



THE FOREST ORACLE

A Fantasy Hero adventure for 4-8 characters of no more than 650 points total

In 1984, TSR Published N2, the second in the N series of adventures. It was unlike previous modules produced for AD&D in that it wasn't a classic "dungeon" with an underground complex of monsters, but was primarily outdoors and story-driven. Like *Against The Cult of the Reptile God* before it (N1), this was a lower level adventure involving a rural community in need.

This adventure was large enough for characters to spend quite a bit of time in the region and level up several times. It is a good introductory adventure for wilderness exploration and survival, with enough of a support structure nearby to make it safer and easier for new characters.

This adventure conversion in to Fantasy Hero stays as true to the original text as possible, with some small changes to the encounter areas. The treasure and creatures are adapted to Jolrhos Fantasy Hero.

This adventure has been updated to 6th edition Hero rules.

Here is the original introductory text to The Forest Oracle, slightly modified to fit in the Westermark:

Seen from the rim of the hill, the vale looks as if a mighty pen has drawn a slash across it. The gentle hillside leading to the valley is golden and healthy. The forest beyond the valley rises in full verdant beauty. But the land in between...

As you move from the golden grass of the hillside to the blighted valley, you hesitate, wary of setting foot on the brown, wispy grass. Nothing moves within the spoiled land ahead: nothing but the rotted fruit dropping from the trees. The soil is gray and cracked as if it has not seen rain for many weeks. But the rain has often made travel difficult recently; this is no drought.

Long ago, the land prospered under the care of the farmers that lived here. Fruit tree branches hung low, heavy with ripened apples and pears, Sheep, goats, and cows wandered the grassy slopes surrounding the valley. Assisting the local villagers on occasion have been the nearby Druids living deeper in the Greenheights. If the Druids were her, they would have prevented the crops and animals from dying, they could have prevented the wildlife from disappearing.

Help for this land lies somewhere within the dark, ancient forest... with the Forest Oracle of the Druids.

Can you reach them in time to save the Downs?

The Forest Oracle was originally written by Carl Smith.

The original module was copyright TSR, and this has been significantly altered to the point of being a separate product, but is so tied to the original, I still want to give the writers credit. D&D is a copyright of Wizards of the Coast, and Fantasy Hero is a copyright of Hero Games. Jolrhos is a copyright of Kestrel Enterprises.

HOW TO USE THIS ADVENTURE

The Forest Oracle has been designed to be as easy to use as possible, with everything the GM needs to run the adventure except monsters, which can be found in the Jolrhos Bestiary books or any Hero System collection of beasts, such as the Hero Bestiary.

The GM will find all treasures and special NPCs written up in the book, along with all encounter areas, maps, and descriptions needed to play the adventure. It is highly recommended for the GM to read through the whole book and familiarize themselves with the characters, storyline, events, locations, and twists in the story that the characters may encounter.

LAYOUT AND STRUCTURE

After an introduction, there is a setup where the player characters are implored by the locals to find out what has befallen their previously happy and prosperous farming community.

Then a section involving moving through the forest, any special encounters that might take place, and a section for random monster encounters that the GM can use to add a sense of unexpected to the travels.

Following this is a series of prepared, story-driven encounters and events that the PCs will discover as they move through the Downs.

Then the GM will find the body of the adventure. This main area covers the overall map and encounters, as well as the primary encounter areas.

Following that is a Series of expanded encounter areas referenced in the main adventure body; locations that are more detailed and contain a full area to explore in themselves.

After this comes the reference section containing NPCs, treasures, maps, and any handouts for the GM to give players.

Through the body of the text will be boxed, shaded sections which indicate something for the GM to read. Most of these are descriptions, but many are text sections containing dialog and important information that can be read to the

This is a sample inset box of dialog or description.

players.

The GM should role play these dialog sections, giving them character, using voices, emotions, even gestures to help pull the players into the adventure. Don't be afraid to ham it up; this is your chance to sell the adventure to the players in a real and effective way.

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WHERE IS THIS ADVENTURE?

The Forest Oracle can be placed in any lush, fertile valley. It is a farming community that produces its own food and sells the excess in the nearest large town. The primary export of the Downs is apples and cider, but they also sell cheese, cherries, pears, and wine. The Downs are set in the Greenheights of the Westermark in the world of Jorhos.

A small rural community, the Downs do not truly qualify as even a village. The area is a collection of small farms and individual homes over a valley several miles long and wide. A total of just under a hundred people live in the Downs, twelve families plus an old, retired mage named Delon's simple home. They have no official governing body, but tend to meet and discuss matters when rarely the situation comes up at the Happy Farmer Tavern. If any sort of leadership is required, Delon takes that role, reluctantly.

When the PCs arrive in this area, just such a meeting is taking place at the tavern. There is no town map given for the Downs; it is just a place with homes scattered in small farms. In the center of the valley along a creek is the Happy Farmer Tavern, the blacksmith, a granary where the farmers collect each harvest and combine it, and a flour mill.

Overall, the downs should be somewhere close to wilderness, yet near by civilization; a community on the fringes of the wilds in an area with no regular patrols nor strong presence of cities and order.

ADVENTURE HOOKS

This is a stand-alone adventure, it is not part of a larger campaign or series of adventures, and can be dropped into any campaign without extensive setup. As such, getting PCs involved can be as simple as being the next place they travel on their various adventures.

One of the PCs may actually have come from the Downs originally; any character with a rural or farming background might be. This is a useful hook for the GM to use, with a family member or friend writing the PC asking for help: the old folks are having a problem and you're more capable than people around here, couldn't you lend a hand?

The Temple of Harvest handles any problems of this kind normally, and they might ask a PC connected to the temple (a priest or paladin, especially) to check on the stories of the blight in the area of the Downs. The people of the Downs have never relied on the temple for help, they aren't opposed to it but they've always been able to get it from the Druids. The problem is the druids moved deeper into the forest recently and no one is sure where they are or even how to reach them.

The PCs might even get involved in a totally unrelated matter, there are bandits in the wood, perhaps they've been hired or tasked with eliminating this bandit threat. In the process, they'd travel through the Downs and find out things are worse than they thought.

Another possible way of involving the PCs is to have a merchant ask them to check on the Downs. They have gotten used to decades of the finest fruit and high quality wines from this area and suddenly this year the supply dwindled to nothing. Is it raiders? Did they find a new buyer? The work wouldn't be worth much in pay, but a few silver from a merchant might be handy to even a rich adventurer. And making a merchant happy may mean better prices and first chance at special goods. After all it's just a quick check up into the Greenheights...

Delon, as an old mage, may be connected to the PCs in some way. What if he was an old teacher of the magical types in the group? He could be a friend of one of their mentors, or even a contact. A *Wind Whisper* message or mundane letter could reach one of the PCs asking for help.

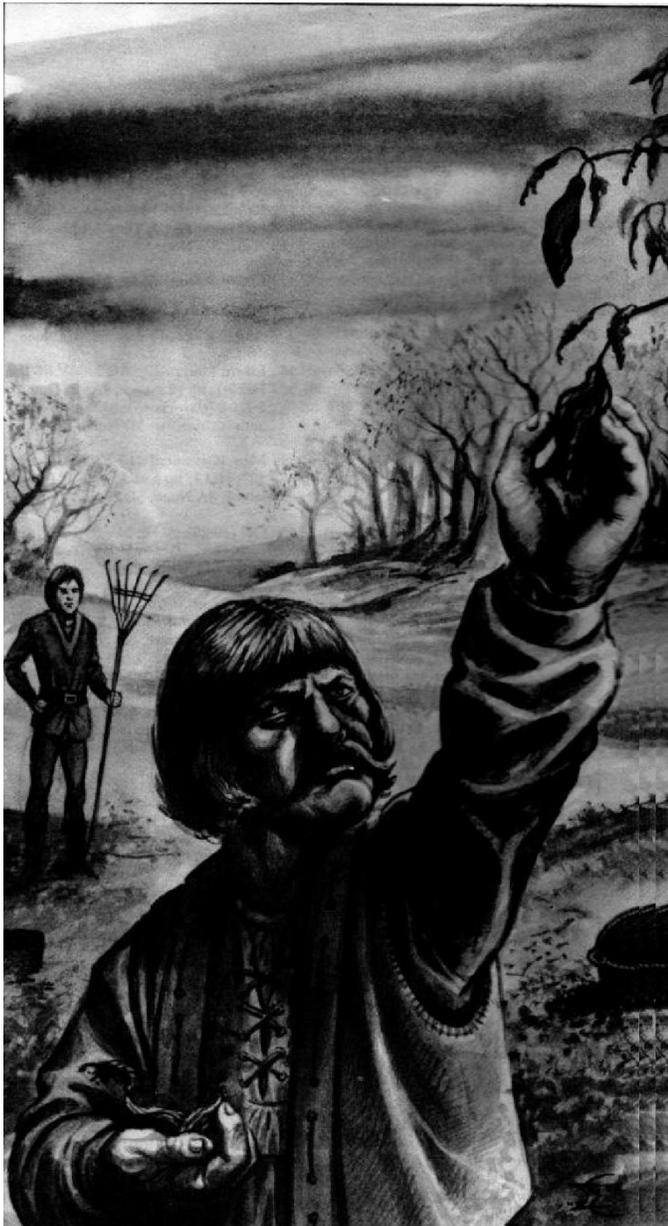
Delon could also contact the mage guild, he's no longer a member, but he has friends, and they could direct his request to the PCs in some way.

Another related hook is the old Castle Karn, crumbling in the woods. This was once a seat for a lord who lost his title in the civil war and is falling to ruin rapidly after being sacked. A former member of house Karn might hire the PCs to recover a keepsake from the ruins, an heirloom that might still be there (the Pearl Necklace on page 27, in area F). Getting to Castle Karn requires traveling through the Downs, and the PCs can pick up that adventure as well.

The player characters might simply be passing through, not headed for the Downs but instead traveling and looking for trouble. They come upon the meeting at the farm and are invited in as a likely looking group of capable people who may be able to help.

Any character with strong nature ties such as a druid or ranger could be contacted by the local druids and asked to help, using an animal or even a fae creature who visits them. They would be directed to the Happy Farmer Inn, showing up just in time for the meeting, naturally.

Finally, the party can simply be locals who live in the region. Delon teaches any mages, any priests learn from a traveling circuit priest who comes through once in a while, and so on. This would necessarily be a starting group with no experience adventuring elsewhere. They would be asked by the locals to find out what is going on and deal with it, being the most capable and trusted people in the region.



THE ADVENTURE BEGINS

However the PCs become involved, their first contact with the people of the Downs will come in the evening, seeing the lights of the tavern and smoke from the chimney. Through the blighted, dead fields and rotting orchards they travel, even the water of the creek looks unhealthy; no fish are to be seen in it.

There are no birds, no bugs, no cats, no mice. The place seems completely dead. The only hint of activity and life is the tavern down in the center of the valley.

From the Inn comes a trail of smoke from the chimney and lights in the windows if its dark enough. A few old nags and donkeys are outside in a little corral, indicating travelers may be present.

When the PCs get to the Inn, they see a weathered sign of a grinning man with a pitchfork and the words "The Happy Farmer Inn" by the front door. Voices can be heard talking within.

The locals invite the PCs in and immediately engage them, friendly but a bit troubled and fearful.

"Greetings," says a tall, hefty man as the door to the warm, dimly-lit tavern opens. "Have a seat." The tavern is filled with locals, but they are clustered on one side of the room. The man who greeted you points to some benches surrounding a table in the corner nearest the fire.

