre, it includes themes that will be very real for some players: relationships, holidays with families, breakups, and unexpected reunions.

In this adventure, we're suggesting Lines & Veils, a tool that provides a chance to check in with each other before starting this slightly different style of adventure and calibrate expectations with each other during the game.

Lines & Veils are set up before play begins and gives the GM a chance to discuss what content and themes players will encounter, then invites players to list any lines or veils they have around that content. To use Lines & Veils, take a sheet of paper and divide it down the middle. On the left write "veils" and on the right "lines." Give each player a chance to contribute lines and veils to the list. Veils are content that can be discussed in game, but wouldn't be "on-screen": when veiled content comes up, simply change the scene. Lines are content that players don't want to see included in the game: content that's under someone else's line will simply not be included. Common veils for a game might include intimacy beyond kissing or details about violence. Common lines for a game might include slurs, sexual harassment, or violence directed at children or animals.

Once everyone's contributed their own lines and veils, make sure everyone understands which lines and veils are in place and clarify any lines or veils that people find to be unclear. The group should not critique or argue with lines or veils that others want to see in place, but may need to clarify the meaning or scope of some veils and lines. The group should not hesitate to add lines and veils to their list during the game.

### A Quiet Midwinter

written by Richard Ruane

cartography by Dyson Logos

art from Adobe Stock

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