The Happy Farmer Tavern (see the map on page 49) is a small country tavern with one floor. There is only one large communal sleeping room that travelers can rent a bed in for 5 ip a night, which includes dinner and breakfast the following morning. This room has eight comfortable beds with clean linen but no amenities.

Mikos is the landlord, a patient and understanding fellow whose prices are 10% lower than usual inn prices due to the plentiful food usually in the valley. He still has food from hunting and foraging in the forest, but is not going to be able to keep up much longer without buying supplies from the outside, which will bankrupt him.

THE MEETING

When the PCs arrive, there is a meeting of all the local farmers and Delon just getting started. Once the PCs are served, Milos goes and joins the group of locals in the east side of the room along with a woman who looks to be (and actually is) his wife. An older fellow stands up and the gathered people become silent and attentive. He is wearing a clean, well mended robe without decoration and leans over a walking stick. This is Delon, and he makes the following

"My friends, I've lived happily in the Downs longer than I care to remember. I have seen it grow from a simple farmhouse to an entire community. Crops now grow where long ago was only wilderness and forest, fruit trees blossom where only wildwood once stood.

The times, I fear, are changing for the worse. We all see the crops withering in the fields, the fruit falling from the trees, black and withered, before ripening. The livestock are sickening and dying, even the birds have fled this valley.

A blight lies upon the Downs. We have been cursed by the gypsy witch who passed this way. Had we given her the silver she wished, or let her rest a while and gather strength, these ills might not have befallen us.

I see the land turning against us and I am helpless to remove this curse. My powers are too feeble to spare the land, but perhaps I can hold the full fury of the curse at bay long enough for you to gather what is left of the harvest. What we will do next year, I do not know. If only I had the powers of a Druid, or even some years fewer in my old

short speech:

At this point, Delon directly addresses the PCs quietly eating their meal.

Those who search for the druids will have opportunity for glory and adventure, even treasures in the wilderness. We only know rumors where they have gone, beyond Dragonback ridge. We can help prepare and give you guidance to Wildwood Inn, but beyond that is unknown to us. Will you help this valley, will you seek out the Forest Oracle and find a way to lift this curse?

Delon is not a powerful speaker, but his appeal should at least interest any adventurer: unknown wilderness, treasure, mysterious lost druids, and a valley to save from a gypsy curse?

Any group of adventurers unwilling to look into this needs to turn in their membership. If the party refuses to help, Delon will offer ten silver each (all he can afford) and the locals will give them free food and lodging until they have to head out. At this point, PCs should make a perception roll: anyone who succeeds will notice the food they got and the drink they have is different and better than what the locals are eating. The PCs have fine wine and ale, while the townsfolk are drinking water (boiled water, to clear up the taste). The PCs have mutton, small fruit, and bread while the locals ate some old bread and crumbling old cheese.

Anyone with intelligence should realize that this place is doomed without help, and any character with any remotely related psychological limitation should have it trigger at this point. If the PCs don't care to help out and get involved at this point, maybe it's time to find a new gaming group.

If the PCs do decide to help out, they won't find much equipment in the area; it's a simple farming community. They can get basic repairs to their gear and some rations for travel, lodging and food, and that's about it. Even Delon is not much help, he doesn't have much magic left in him these days and it was never big on "buffs" for others. However, as the PCs set out, Delon will meet the characters and offer them not only some advice, but an *Amulet of Warding*:

"Follow the New Wilderness Road until you reach the Old Wilderness Road. This is a talisman I used to use long ago when I was a young fool after adventure such as yourself. It may be of help; it always was for me."

Here the PCs may run into some trouble. The names are clear enough, but the roads aren't. The locals here don't go much more than five miles from their home unless on the way to market down road, so they have only a basic awareness of the surrounding area. F

or instance, they know of Quiet Lake and the Wildwood Inn by it, that's been there as long as anyone can remember. They know of the Dragonback Ridge and they know about Wild River and they are aware of the Old North Road being in the forest. Yet if someone asked for a map to be drawn, they will only get a basic one (handout 1). Thus, the PCs might get a bit lost along the way.

Even locals will only know small parts of the whole area, because even in their travels and adventures, they've not traveled far east of the Old North Road, where things start to get a little dicey even in this fairly safe region.

Locals will have no problem finding the Old Wilderness Road, as it is well known, and shouldn't get lost in that account. But while the road to the Druids is fairly straight, there are quite a few hazards along the way.

FINDING THE DRUIDS

The characters have only a vague idea where the Druids are: somewhere in the forest to the east, the area the locals call the Great Olde Wood. Locals are not exactly sure where the Druids live, since they only have contact a few times a year with a few traveling druids. The Druid Coven might have moved past the Dragonback Ridge which lies to the east as well, against the Wild River. Somehow, they must find clues in the forest as to where these nature worshippers have gone to.

GM NOTES

Because the adventure takes place mostly outdoors, the PCs are not as limited in their travel as in a dungeon. This can lead them to feel aimless and uncertain: where to next? The GM needs to provide clues and direction without yanking the players around by the nose. As the adventure unfolds, the path to follow will become increasingly clear, but as the characters set out they have a large area and not many answers at first.

Depending on where they go and when, some of the encounters may vary and the GM should be ready to adjust them accordingly.

If the PCs stay on the roads they will find their travel not only much easier but the story easier to follow. This should help encourage them to move along the story line without

TRAVEL IN THE DOWNS AND FOREST

A man on foot can travel twenty miles a day comfortably, presuming eight hours of travel with breaks for water and a mid-day meal. Each hex of the overhead surrounding area map is equal to two miles, so ten hexes can be traveled in a day. On horseback this distance is doubled to 40 miles or 20 hexes in a single day.

AVERAGE TRAVEL RATES					
	HOUR	DAY		HOUR	DAY
Mount, Road	10	40	Cart, Off	1	6
Mount, Trail	5	30	Afoot, Road	5	20
Mount, Off	3	20	Afoot, Trail	3	15
Cart, Road	3	25	Afoot, Off	2	10
Cart, Trails	2	15	Off = offroad		

Naturally, a group can travel faster or slower, based on circumstances and need. The average walking speed is around three miles an hour, while horses can walk and trot around ten miles an hour, but cannot do so indefinitely. If driven by the rider, many a horse can and will literally run until it dies, which will definitely happen if one is driven without stop at this speed ten or more hours straight. Then the character is out the considerable expense of a horse afoot in the wilderness.

Players will need to stop every four or five hours to eat and stretch, check supplies, and deal with other mortal needs. This gives the mounts a chance to rest and recover as well, and gives the GM a natural chance for an encounter or events to take place.

Horses cannot be ordinarily ridden into the caves and must be led afoot, so their extra speed is lost underground. Off of the roads, travel speed is halved due to underbrush and lack of a clear pathway. GMs may allow horseback travel into a cave with a sufficiently exceptional riding or animal handler roll (by at least three or even better).

Although this is not a mountainous area, where the loom of peaks will block the sun, the forest is deep and large enough that it will cause darkness to fall somewhat earlier than normal, leaving only 10 daylight hours of travel per average day. Taking time off in the middle of that will reduce the real travel time to about nine hours total including set up and break down of camp.

The PCs can travel at night, but even with magical lights or night vision, the landmarks are not frequent and this may cause players to become lost or take a wrong turn. In fact, the GM should encourage this to happen for the sake of adventure.

ENCOUNTERS AND EVENTS

There are three kinds of encounters and events in this adventure: static, prepared, and random.

Static encounters are areas on the map that are waiting for characters to find and interact with, such as the Downs or Quiet Lake. **Prepared** encounters and events are situations that are written up and prepared, but contingent on the story line and location of the characters. These can occur in different places on the map and are not set in a given exact location. The third kind, **random** events, are to spice up the adventure. These give each adventure a different flavor and unique sequence of events. They should be used to fill lulls or to give the characters something to do while they are on their way along the story line and traveling through the forest.

Random events should not dominate the adventure, as they do not move the story along. At the same time, they can be very useful to break up the pattern and make the events unpredictable for both the GM and the players. They are entirely voluntary for the GM to use or ignore, or even abandon entirely.

RANDOM EVENTS

Random events add some spice to the adventure, making things unpredictable even for the GM. Some of these can be quite challenging to handle, and will require clever play by the players as well as skill for the characters. However, any Hex with a prepared or static encounter should not also have a random encounter in it.

Properly used, this can liven up travel through hours of forest and roadways, but should not be overused.

To use these events, the GM can either select or roll 3d6 and see what comes up from the events below. A GM should either pick a time for an encounter based on the flow of the story (how long has it been since something interesting? Are players looking a bit bored? Does something different need to happen here?), but can be randomized by rolling 1d6 per hex of travel, and if a 1 comes up, then so does a random encounter.

3: THUNDERSTORM!

A powerful storm rages through the area, lasting d6x10 minutes. Winds of up to Wind Level 4 cause branches to snap and trees to fall, and the thunder rolls across the sky with strokes of lightning, frightening horses. Hail pours down, not causing too much trouble under the forest canopy, but the water roars down and drenches everyone. During the thunderstorm all movement is halved, and all tracking and range modifiers are a -2 penalty. During the rain movement is slowed by 20% in the mud.

Unless well protected against rain, each PC will require a CON roll at +2 to prevent getting a cold. If a PC becomes ill, they are at -2 to STR, DEX, CON, INT, PRE, REC and -1 OCV, DCV, and DMCV. This condition lasts a number of days equal to 25 minus their starting CON. This can be cured with an appropriate transformation, a heal to CON equal to 25 points, or a dispel of 52 pts.

The torrential rains also soak everything not waterproofed, which may damage some goods and causes unprotected, vulnerable food and herbs to rot 1 step down the time chart faster (so if an herb goes bad in 1 week, it goes bad in a day).

The Thunder causes an 8d6 Presence attack the first time it goes off, which has a very good chance of absolutely terrifying horses. Riding rolls can be attempted (animal handler skill complimentary), each 1 the roll is made by acts as 1d6 that the rider can add to their Presence to calm the horse. Horses that panic attempt to throw their rider (strength vs strength, add +2 for a successful riding roll to BOD rolled on STR to hang on), and then run straight into the wood in a random direction even if still mounted.

Horses that panic and run will take d6x10 minutes to recover and calm down enough to control, -10 minutes for each point by which an animal handler or riding roll is successful.

4: LOST!

If this event is rolled when the PCs are on the road or near a landmark (the Wild River, Quiet Lake, etc), ignore it. Otherwise, the PCs have managed, despite their best efforts, to have gotten turned around somehow. This state lasts until one of the following conditions are met: Either the PCs wander across a landmark such as a highway or road; or someone makes an area knowledge skill roll by 4 or a survival roll by 2 (Survival Temperate Forest by 1); or an encounter or event provides clear information about the location of the party. While lost, the characters travel d6 hexes in d6 direction (straight North is 1, northeast is 2, and so on). At the end of this travel, the PCs can check to see if they know where they are. If they fail, then roll distance and direction again.

5: RANGER PICT

Joss Pict, one of the local rangers spies the party. He will almost certainly not be sensed (-6 to all perception rolls) but he's keeping an eye on the PCs. Once this event comes up, the Ranger will watch them for the rest of the day to see what they do and how.

If the PCs are clearly up to no good and causing problems, Joss will leave them to their own devices, but warn the Druids about their presence, and this may cause complications later. If they seem to be decent enough folks, or at least not wantonly destructive, the Ranger will keep an eye on them off and on as they travel. For that day, if the PCs get into trouble or lost, he will show up and lend a hand, then melt into the forest again.

From that point on until the adventure is over, while in the forest, on an 11- chance Joss Pict will show up to help out if the PCs are hard pressed or need help (lost, in need of healing, etc). He can offer some herbal remedies minor healing, advice, and directions, but will not stay long.

6: OUCH!

Roll an OCV 1 attack, if this hits any character, mount, pet, or other member of the party, they are the target, if it hits multiple targets, randomize between them.

One character twists their ankle badly in the uneven ground or missteps on the road. This does 1d6 NND full damage immediately and causes a 1d6 drain to running. This impaired limb lasts for d6 hours or until treated with magic or an herb. If the attack misses everyone (remember, they are all DCV 0 unless they state specifically they are looking for trouble and dodging about like a lunatic as they travel), then no event occurs.

If the PC is riding a mount, then the mount goes lame instead, and may not be ridden safely for the rest of the day. If the mount is ridden despite this, all riding rolls are at -1 and the mount is permanently crippled, losing d6m of running and d3 dexterity.

7: DEAD ZONE

The PCs come upon an area that is blackened and lifeless. The ground is devoid of even insect life, it is covered with ashes that swirl in the breeze. The branches overhanging this area are dead and blackened, nothing flies over it. This was the site of a horrible battle with a demon long, long ago and is still cursed. The spirits here are very charged with power and are very active.

During the daytime this area feels very eerie and uncomfortable. Animals will not voluntarily cross into the dead zone and will flee it immediately. They clearly are frightened by the area and something they seem to perceive in it. Any spell cast nearby (within 25m) of the dead zone cost 1 more mana as the spirits drain the power, and any side effects are doubled. At night, the dead zone is haunted by 1d6 Feral Haunts that have an 11- chance to "respawn" another d6 each hour spent in the Dead Zone at night. All Feral Haunts present will vanish upon daylight (or if affected by any daylight special effect).

8: MISSING SUPPLIES

At camp time, the party notices that they're a bit low on some supplies. 1d6 days of rations are missing, and a hole is found in the containers. Either the container tore or some creature chewed its way in and had a wonderful feast, or perhaps the food spoiled but the food supplies aren't as good as everyone thought. Thankfully the area is plentiful with game and plants, if you know how to find it.

9-12: RANDOM ENCOUNTER

Roll on the Random Encounter table that follows the Random Events.

13: GOOD SHELTER

When the party reaches the point they want to camp, they find a clear area with a good stream nearby, plenty of dry wood at hand, and even a rocky overhang with shelter enough for five and their mounts. In short, they find an excellent camp site and for this night, no random encounters are rolled.

14: FOG

Thick fog fills the forest as clouds build up against the mountains. The fog is dense enough that poor visibility causes all range modifiers to be doubled and beyond 20m nothing can be seen. This fog lasts for the entire day, and gives +1 to all hearing perception rolls to notice sounds, but -1 to locate the sounds.

15: STANDING STONES

The Druids built these long enough ago that moss and vines grow thick on them. The clearing they stand in is particularly picturesque with leaves slowly falling and sunbeams cutting through the clouds onto the stones. If food or anything of value is left here, the one who did so gains +1 DCV for a full day. Any nature or faerie spell cast here is done with -1 mana cost (minimum 1) and +1 to the skill roll.

16: RUINS

Old elven ruins can be seen through the woods, a few buildings and fallen columns. Roll on the table below for what's within them, if they are explored.

ROLL	RESULT
1	Monster! Roll on the random encounter table, below
2	Monster and treasure! Roll on the random encounter table below, then for random treasure.
3	Empty, these ruins have nothing in them, but are large enough for the party and their mounts and pack animals to find shelter.
4	Herbs! These ruins have +2 to forest herbalism rolls. It is otherwise the same as result 3 above.
5	Hermit! A druid lives in this cave. He's not overjoyed with visitors, but will heal the party's Body, cure diseases, and give them a meal, plus answer 1 question each character about the area. Then he clams up and hopes they leave.
6	Treasure! Tucked among the rubble are several sacks of rocks mixed in with what looks like coins. Each character may roll as many d6 as they wish, if they get any 1's, they found nothing but rocks. If there are no ones, that total is the number of d6 in copper pieces found, with a minimum of 1.

17: HERBS

This area is very rich in herbs. Any forest, mountain, or fresh water herb can be found here with +1 on the skill roll and 1 extra dose is found of each kind. There are 3d6+6 total doses of herbs here before the rich cache is used up and it is just ordinary forest.

18: SNOWFALL

Today the weather goes cold. Each hour from the time this is rolled, the temperature rate drops 1 level from a steady normal day of TL 1 down to -4 where it stays for d3 days. When the temperature level gets to -2, the snow starts. In addition to the chill, the snow causes visibility to drop considerably, even a high, clear vantage point won't let characters see further than 2 hexes. The snow also makes movement slower; 1 mile per hour slower (minimum 1) travel, and -1" movement in combat.

However it does not snow constantly, so check each hour, on an 11- chance, the snow continues. Once the snow stops, it will start again on the following hour on an 11- chance. When the snow stops, all perception penalties end.

Snow is very quiet, so hearing perception rolls are at a penalty of -1 while it is snowing but are +1 when the snow stops until it melts. Survival rolls are penalized by -1 unless they were taken for cold or snowy areas. The snow persists after the storm ends, raising 2 temperature level a day until back to temperature level 1 again. Once the TL reaches -1 the snow begins to melt and is entirely gone the following day.

Characters not prepared for the cold might suffer from exposure to the elements, so the GM should familiarize himself with the temperature and survival rules.

RANDOM ENCOUNTERS

The GM can use this chart any time he wants to throw something at the PCs, either as the result of a Random Event, to complicate a static encounter or spice up travel. When the PCs are camped for the night, roll a D6 twice. If a 1 results, pick or randomly determine which watch this took place on and that's the character that meets this encounter.

Remember: not every encounter has to be an attack. Sometimes it can just be a sound in the distance, something that stomps through camp, or just a creature seeking warmth or food out of the packs the PCs are carrying. If an intelligent creature is rolled, it might simply observe the PCs for a time. It might leave and get replacements, follow the party and try to pick off a straggler, or just note their

ROLL	RESULT	no.
3	Canopy Spider	1-2
4	Nightcat	D6-1
5	Drover Bees Workers (if the maximum number are encountered, one is a soldier)	D3+1
6	Wild Boar	D6+2
7	Bloodvine	1
8	Megapedes	2D6
9	Sewer Rats and 1 Alpha Rat leader	D6+6
10	Beastmen	D6+3
11	Goblins	2D6
12	Wolves	2D3+1
13	Ambush Spider	1
14	Whipvine	1-3
15	Crimson Digger Workers +1 Soldiers/5 workers	2d6
16	Bear (red)	1-2
17	Brown Sludge	1
18	Stingworm	1

The numbers here are just suggested totals; GMs should adjust the totals based on the party, the situation, and the encounters so far.

PREPARED EVENTS

THE WOSE

This encounter should occur somewhere near the Quiet Lake, but only take place if the PCs have not worked out what is going on or bothered to investigate. The purpose is to direct the party to take action on the lake and gain credentials with the Druids when they and the PCs finally

As you are traveling, you see ahead of you that one of the elm trees appears to be... *moving*. It draws closer to you, and you see that it is walking on its roots, and has eyes and a face, of sorts, in the bark. The Wose stops in front of you and looks you over with ancient, patient eyes. After an uncomfortably long pause the Wose speaks slowly and deliberately with a voice like trees rushing and creaking in the wind.

"I suppose you haven't the time, but if in your hasty life you could take a moment to listen, I would appreciate it."

The Wose seems surprised at how swiftly you decide, but is resigned to different people.

"Well, well. Well. Hmmm. Perhaps, perhaps you could look at what you call Quiet Lake, yes Quiet Lake. It's so very quiet, so, so quiet and still. No water to drink, no birds to sing, so quiet. Yes, you could take a look and perhaps I might know something you haven't had the time to discover, hmmm yes, perhaps."

The Wose then closes its eyes and seems to go to sleep. Without its face in motion and its eyes open, the mighty creature looks just like a large elm.

meet.

Should the PCs find out what is happening and solve the mystery of the Quiet Lake (there's plenty of water, but none to drink, so to speak), the Wose will find them (if they don't think to go back to the same spot or can't find it again) and tell them that the Druids moved over the river, not so very long ago and that he'll let them know what they did. He does so very slowly and deliberately. This encounter is a chance for the GM to really ham it up, to be frustratingly slow and deliberate.

The Wose will show up and thank the PCs for their work if they solve the Quiet Lake problem without being asked. They will all be given one *Wosedraught* each as reward either way.

DRYADS

This should be an encounter between Wildwood Inn and the Dragonback ridge. The purpose of this encounter is to direct the PCs through the Horns of the Dragon caves. It should happen before the PCs decide to try to go south and find a way around the ridge, and after they've dealt with

Sitting on a log as you pass is a elfin girl about four feet tall with long green hair and huge, beautiful dark emerald eyes. She smiles and you and winks, her curvy body wrapped in gauzy material that seems to have leaves woven into it. From near a tree, another beauty steps out, this one a little darker, with hair the color of autumn leaves and deep brown eyes. They watch you and giggle among themselves.

Quiet Lake.

These are dryads, and they will be friendly, even flirtatious with male characters. They are bored and lonely and the company seems nice to them. The characters can camp here and absolutely nothing will bother them, except the Dryads. Any male with presence 20 or more will get a lot of attention from both, who are named Ash and Rowen (their trees). The Dryads will heal anyone who is harmed, provide plenty of food to eat, and even give each PC two Treasure Berries (the herb) as long as they are reasonably friendly.

If the PCs mention what they're doing and where they are going, the Dryads will mention that it's a bad idea to climb the ridge right now, as it's dangerous going in the first place and the name isn't just for its appearance - dragons do roost there sometimes. They won't suggest the tunnel because they'd never go there, it's *underground*. However, if asked directly about a way to get through, they will mention the cave with dramatic shudders and eeks.

Both Dryads giggle and talk secretly to each other a lot. They are like school girls, not exactly dim but not very subtle and are fae, so they are pretty flighty and unserious. They are also both captivatingly beautiful to any normal male character, if a bit youthful appearing.

However, the aforementioned charismatic male will find it difficult to leave, as both Dryads will insist, strongly, that he stay. They will at first try feminine wiles, then begging, then tickle and tackle him to prevent him from going, then begin to get upset. They don't quite get the concept of refusal; they found something they like and want to keep him.

The Dryads aren't bad, just not very sophisticated and somewhat selfish. If the Dryads are threatened, one or the other will shift into tree form and woe unto those who attack. However, they won't hit first, and will prefer to settle the situation with plenty of seduction and persuasion.

PCs are faced with a few choices here. They can abandon their (possibly) lucky companion to his fun and go on, they can wait until the Dryads get tired of him, which might take years, they can try to kill the Dryads, who are significantly tougher than any of the other monsters in this adventure in their tree forms, they can try to steal him away by distracting the Dryads (they won't pursue far, but will be heard weeping disconsolately at their loss for quite a ways). They can play the Dryads off each other if there's only one male who qualifies. Both Ash and Rowen want him, but they aren't too keen on sharing. A persuasion roll or charm could do it, if properly role played. If they can be turned on each other, the guy can leave while they argue. And finally the PCs can attempt to reason with the Dryads which is challenging (-3 to Persuasion or Charm rolls) as they are flighty and none too deep or thoughtful.

Neither is very strong in their nymph form, so the guy can probably wrestle himself free, but they are rather nimble and quick, and there's two of them. Plus, it's not exactly unpleasant to have them wrestling you, smelling like pine needles and forest breezes.

If attacked or greatly upset, the Dryads turn into tree form, which is a tough fight for PCs at this power level. They will not attempt to kill anyone, but will beat them into unconsciousness and wrap them in PD 2, ED 1, Body 3 vines and hang them feet first from the nearest tree to reconsider their rash behavior.

If the PCs kill the Dryads, this will not be looked upon positively by the Druids. However, the PCs will find 3 more doses of *Wose Draught* and d6 different single doses of forest herbs on each Dryad's tree form as they collapse into leaves and vines and scattered bark.

EARTHQUAKE!

This event should happen after the PCs have cleared Castle Karn, but before they leave the Druids. It will damage the castle enough that it won't be particularly defensible or have much standing, but will also (more importantly) close off the Horns of the Dragon pass underground. The PCs will have no choice but to go another way; if they've done well, the Druids will tell them of the other pass.

Before the quake hits, any animals (pack animals, pets, etc) will start acting very strangely, fearful and staring around wildly. Small creatures, even pets, like cats and squirrels will leap away and hide somewhere to come back safely later. The forest will become strangely quiet and still, like it's holding its breath. There are no bird calls, nothing, almost as still as around Quiet Lake.

You hear it before you feel it: a deep, constant rumble that shakes your bones. It seems to start in the west, but soon comes from everywhere, and the shaking starts. The trees are losing leaves and needles in a shower around you, off in the forest you hear at least one tree crash to the ground as the ground beneath you begins to roll and shake in ripples. Rocks and loose objects dance around on the ground, your mounts panic and scream as the earthquake goes on and on. Finally, it stops, and in the eerie silence you hear a crashing rumble in the distance to the west.

Anyone with a mount needs to make either a presence attack of presence +10 on the mount, an unmodified animal friendship roll, or a riding roll at -3 to control the creature as it freaks out at the quake. Failure causes the mount to buck and run uncontrollably, trying to free its self from a rider and flee.

Even after the quake is over, the mounts are skittish (half presence for defense) and require a riding roll for any change of action the rest of the day (start, stop, turn around, let me mount, etc). There are two more aftershocks, very minor ones that are little more than a rumble with a slight shaking. One is at nightfall, the other wakes everyone in the middle of the night. No encounters happen that night as all the monsters are hunkered down waiting it out.

The main result of this earthquake is that a huge landslide has collapsed the eastern entrance to the Horns of the Dragon caves and they cannot be entered. The cave is sealed with twenty feet of stone and earth rubble, and nobody is getting through there for a long time again, if ever. If the PCs are close enough (within two hexes) of the pass, they'll hear the landslide and see the dust rise.

STATIC ENCOUNTERS

The bulk of this adventure is in static encounter areas, locations that the PCs interact with when they reach a certain location on the map. These areas are somewhat like rooms in a dungeon, but more free-form in how they may be encountered by the characters.

GREAT OLDE WOOD MAP

The basic areas of the Great Olde Wood below are major features and noteworthy locations. Several are expanded encounter areas detailed later in this module.

DRAGONBACK RIDGE

This ridge of hard granite juts above the forest with jagged peaks and hard, steep sides. While this area is rolling hills and valleys, the Dragonback Ridge rises almost five hundred feet above the highest hill and far above the trees. The sides can be climbed, but they are made of steep and rough stone like the back of an alligator or some turtle. The tops of the ridge are usually coated with snow, often down the flanks to the forest level.

NEW WILDERNESS ROAD

This road is part of the King's Highway, running through the eastern edge of the Westermark north and south. It is paved with fine stones and arched slightly with gravel on either side for drainage. A spell running the length of the road prevents the road from being overgrown and repairs minor damage over a five hour period. If anything large like a tree is felled on the road, in a day it is dissolved into nothing across the roadway.

On an 8- chance while on this road per hex, the PCs will encounter a patrol of knights on horseback, 4 of them in full plate wearing the king's colors. The knights will question the PCs about what they're doing and where, then bid them farewell and move on: they have their duty to fulfil and don't have time for that kind of thing. The knights are polite but very firm and authoritative.

If some idiot attacks them, the knights wipe out the PCs, pure and simple. They will fight with mercy, not to kill, and since they don't have time to ride back to a city and jail these idiots, they just beat the PCs into unconsciousness.

The knights then strip the PCs of weapons, armor, and valuables as a fine, and leave them on the side of the road and likely missing quite a few Body for their stupidity.

How the PCs get armor and weapons or anything of value back is up to the GM, but its possible the knights just dumped weapons and armor at the Happy Farmer inn to give the locals a bit more to defend themselves with. The money and other items they will have ridden off with to Morien City. The locals will be reluctant, but will give the party their gear back just this once because they are so des-

These guys are a plot device, not an encounter, they represent the king's power and the civilization that ends at the road, which the PCs are leaving behind to travel deeper in. If PCs demand a stand up fight, use four "Human Paladins" from page 225 in Fantasy Hero Complete. Strip them of their powers, but give them full plate armor, a mace, a short sword, and a lance each. They will fight from horseback if possible, but if not they are comfortable afoot.

In he extremely remote chance that the PCs somehow triumph over the knights, then they will have to hide the bodies or mages will find out what happened and now they are outlaws. But its not easy to dispose of four armored knights and their horses....

OLD NORTH ROAD

This road is even older and less used, it is little more than a trail now. There are trees actually growing in the road in some spots as no one actually uses it any more for merchant traffic since the New Wilderness Road was built a few decades back.

OLD WILDERNESS ROAD

This was the old elven road that ran through this area. As a result it tends to move along natural contours and to specific areas rather than straight and true from one town to another. The road is mostly gone, leaving little more than a wide trail through the forest with a few stones showing through. Sometimes some remnants of the elven empire can be seen on the sides of the roads with fallen columns choked by plants and moss, or old, crumbling milestone smooth from age and erosion.

QUIET LAKE

This encounter area may be found on page 18.

THE WILD RIVER

Small for a river, this runs north-south and eventually feeds into the Denbeigh river further south. It is at most forty feet across, so the map exaggerates it's size considerably, but it flows smoothly and is ten to twenty feet deep. There are no bridges across the river anywhere along this map although one once spanned it near the **Dragon Horn Caves**.

THE ENCOUNTER AREAS

These are specific areas marked with numbers on the main map where prepared events or encounters take place.

1. THE DOWNS

This is where the valley farmers live on the map. The valley is small and tucked beside the New Wilderness Road and against the forest. Here's where the adventure starts!

A group of four armed men approaches. They are following the road east, and are making good time, neither tarrying nor running. Their faces are expressionless and they are not talking. One is dressed as a priest, another as a traveling minstrel. The others might be local peasants moving between locations for the harvest season. They are rough, hard looking men.

2. BANDITS!

This is the advance group of bandits that work this area. As the PCs get closer, they see that these are rougher looking fellows and a perception roll notes that they are carrying weapons no pilgrim or seasonal worker would. A sight perception roll at -2 notices that they appear to be wearing some kind of armor under their clothes, and one by -5 also notices there are men hiding on either side of the road.

When the PCs draw within 12m of the bandits, they charge. Meanwhile, four more bandits rise up, two each from the foliage on either side of the road armed with medium self bows and 8 arrows each. These bandits will try to defeat the party, but will likely be demolished themselves. They are armed with short sword and dagger, and wear heavy leather armor (2 PD, ED) on areas 3-4, 8-18. If half the group or more is defeated, they will try to flee. If one or more are captured, they will offer to lead the party to their hideout (see page 17) if the party spares their life. Each bandit has 2d6 cp on them plus their stated gear. None of the bandits will volunteer information about their activities or handouts, but will not lie if directly questioned.

The forest trail here is straight and smooth. Pine needles from countless years pave the path, preventing undergrowth and quieting passage. Squirrels play in the trees and dart through the path as a bird sings while you see another pecking at an ant hill for food. All seems normal and serene. As you travel further, you see the skeleton of an animal on the pathway amongst the paw prints of other animals.

3. QUIET LAKE

The prints are wolf prints, and they are several weeks old. The skeleton is of a deer and has been here for quite a while, but both of these require having a survival skill for

As the party draws within half a hex of Quiet Lake, everything changes. This description is to set up the contrast: no animals dash about, no birds sing. It seems more sad than ominous. For a more detailed description of Quiet Lake it's self, see the section below on page 18.

4. THE WILDWOOD INN

The Wildwood inn is a cozy, if simple structure which serves travelers and keeps this area compliant with the king's law requiring inns every few leagues. For full details, see page 19.

5. DRAGONBACK RIDGE

The forest is green and splashed with sunlight. As you travel you get glimpses of a tall, rocky ridge that soars above the forest floor. The trail goes straight at this ridge, then turns slightly southward. A wind, hinting at a change in the weather begins to blow as you climb up hills toward the ridge. The woods begin to thin here, all pines and firs, with little undergrowth.

Ahead, two spires of naked rock jut upward, looming higher than the ridge around them. From here, the ridge looks impassable, the walls nearly sheer cliffs and jagged as their namesake. A trail skirts the bottom of the spires and seems to run between them.

If the party follows the trail, they find what appears to be a big cave. Standing in the entrance, they feel a breeze. It originates on the far side of the ridge, where the land is higher than here and cooler. The tunnel looks worn and used like many feet have trod it over the centuries. Trackers can find very old traces of footprints from elves and humans, as well as newer tracks from orcs, beastmen, and various animals.

6. THE DRAGON HORN TUNNELS

The tunnel leads straight into the solid rock of the ridge. Light from the outside world becomes dim as the darkness swallows it up within. Carvings on the entrance mark it as an old elven structure, but they have been heavily marred and vandalized. Within you can just see the brackets that appear to have once held something else, but now have burnt out torches crammed into them.

This tunnel pierces the ridge, leading to the far side. It is a fairly straight passage, but as the adventurers will find when they get inside, it's not as simple as a quick run through. If the tunnel here is explored, consult the key for the Dragon Horn Tunnels on page 22.

7. THE EASTERN DRAGON HORN TUNNEL

The trail here leads a few hundred feet to the Wild River. Tracking shows considerable Beastman activity as well as the paws of bears. As the characters draw closer to the river, read this description:

The eastern exit is over a mile through solid rock. The light is blinding at first, and the sounds roar at you after your time in the caves. The air is cool here and you can hear the flow of water somewhere ahead in the trees. The trail leads out of the cave, slightly overgrown with small bushes but still clearly visible.

The trees give way to a river, perhaps thirty feet across. The ruins of what looks like an abutment of a bridge can be seen on this side and on the far side, but there's no trace of the bridge visible. The water here is deep and smooth, you cannot see the bottom of the river. It is flowing slowly and steadily to the south.

The river is too deep and the current too strong to reliably ford here, although one could swim it. The current south flows at 5", so for every phase the character moves forward, he moves south 5". He can sacrifice 1" of forward swimming momentum to counter 1" of the current. Every -1 penalty to DCV and movement from encumbrance reduces swimming speed by 1" as well. The river is thirty feet across and dips to eight feet deep at the bottom here. Rubble from the fallen elf bridge litters the river bottom, mostly covered with silt after hundreds of years.

The characters are safe to cross, assuming they aren't being chased by anyone. Nothing attacks them in the river, although a curious minnow might nibble at a toe perhaps.

8. THE EAST BANK

On the far side of the river, the first person out discovers something. It is a paw print that is as big as a dinner plate. If he has survival skill for the forest, he recognizes it as a bear, a very big one. The paw print is matched by more moving up the bank and off the road into the forest.

The first person out of the water entirely has one phase to act, tell others of the paw print, or try to tie off a rope, when the Grizzly that left the prints shows up. It lumbers up to the PC with a half move, rears up, and roars for a full presence attack (+2D6 for appropriate situation and outnumbering the PC). Then he attacks with his claws.

It is entirely possible that the PC will have to fight the bear alone for a while, and what normally would be not so tough an encounter might be very difficult, especially if he's stripped off armor to make the swim. The bear is very irritated that he was disturbed and as a Grizzly is just irritated in general, so he won't run or hesitate to attack. As a bear, he has no treasure beyond his large, heavy pelt.

9. CASTLE KARN

The woods here thin, then become sparse as stumps indicate trees that have been felled. In the center of a large area a mile across is the jutting stone remains of a castle. The castle has seen better days, clearly it was on the wrong end of a siege and has never been rebuilt.

A few roof tiles are missing but of the four towers on the corners of this castle, only one is intact. The courtyard of the castle is visible through gaps in the wall and the open gate. Some crumbled and broken buildings can be seen within while the moat looks dry and empty.

A massive gatehouse, only the front wall intact, faces the road. The gate is open and an old drawbridge over the weed-choked moat lays on the ground meeting the barely-visible trail leading to the Old Wilderness Road. Over the archway of the gate house is a lintel inscribed with the word KARN.

This ruined castle once was a source of stability and safety for the forest and the Downs, but decades ago was sacked and its traitorous lord hauled away to his punishment. Now the castle is a source of danger to the area. See the Castle Karn write up on page 27 for more details.

10. THE FOREST ORACLE

The trail from Castle Karn leads to the northeast for about ten miles. All the while, the forest becomes thicker and older, and more healthy. The sounds of wildlife are more prevalent and the animals are bright and healthy. Ahead over the trees you get glimpses of a huge tree, an oak of gigantic size.

The path leads to a glade. In the middle of the glade stands a Yggdrassil Oak, its trunk a half mile in diameter, and the crown over five miles across. There are no trees growing under the oak, as it blocks out much of the light. At the foot of the tree rests a small marble building about twenty feet square and thirty feet in height that seems to be grown into the trunk of the tree. A figure of a robed man sits inside the building.

At last, the Forest Oracle! This clearly is where the druids live, and at the base of the tree is an old druid who answers and deals with minor requests to save the Oracle above from trivial issues. More complex problems are sent to the fork of the tree where platforms have been constructed to house the higher ranking druids.

The figure in the marble building is dressed in rough spun brown cloth. He smiles slightly with his eyes and asks in an aged voice "and what may I do for you, travelers. We may be able to help you, the Golden Bough willing, but you will have to see the High Druid for help with weighty matters."

If the PCs wish to explore this area further, consult the Forest Oracle section below on page 28.

11. THE PULLER

Just west of Castle Karn, an old trail leads to a ford in the river, according to the druids. It goes southward, crosses the Wild River, heads over a pass on Dragonback ridge, and turns west to the Old North Road.

About six miles down the old trail to the river, each party member should make a perception roll. If anyone is successful he sees a burly, broad greenish figure with a glint of armor in the brush on the side of the path. The figure steps off into the forest, apparently aware it was seen.

This is an orc, belonging to the Mog clan, who have worked out after generations of being wiped out the concept of “pulling” and have been using it successfully at this point on hunters and trappers. The orc wears ringmail of low quality (only 4 PD armor but full weight, and half sale value). The orc appears to be fleeing the party, but not very quickly - he looks over his shoulder and stumbles, runs against trees and so on until the party reaches the ambush point at 11A. If someone uses any ranged attack on the orc, it begins to run more directly away and stops stumbling about.

11A. AMBUSH POINT!

The Orc reaches a brushy area with close trees and turns around with a hearty laugh. From behind the brush several more orcs pop up, bristling with weapons.

All of the Orcs are wearing the same low quality ringmail and are armed with battle axes and daggers, except for the leader who has a spear with a silver-plated tip. Between them, the orcs all have 20 sp, 50 cp, and 15 ip, and the leader wears a hauberk of real chainmail. His silver spear functions just like a normal one, but the silver will harm certain creatures more effectively and makes the spear worth 40sp.

12. CROSSING WILD RIVER

The forest trail is smooth, and the day is cool but pleasant. The sound of running water echoes through the forest ahead. The Wild River is broad and shallow here, almost a hundred feet wide. No bridge spans this point but the water runs across rocks and appears to be shallow enough to ford. Across the river you can see part of a home near the water, in the trees, Smoke is drifting from a chimney.

This is the home of Jann and Dierde Amstan, a fishing family that built here to catch the plentiful fish and sell it downstream. Once a week Jann heads to the nearest town with his catch salted and packed away, but this week he hasn't gone because their three children were lost. The missing children are ones trapped in area E of Castle Karn (pg 27). If the PCs rescued the kids, they will be here safe, unless they are being escorted by the PCs.

Jann and Dierdre are overwhelmed with joy at their daughters being back, saddened at the loss of little Perkin but can only offer fish and hospitality plus 14 cp as reward. If the PCs bring back their girls, the pair warn them of a Yeti in the mountains, saying it has killed a few travelers.

13. DRAGONBACK CROSSING

The trail runs south along the slope of Dragonback Ridge. Eight miles below the ford, the trail runs sharply northwest. It then follows a slight uphill turn into a valley marked on both sides by rocky cliffs. The valley climbs higher, and the weather becomes cooler as you travel.

The skies grow slate grey, and a gentle snow begins falling, blanketing the region. As you continue, the valley begins to narrow and the snow steadily piles up. In the past boulders have fallen from the mountainside and lie across the tapering path, but they are not difficult to move around.

Night comes quickly in the valley. As the sun sinks below the rim of the ridge and shadows of evening close in. You find a small notch in the valley with shelter from the snow, and there is some dry wood nearby for a cooking fire and some warmth.

Around midnight, a strange cry echoes through the valley, a roaring howl that sounds almost human. It appears to come from above, but it is not clear which side or how far away. This cry seems to have silenced any normal night sounds, but after 15 minutes the sounds begin again. An hour before dawn, footsteps crushing the snow with a slight squeak in the cold circle the camp. The footsteps are slow and deliberate. Any attempt to follow the sounds will be met with the steps running away at a great speed, but without the clatter of a human running.

In the morning, the PCs see large, slightly snowed in footprints like a great ape, bigger than human sized. The footprints head up the valley then onto some rocky areas without snow on them, and are lost. The day feels warmer and the sound of melting snow dripping can be heard around the camp. The snow has stopped.

13A. THE YETI CAVE

As the party travels on, the temperature drops again and the sky grows heavy with clouds. By they reach a bend by a heavy snowbank, the ground is icy from melt and re-freeze which acts to cut movement by 4m. It is here that the mysterious visitor to the camp — a yeti — attacks. He attacks by surprise, bursting out of the snowbank and tackling a character, select one at random or the one closest to the north bank if a marching order has been established.

It attempts to carry off that member of the party once he grabs the victim. He can run away the next phase rapidly, ignoring the ice that slows everyone else.



As he runs, the yeti will squeeze his victim, doing strength damage every phase and running a half move. He carries the victim to his cave, which is 60m up in to the ridge from the valley path. If the character is unconscious by this point, the Yeti will place the victim in his lair, but if not he'll pummel the victim repeatedly until the others arrive.

Naturally the victim can attempt to escape, but until dumped in the cave, both arms are pinned so he will not normally be able to get to any weapon.

The Yeti will stash his victim up on the ledge above the entrance (see the Yeti Cave diagram in the maps on page 50) and lurk up there ready to leap down on intruders. Among the bones, fur, and trash in the Yeti Cave are scattered 140 cp, 30 sp, 12 gems worth a total of 20d6 copper, a *Potion of Healing*, and a bundle of 12 *Enchanted Arrows*.

14. BACK IN THE FOREST

From the Western edge of the mountains, the end of the valley looms in sight. The snow is almost entirely melted by the time you leave the valley and enter the Great Olde Wood again. In time you come to another trail in the wood, this should be the Old North Road which is little more than a narrow trail through the forest. On the pathway at the joining of the two roads waits a young man, standing in the trail.

He rests his hands on his hips, wearing brightly-colored clothing and a bandana that covers most of his black, curly hair. He has pencil thin moustache and a hoop earring in his right ear that appears to be gold. He flashes a dazzling smile and bows low in an exaggerated fashion.

“Good day, hardy travelers, I am Rinaldo. I see that you are upon an... interesting... journey. I hope you are well.” His manner seems to be one of genuine concern.

“You do not know me, but I have heard of you. Not too long ago, I was at Master Bolo’s inn, and some passers-by related your story. I put two and two together and some very strange occurrences seemed to make sense. I tried to catch up with you but the caves beneath the ridge are impassible now. I figured the best way to find you was to meet you here.” He shrugs his shoulders. “And so here I am.”

If the party questions him, he'll answer in an amiable, but cryptic fashion. Rinaldo means to be likable and is charming enough, but won't answer any direct questions more than he's already said except to indicate that someone named Madame Riva wants to see them. He assures the PCs they need not be alarmed as six large, brightly dressed men step from the nearby thickets, surprisingly well concealed up to this point (they made their rolls by 5). These men are supposed to help safe passage to Madame Riva, and he's uncomfortable staying much longer in the woods here.

Although these men are well-armed they are not threatening, and are friendly enough. If asked who Madame Riva is, the men all look respectful and Rinaldo tells them she's the one with all the answers. He gives the party his word the party won't be injured if only they'll hear her out. He won't even ask for their weapons. If the PCs argue and complain and stall here, roll a random encounter and have the Travelers help beat the monster, to their own detriment (they have no armor). He's really sincere, at least at the moment.

15. MADAME RIVA'S CAMP

A clearing at the southern fringe of the Great Olde Wood reveals a camp full of life and activity. Everyone is brightly clad in a variety of garments, most are dark-haired and have black, flashing eyes.

Many wooden wagons form a circle around the encampment. The wagons are painted bright colors, each with a door and back step, or at least a leather door-apron. Small windows line either side of the wagons.

This is the Traveler Camp that Madame Riva runs. The Travelers are migrant peoples who have no allegiance save to themselves and live separate from the societies they travel through. Sometimes troublesome and sometimes helpful, one cannot ever tell what a Traveler encounter may be like.

Travelers speak their own language, an ancient variant of Perelen, and once long ago were their own kingdom but were driven out by the elves for being too troublemaking and unpredictable. Rejected by the other human settlements, they now are homeless and separate from others.

Madame Riva's encampment is detailed more specifically on page 33, below.

16. OLOT'S LAIR

Rinaldo leads you up the Old North Road to a side trail that winds up the hills east toward Dragonback Ridge once more. The hill becomes higher, the steep path narrower, and the trees thin to reveal the top of the hill. Rinaldo stops. "You are almost there. Just up ahead at the top of the hill is a cave set into the side of the ridge. I cannot get any closer without drawing the statue's attack which I would not survive. Do you want me to watch your valuables so you will not be encumbered?"

Rinaldo can't help himself, it's habit. Besides, if the party doesn't make it, at least he can take their valuables down to help pay for Silverwing's freedom. If the party for some reason trusts him with their valuables, they'll get 75% back, with some fakes mixed in that look real enough with a quick glance. He will stay and watch any mounts the party has and wait for them until evening.

The details of Olot's lair may be found on page 36, below.

RETURN TO THE DOWNS

Aside from random events, the PCs will have no set or prepared encounters on the way to the Downs. The GM and players may even be weary and want to see this draw to a close, so the trip can be accelerated and random events skipped. Once the PCs get back to the Downs, they are greeted and asked for news. If the PCs have the potion that the Druid gave them, they will be happy that they will have their land back soon. If the PCs read the scroll and tell them about the Traveler camp, they will celebrate and be much more relieved, particularly the next morning as they wake to green, lush, and fertile lands.

The farmers scraped together all their money and managed to get 100 silver total to give to the PCs. They will give the PCs 50 silver if they saved the land with the Druid potion, and 50 more if they rejuvenate the land with the gypsy spell. From now on, the heroes have a second home: the Downs will never accept any payment for anything as



SPECIFIC ENCOUNTERS

In the Encounter Areas section are several areas that require greater description and explanation. This section contains those more detailed areas for the GM to use when they are interacted with by the players. Each is a sort of miniature adventure in and of itself, allowing player characters to move through the Downs and discover their own story even as they experience the main storyline.

Many are part of the main storyline, such as the encounter with the Druids at the Forest Oracle.

THE BANDIT HIDE-OUT (area 2)

A map showing the layout of the bandit Hide-Out is on page 48.

The description of this area depends on what the PCs do and how they enter the camp. This is the basic description of the camp:

Deeper into the forest, a few miles down a trail in the forest is a small clearing containing three small dwellings, a larger dwelling, and a large animal pen of some sort with pigs and goats in it. A stockade fence of cut logs is partly built around the compound.

If the PCs sneak up, they will see activity in the hide-out as befits the time period, such as chopping wood, milking goats repairing clothes, sparring, shooting at targets, etc. A few women are in the camp doing menial work as well.

ATTACKING FROM SURPRISE

Unless there's an alert, there are no men on the stockade walls. If the PCs come upon the camp by surprise, then only eight of the total number will be visible. Three of them are bowmen, the others swordmen. The leader of the camp named MaGant is in the large building with three swordmen, the other bowmen and swordmen are equally split between the buildings. Since this number depends on the party size, the GM will have to work that out ahead of time. If the PCs are reasonably stealthy, they can probably take out a couple of people before the alert is sounded.

When this happens, someone inside the large building (one of the swordmen with MaGant) bangs on his shield and all the rest of the bandits grab weapons and look for trouble. The lookout will hear the shield bang on a 14- and climb down (1 phase) then hustle to the camp at full run speed to join in the fight.

MaGant will not show himself unless nobody seems to have ranged weapons, then he'll send his swordmen to attack the PCs while the bowmen snipe them from cover out of windows and doorways from the buildings. He'll target casters and healers first, then the most dangerous looking characters. The men each have an 11- chance of hearing and understanding (and obeying) what he directs them to do.

PREPARED BANDITS

If there is an alert, then four men with medium self bows and ten arrows each will be on the wall, two facing the trail, one on either side, and none in the back. They will stay down and peer through cracks in the stockade wall at any approaching targets.

The rest of the bandits will take up positions to ambush the PCs, hiding behind and inside buildings, or behind equipment such as the forge and the outhouse. The camp will appear deserted in this case, and just have the buildings and clear indications that people have walked around a lot on the forest floor and dirt.

There are a total number of bandits equal to four times the PCs in number (but at least 20). In addition were the, 8 that have been dealt with at area 2, above, and 10 non-combatants (4 children, a wounded Bandit, and a few women; some of the women are combatant bandits).

There is a guard watching the pathway from the road to the bandit camp up in a tree 100m from the camp. He's made his concealment roll by an effective 4. The lookout has a straight 11- perception roll to spot stealth, but he will not miss any PCs just strolling down the trail. He's armed with a medium self bow and 12 arrows, but he'll hold off attacking and let the PCs go past.

The lookout has a clear shot at the main building of the bandit camp and will fire an arrow at the door as a signal. A red arrow means "we can take them" while a black one means "run, here comes an army." The PCs might hear the shot and might see it, either sense is a -2 perception roll. However, unless they make their roll by half or better, they will not be able to tell where the shot came from.

The bandit lookout will then let the PCs pass and drop down (a full phase action) after they're 20m away to try to catch them from behind when the fortified up bandits attack, using stealth and moving at 6m a phase.

THE BANDIT FORT

The stockade walls are sturdy wood shaved to a point at the top and nailed closely together. The gaps are too narrow to shoot an arrow through or target through. The stockade wall and gate has 4 PD, 3 ED, and 5 body per 2m area. The walls are 3m tall with a catwalk around the interior side allowing bandits to run along the wall up to the unfinished section. Ladders reach up to the catwalk its self and will be pulled up if any enemy gets inside, but the catwalk is only 2m high and can be climbed onto with a full phase action and a climbing roll at +2.

The buildings are wood with thatching roofs, and will burn very readily. Any direct fire will light the thatching on fire if it deals even 1 body, and the thatching will not be extinguished. Once a building is on fire, it will burn to the ground in 2d6+5 minutes unless magic is used to save it.

The gate is closed and barred with a heavy board (same stats as the wall), but a sword will fit through the gaps in the stockade and can be used to hoist up the bar. This action takes a strength roll at -1 to succeed.

In the main building (B) is a large bed, three bunk beds, a large table with eight chairs, and a lockbox (MaGant has the key) that is -2 lockpicking to open and holds several bags with 4d6 silver and 8d6 copper in them. Also here is a wine barrel worth 75 copper and a *Scroll of Windwalk* that none of them know how to use but figured is valuable that MaGant tucked under his mattress in the room.

In the other three huts A, C, and D are three bunk beds each, a small wood stove for heat, and a table with four chairs. Underneath huts A and D are two stashes dug independently by two bandits containing 3d6 silver and 4d6 copper. There is a reward for these bandits in the nearest town of 20 silver for MaGant's head, or 30 silver for him whole and alive.

There are many other materials, such as the raw materials to make 150 mundane arrows, a simple smithing setup, various cooking materials, a few dozen pounds of venison, sacks of flour, and other goods. A group of adventurers could in theory turn this bandit camp into a base of operations and have enough food for several months without hunting.

The animal pen (E) holds a pig and three goats. This is the milk source for the bandits and eventually ham, once they can find a boar. The animals can be led to the Downs or just set free to fend for themselves. If the PCs set the animals free, they'll be considered more fondly by the Druids

QUIET LAKE (area 3)

If any locals are asked about Quiet Lake, they'll say it's always been peaceful there but lately it's downright eerie and nobody goes there any more. The people at the Wildwood Inn will have more information; turns out the lake about a year ago became enchanted, nobody who went there found a single living creature nearby. Sometimes hunters would go there and never come back. People just stay away.

The deer seems to be dead, but it is breathing evenly and has a slow heartbeat. It hasn't eaten for four days, so it's a bit weak but it's alive. This deer is just one of the more obvious creatures, there are sleeping animals all near the lake all around, and many skeletons of creatures that just never woke up.

Quiet Lake lives up to its name, silent as a tomb. No birds sing, no squirrels chatter, nothing moves but the trees blown by the wind. A deer lies by the water's edge, and does not stir as you move closer. A pavilion stands at the edge of the lake, small and raised slightly on stilts. It does not appear to have had visitors for some time. The wood is old and a few cobwebs hang across the windows. Curtains block view inside and the door is shut.

The lake puts anything that drinks it to sleep, causing a Mind Control versus CON of 7d6 for one effect: sleep. Characters who are taken to equal to CON in effect can be woken with vigorous chafing and yelling. Characters affected at the CON+10 level or higher will not wake up no matter how they are treated or yelled at, they will have to have magic used to break the spell. As this is enough to put most creatures to the CON+10 level or more, almost nothing gets away. Water taken away from the lake loses this power in one turn.

THE LOVERS' PAVILION

The pavilion was built by the lovers described below for their liaisons. It has a deck over the lake with a door that can only be accessed by swimming, the front door step squeaks loudly when stepped on. This was to alert the two inside of visitors. The door is not locked, and anyone listening carefully might hear soft steady breathing (-3 PER roll).

Evan the hunter lies in the bed, sleeping peacefully on the bed. He is under a particularly powerful version of the sleep spell, one that keeps him alive, but unwakeable (it takes a 450 active point dispel to wake him). In short, he will not awake until Chloe breaks the spell.

The fireplace has a burnt out fire, the pantry has old, moldy supplies and rotted grain, a jug of wine that's gone sour, and supplies for two to eat. In the chest are two blankets, two candlesticks, flint and tinder, and a wreath of flowers Evan made for Chloe that has dried out.

Evan's longbow, 10 arrows, dagger, and suit of well worn but functional (if a bit dry) studded leather armor is lying on the chest. He has 7 cp in his belt and a nugget of silver worth 14 sp that Chloe gave him.

If the party leaves without waking Evan (likely), they will hear weeping nearby. The crying comes from the Naiad Chloe, who looks like a teen aged girl with water flowers in her hair and diaphanous, gauzy wet strips of cloth as an outfit, of sorts. The outfit doesn't cover much but she doesn't seem to even notice. Chloe is in the water, near the dock of the cabin, crying inconsolably. She cries out to the party, wringing her hands, pleading for help, and tells her tale:

THE TALE OF EVAN AND CHLOE

Evan met Chloe while hunting near Quiet Lake. She saw him and fell in love in an instant, as so often happens with Naiads and handsome men. She remembered, though, that last time she took a man to her home, he soon stopped moving and became cold, and she didn't want that to happen to Evan. So she formed a plan: if he had a place to stay, he'd come back here. So Chloe started to leave food on a rock where Evan came to gather water and splash his face.

When she saw Evan cook the fish, she was confused, but started to use her magic to do the same thing. Over the weeks, Evan came to expect this food, but could never quite find out who was doing it. Then Chloe began to build a house. She used driftwood, sunken logs, and magic to weave a simple structure and put the fish she'd cooked inside there. Evan was surprised to find this sudden structure there the next time, but he gladly ate the food and after checking carefully, spent the night there.

That night, Chloe came to Evan, and in his half awake state he thought she was but a wonderful dream. In the morning he left with a smile and a skip in his step, and began to hunt more in this area, so he could stay the night. Finally, one night, Evan stayed awake and held Chloe until morning, and although she tried to escape, her heart wasn't in it to flee his strong arms around her.

"Who are you, beautiful maiden?" he asked. Chloe finally told him all, weeping because she believed he would reject her and never come back now that he knew the truth of her watery nature. Evan was smitten, though, and he swore eternal love to her. There was just one problem: he was married to a girl that served at the Wildwood Inn. Chloe cheerfully offered to drown her, but Evan deferred, he told Chloe he couldn't spend forever with her, but would come as often as he could.

Evan loved his wife, she was his childhood sweetheart, and even as he worked on the new Pavilion he knew he could not stay with Chloe. She was sweet and affectionate, but simple and kind of dull and flighty when not in his arms. She couldn't compete with a real woman's charms, even if she was eternally beautiful and never got mad. Chloe's magic helped Evan build a much nicer building and they spent one last night there. In the morning, Evan told Chloe he had to return to his wife, he could see her no more. Chloe was heartbroken, she wept and wept, yet as she cried, she came up with a plan. She could make it so he'd never leave, he'd always sleep there! Her tears mixed with wine completed the spell and they had one last drink: Evan fell asleep and Chloe had her man. She dashed out the last of the wine and tears into the lake and celebrated.

Unfortunately, the lake took the spell's effect as well, her tears that fell on the floor washed into the lake, the wine mixed with the lake's waters, and everything became very, very quiet.

Eventually, Chloe figured out what had happened, and tried to reverse the magic but could not, no matter what she did. Finally she figured it out: she needed wine. But their wine had all been drunk, and as a Naiad, Chloe cannot leave her lake for long and at this point she is a confused child: how would she get wine, where is this wondrous stuff made? Chloe hid at the bottom of the lake and cried and cried, by the time she decided to talk to another hunter or traveler, nobody was coming to the lake at all. Now she cries at the shore hoping someone will come and help her.

Chloe can make another potion that will reverse the magic, if she is given wine of any quality. The Wildwood Inn has wine (28 cp a bottle) and this can be used to mix the spell up. Chloe will give some to her beloved Evan then flee before he awakes, unable to face him any more. She leaves the transformed wine in the goblet and the PCs can pour it into the lake, which will immediately waken any creatures that have been stricken by the magic and return it to normal water.

Evan's wife, sadly, has left for Reedsburg and married another man. He left one night as a hunter and never came home for over a year, what was she to think?

Chloe has no treasure to give the PCs, Evan will give them what he has, which isn't much, but at least the PCs have solved Quiet Lake, and the Wose will be happy. If the PCs encounter Ranger Pict after solving Quiet Lake he will congratulate them and give each one a dose each of the herbs *Bryony* and *Atalar*. He'll also cast a day-long *Farshot* and *Enchant Weapon* on any ranged weapon the PCs have.

The Druids are indifferent to what the PCs do here, not caring if the water causes sleep as a fae creature did it, although if the PCs kill Chloe, they will be disappointed.

THE WILDWOOD INN (area 4)

The map to the Wildwood Inn may be found on page 47.

This old, old inn has been here for over five hundred years and was a human effort to make a bit of money off trade along the roads here. Once it was very prosperous but as the elven empire collapsed it has fallen on harder times. Recently it was purchased by Bolo Softsole, a burglar and all around rogue as a place to elude authorities and retire.

The Old Wilderness road runs east. Gradually, the path becomes less overgrown. Another path crosses this one at a clearing and goes roughly north-south, even older and less used than the wilderness road. In the clearing stands an inn. The sign, painted with a tree and two resting men beneath is titled "The Wildwood inn."

Rooms cost 2 ip a night and meals cost 1 cp, 2 cp, and 5 cp for plain, good, and fine. The inn is rather large, a one-floor affair with plenty of rooms and a good cook. Bolo doesn't make any money at the business, but he doesn't mind as he made an awful lot in his last score.

The inn already has a few customers here: a fisherman, three trappers, and an herbalist. They are rough, but pleasant sorts who don't get around the public much and are happy to talk to just about anyone. If the PCs stay, they'll hear all sorts of rumors from the characters (in the real sense) that are here. If the PCs talk to them, roll on the table below once for each customer:

ROLL	RUMOR
2	An outrageous but amusing fishing story (false)
3	Orcs are raiding to the west of the Dragonback Ridge
4	Gypsies have been seen in the area, traveling the old roads (if asked, he'll say they went east, but it's a total guess, he doesn't know they went south from here).
5	The Perelen city Auron, city of gold velune and sparkling naurithil has been sighted to the north by foresters (false)
6	Out at Quiet Lake, you can hear the sobbing of a woman if you listen carefully, but no one has ever seen her.
7	There's a tunnel under Dragonback Ridge the elves used to use.
8	A dragon lives on top of Dragonback Ridge and stops travelers for tribute (false)
9	Wargs have been spotted near Wild River
10	Some crazy fisherman built a home on the Wild River and sails south to sell once a month
11	The druids have a forest hideaway east of the Wild River.
12	A monster that controls the ice and snow haunts the pass far to the south over Dragonback Ridge

Each room has two beds, a shuttered window, and a footlocker at the foot of each bed, with a key given the customers while they stay.

At ten each night, Bolo closes the tavern off and sends all the customers to their rooms. The lights go out and the tavern becomes still except for snoring. The party will be given one or as many of rooms 4-6 as they ask for, the other rooms being occupied.

ROBBED!

An attempt to rob the party will occur during the night whether any of the party is on watch or not. The robbers are a bit difficult to spot, though, as they are tiny Darklings that sneak in through a hole in the molding along the floor. They have a clever section of the wall that they can swing open from the inside and step out. When the openings are used, they are silent and cannot be heard, and the little creatures move very quietly.

They wait until 3 in the morning to be sure people are good and sleepy. Once the Darklings are inside they stop and carefully look everything over (taking an extra time perception roll for +1; and they can see in the dark).

If they spot a wake and watchful guard, they will go to the next room. If the Darklings are spotted, they will try to run back to their little hideaway (and they run very swiftly) to prepare lots of traps.

Each Darkling has a duplicate key for each footlocker and they will move to the footlocker and open it up, taking valuable things from inside. They do so as quietly as possible (using full stealth and 1 turn extra time), so it takes several minutes to loot each footlocker, and they take several minutes between to watch and make sure nobody woke up.

Once the operation is done, the Darklings sneak back into the wainscoting and are gone.

The Darklings will attempt to take all coins, all obviously magical items, all jewelry, and all small items of clear value they can carry, but no more than 20kg total of combined weight. Thus, they leave large weapons and any armor behind.

Bolo knows nothing about the little creatures, and while some people have complained about being robbed, that's why he put the locks on the footlockers and he's pretty sure they're just complaining or forgot something. Who'd rob people way out here anyway?

It is entirely possible the PCs won't ever hear the stealthy little creatures while they rob them blind. After all they are -4 to hearing perception while asleep and the Darklings have an additional -4 on top of that, so few are likely to ever hear them even with light sleep. The Darklings aren't going to make any noise loud enough to wake people up in any case (although characters with luck should roll it, there's a chance one of the Darklings will drop something and that would give a PER roll without their modifier for size).

If this happens, Bolo has no excuses nor does he understand what happened, the locks don't even look jimmied. He might even be suspicious of the PCs, particularly if one of them looks especially shifty (and he's used to dealing with shifty characters). However, Bolo will also seem nervous or uncomfortable due to his past, and that may make players suspicious themselves.

Anyone with tracking and a roll by 2 or better will find tiny footprints around the footlockers that lead to the wall, but without previous experience with Darklings, the best they can offer is that they look humanoid, like itty goblin feet. If anyone looks for secret doors, they will find the wainscoting doors with a sight perception roll of -2 as well.

The 35cm tall door is difficult to open from this side but when pulled open reveals a dark passage that leads down into the wall and into the ground with a little ladder leads downward. There is also a crawlway 75cm square that leads along the hole going along the whole wall to all of the rooms. Each room will be found to have one of these in it, but by coincidence or heroic luck, the first one they found is the one with the passage that leads underground. One door leads to the kitchen as well.

Unless the PCs have some manner of shrinking, are unusually small, or can widen the tunnels magically they are going to be quite awkward. In combat the area is considered "Very Cramped" in terms of weapon length and mobility. The doorway through the Wainscoting is too small for most PCs to even attempt to get through, but once discovered, Bolo does not mind some effort to open up the wall.

A single level of Shrinking (or being the equivalent size, such as a Ratman) would suffice to fit into the area more comfortably. Any digging will most certainly alert the Darklings, who then set all their traps.

The map to the Darkling's Lair is on page 48 of this module.

The underground passage is a crawlspace more than a tunnel, it is about 30" wide at most, round and earthen. It is very well packed and apparently quite old (in fact, it is centuries old and mites have been at this the whole time). However, it has a few surprises that the Mites have managed to set up over the years and arm just for visitors to enjoy.

A. This is where the floor of the crawlspace is actually cloth with dirt over it, -1 PER to spot the difference. When someone puts their weight on it (hands first in most cases), they will push through the cloth and onto the spikes beneath which do a 226 reduced penetration PD killing attack to the hands of whoever sets it off. The area is two feet long and as wide as the crawlspace at this point.

B. The ceiling here is triggered to collapse. The dirt looks like normal ceiling to anyone who cannot make a perception roll at -2 or any Engineering, Mechanics, Mining or related roll without a modifier. Anyone who brushes against it while crawling through will cause a hex-sized section to cave in here, leaving the character inside pinned under 150kg of dirt. Unless the PCs are very small, they will be crawling and thus not only moving slowly but very likely to set off the trap (a DEX roll for each character going past will determine if they are careful not to bump into things).

The Trapped PC will be in the equivalent of a 3 PD, 5 ED, 3 body Entangle. If the character succeeds in getting any luck they will be able to breathe but otherwise will have to hold their breath until rescued.

The character trapped can try to spoon his way out with a dagger or small weapon, but unless it really is a spoon it will do half damage to the entangle due to lack of leverage and the poor results of stabbing dirt.

C. This trap will not be set unless the Darklings have been alerted. The Darklings captured a Quinslang snake and trapped it here inside a little hollow in the floor. It is covered with a very thin layer of wood covered with hard packed dirt, and is harder to spot than the previous spike trap (-3 sight perception). If 75 pounds of pressure or more are put on the wood, it crushes inward, setting free the very angry snake who bites any limb that is intruding on it, then slithers out to bite everything else it can find.

D. As the cave opens up here, the Darklings have one final trap. This one they have to trigger personally, so unless there's been an alert, the trap will not be active. This snare consists of a lot of rocks piled on a platform above the crawlspace opening on a swiveling platform. When the first person comes in the room, a Darkling standing on a ledge next to the platform pulls a lever and away it goes, dropping on the victim beneath. None of the rocks are particularly huge (Darklings aren't all that strong) but there are a lot of them and they combine for a 6d6 blast vs PD.

The Darkling then flees or, if its just one person, will attack their likely stunned and prone body.

Inside the Darkling's lair, at area 1 on the map, is their loot over the years, and seven of the little creatures. They have little crossbows that fire needle-like projectiles; each one only does ½d6 armor piercing vs PD, but they have Quinslang poison on them and the Darklings aim for unprotected areas if they can. All the Darklings in the room except the one with the trap are ready, set and braced with a held phase and they will pepper the second person coming into the room with these projectiles (as the first will have been showered with rocks), three of them aiming for lightly- or un-armored locations.

Once this ambush is over, the Darklings abandon their little crossbows and scatter, half moving and dodging as they try to escape back up the tunnel. If they cannot make it that way, they start to dig into the walls at 1m per phase. Mites are clever, sneaky, and mean but not particularly durable and after that gauntlet of traps, PCs are not likely to be in the negotiating mood.

The total treasure horde adds up to 250 silver, 920 copper, 87 silver worth of cheap jewelry, a *Ring of Magical Power*, a *Bracelet of the Wolf*, a *Wand of Dazzle* with 18 mana left in it, a sextant, a Ratman Gadget Kit, and a pair of *Ivory Dice* and of course all the loot stolen from the PCs. This represents centuries of robbing the inn's rooms carefully through generations of Darklings. Bolo will want some of the loot to pay back people who claimed they've been robbed though the years, but he knows that not all this stuff is recent. He'll ask for 25 silver to send to people he knows he can contact. He'll not press the issue but will hope that he'll get more of the cut because it technically is on his property (under it, at least).

It's not impossible that the PCs will find the doors before being robbed, but what they make of it is hard to predict.

When the PCs leave, Bolo insists they don't pay for their rooms and has some advice, if he knows where they are headed:

"Follow the Old Wilderness Road. It will lead straight to Dragonback Ridge, and on the other side is the Wild River and more forest. There's a cave that cuts through the mountain entirely, it used to be clear but I've not been down there for ages. Watch out, there are a lot of vermin out there in the wilderness, this part of the wood doesn't get patrolled."

He doesn't know where any Druids are, nor has he seen any. He knows they used to, years ago, be in the woods near the Downs, but they moved before he took over The Wildwood Inn and nobody saw them go.

HORNS OF THE DRAGON (Area 6)

The map for the Horns of the Dragon Cave is on page 49.

These caves used to be part of the Elven trade route that passed through this area. Using natural caves, they did a little bit of magical work and made a highway that passed through Dragonback Ridge. Unlike much elven work, this was not very ornate or decorative, it wasn't ever finished because it was not a high priority and the humans were causing too much trouble by this point.

The humans passed through here, fighting a retreating battle, and destroyed the bridge. Eventually the humans won this region, but by then the bridge had been forgotten, and no one went this way on trade. As time passed, orcs and other monsters began to take over territory once patrolled and kept safe by the elves. They defaced the elven traces, left their own, and the caves turned from a highway to a dangerous place to go. Now not many even know where the caves lead, nor what lies within.

It used to be a pretty straight path through the mountain, about five miles in length. The way was lit with lanterns, there were even some shops inside to cater to merchants. The side tunnels were left largely untouched, but they were empty of anything dangerous. The lake was used to set up a system to water horses and men, traces of which still are there today. Now, there's some problem with getting past, and the caves aren't as safe as they once were. As it turns out, once the PCs get through and across the river, the caves become impassible once more like before the elves opened them up.

The Dragon's Horn caves are carved by natural forces working through splits in the rock and weak rock the granite squeezed between it. This was worked and opened up further by Dwarven workers under Perelen control and has a flat, even surface with smoothed walls and ceilings. There are no stalactites or stalagmites here, the tunnels look almost like they were dug by hand although the caves are still rough and mostly natural. Along the main path through the caves the floor is even and worn very smooth, and every twenty feet is a bracket where a lantern once hung. Now torches have been jammed in many, some have been torn and broken down. All the torches are burnt out and useless.

RANDOM ENCOUNTERS

Each new area the PCs move into, roll a D6. On a 1, then roll on the table below for an encounter:

ROLL	RESULT	ROLL	RESULT
2	Thrumm Talus	8-9	d6+1 Wolf Clan
3-4	1 Drover Bee Soldier	10-11	1 Warg
5-7	1 Drover Bee	12	1 Dwarf Skeleton

CAVE ENCOUNTER AREAS

1. INTERSECTION

The stone passageway here splits into two directions at a dead end, going roughly north and south. The east wall seems different than the other stone, it is sheer like flat wall rather than the cave interior, and is made of different stone. The east wall is still rock hard, though.

The crazed Dwarven miner Thrumm Talus used a very powerful *Barrier* spell to create a wall here. The wall has 8 defense and 15 body, it is hard, hard stone that will take a lot of work to break through. As far as the PCs know, its rock a thousand yards behind this point. Since the wall is three feet thick, they probably will come to that conclusion if they dig at all. Talus can remove the wall, otherwise it will have to be broken down.

2. DWARVEN GRAVEYARD

This room is very roughly worked, but has clear signs of stonemasonry. The walls are cut with arches, the floor has seven-sided designs cut into it, and inside each of the designs is a pile of rocks with a tool such as a pick or chisel lying on it. The tools are very rusted and old.

Here the Dwarves who died working on the pass were buried. Unfortunately, the workers who buried them here were not given the time to finish their work and the dead do not rest easy. If any of the rock piles are dug up, they will find a Dwarf skeleton lying under them, intact. Each skeleton has 7 silver in very old elven coins and a hammer of ordinary quality. Each skeleton also comes to life and attacks the party as a human skeleton with +1 DCV due to size. Each skeleton also will use the war hammer to fight with.

3. THE CRAZED DWARF

The tunnel to the northwest leads to a nearly empty cavern. There is evidence of mining in the past, chipped rocks and other debris cover the floor. High pitched laughter rings out from behind a large boulder and out steps a tiny, hunched figure dressed only in a long and stringy beard.

This is a dwarf, he is mad as a hatter. He tends to giggle a lot and dance about, he's stark naked but his beard is so long and thick it covers him nearly as well as clothing and his hair covers him in back almost as well. Both dwarf and hair are matted, dirty, and dusty as no sane dwarf would ever be.

His name is Thromm Talus, and he's been mining here for decades, finding almost nothing. He only becomes serious when near the Dwarven Graveyard, and even sanely advises leaving the piles alone, looking around reverently and a bit fearfully. He's armed with nothing but his filthy, split-nailed hands and a rusted pick with only half a handle.

"You see me! What can I be!" the Dwarf giggles, and does a little jig. He capers around you and experimentally taps your armor with his pick. "stay away from the wolfsmen, yes indeed, trouble they cause, eat you up! If only I had my pick, yes, my pick, with the forge, my pick, pick, mick, nick, wick, hick, click!"

Talus will try to get the PCs to help him regain his pick, but he has a hard time thinking of the word, and uses something that rhymes with it every time. He wants his flick, no his trick, no his stick, and so on. Each time it's a different word, and he goes on as if he's said pick and it was obvious every time. He hints that with it he can find the gold, the gems, the mines, none of which exist here. However, with it he can remove the wall as well.

"I know why you're here! Shhhh" he becomes very quiet and leans close, whispering "The wolfsmen never found it, no, not the elves, no one!" He looks around suspiciously "are any of you wolves? They might be listening!" without waiting for an answer he dashes to the north end of the cave. "walk careful, stay behind me!" he says, and runs carelessly across a ribbon of rock.

The narrow strip of rock is the dividing point between two great chasms that are so deep if something is dropped, it barely can be heard hitting walls far below, eventually, as it drops. Each character moving along the two foot strip of rock faster than 4m per phase (except Thromm) need to make a DEX roll. This roll is further modified at -1 per 2, faster than this base 4m movement. If anyone fails their roll, they fall and catch the edge of the rock. If they failed by rolling a 17 or 18, they drop their weapon and one other item (a piece of armor, something out of their pack, etc, randomize if you must). They can then climb back up, trembling.

If for some reason someone jumps in or falls completely off, they fall 70m onto jagged rocks and sustain 10d6 killing damage and if they somehow survive, are in the underdeeps, a very dangerous territory with no reasonable way back out. Take their character sheet away, or get ready to run a very different survival and escape adventure.

3A. THE "LOST" FORGE

Thromm holds his torch high. Light flints off rusted metal working equipment and the remains of an ancient forge. "this is the famed lost forge of the Dragonhorn caves!" he shakes his head sadly. "Gone, all gone," Thromm moans.

The forge is a rusted and broken wreck, it's unrecoverable. Inside the forge is a very ornate and quality pick that glows slightly when Thromm picks it up, then dims. This pick only has power in his hands, it becomes a normal pick for anyone else. It's an heirloom (it will work for Thromm's child, assuming he ever has one). In his hands, it gives +3 mining and can be used to create or destroy walls like the one he created.

"Ahh, there's my baby. Left it here yes in deedydeedlydeedlydoo!" He giggles, hugging his pick. "Safe it was, but not safe, no no nonononono not safe, no, the spikes came and spiked and lost and not safe!"

Then he squeals like a stuck pig and points. From out of a pile of rubble pokes the ugly head of a rat-like creature with jutting teeth and beady eyes. It shakes free and rattles its many, many quills, as another pokes its head out. You can hear scratching claws and rattling behind the second creature.

These are Quill Beasts. Three are as many of them as the party in number, and they emerge two a phase. They attack as soon as possible, and are at least 12m away from the PCs (the location they come out of varies based on the position of the characters in the room, pick a remote spot so that a few have a chance to dig out before being attacked). The Quill Beasts showed up last time Thromm was here too, attracted by the sound and light. Thromm stored his pick here, then they showed up and chased him off.

Thromm at this point goes nuts screaming at the top of his lungs about how no one will take his pick and spins in place, yelling and ranting, but not attacking. He won't be hit by any Quill Beast attacks while in this state (none of them want to get near), but the PCs will. If the PCs die the beasts kill Thromm, but nobody cares by that point. Once the Quill Beasts are all dead, Thromm calms down and is actually rational for a little while, he can be talked to normally.

Other than the Quill Beasts and Thromm's pick, the only item of any real interest in the cave is a very large Star Iron anvil of fine quality still (but weighing 220 kilos) set on a block of hard wood four feet square. If the hardwood is closely examined, it will sound hollow. It can be opened, and concealed inside is a Hauberk of chain mail for an elf made of *Dwarven Steel*, a pair of *Bracers of Warding*. Once the loot is all found, Thromm becomes goofy again and dances out of the room.

The anvil is valuable; it is +2 to Smithing rolls and will sell for up to 90 silver, if it can be lugged out.

Thromm will go immediately to the dead end at 1 and use his pick to eliminate it, but you as the GM should let the PCs show up before he finishes the job, so they know what's going on. Thromm will giggle and tell them to go kill the wolfys now so that he can mine in peace, then head back to the room he was found.

Thromm is a lunatic and isn't much use for anyone. If the PCs insist on taking him along, he screams the whole time and is no help whatsoever. He will not use the pick for anything except what he wants, and he might use it to wall himself off if the PCs won't leave him alone. If they kill Thromm, they all should lose experience for being pointlessly bloodthirsty jerks. Some sort of magic might theoretically heal Thromm, and he would then immediately set out to try to find his people.

4. HONEYCOMB CAVES

The tunnel to the southwest leads to a four-way intersection of narrow corridors. The air seems to hum slightly with a deep sound as you move closer. Around the corner to the right a gigantic bee crawls along the wall, stopping to look you with its multifaceted eyes.

This is a Drover Bee worker, and this is her hive, although most of it is off the map, up into the ridge above. There are six of the worker bees in the tunnels in total, each one is encountered solo as the party moves around. Every hex the PCs explore, roll a d6: on a 6 a bee comes around the nearest corner until all 6 are dead. There is a tunnel that leads up into the rest of the hive at the x on the map, and all corridors south of that point have honeycomb in them.

The buzz becomes deafening as the party moves in, making speech almost impossible. Any communication requires shouting and a -2 hearing perception roll to even understand. The air vibrates with the buzzing sound, any small and light objects on the floor bounce about with the throbbing hum. The honey is ordinary (if incredible in volume) honey, and the wax is ordinary wax, but there's an awful lot of the stuff. Pure wax can sell at 5 cp per kilo and honey sells for 2 cp a quart, so the PCs can make some money off this.

However, the longer the PCs stay, the more dangerous it becomes. Each minute, a bee wanders in. This is a worker bee on a 14-, otherwise, it's a soldier bee. The worker bees fight to the death and are alone. The soldier bee will send out a chemical signal if it takes any Body damage and each phase there's an 11- chance of another bee showing up (11- chance a worker bee, otherwise it is another soldier). Eventually the PCs will have to leave or be overwhelmed, because each additional living soldier bee will try to summon another bee each phase.

Each bee has chitin that can be harvested if the PCs desire and have the skill, but there is no Royal Jelly at the hive to harvest.

5. DEAD END

This side passage leads in short order to a crumbled, rocky dead end. The ceiling is cracked and dug with cavities like it collapsed at some point in the past and a small puff of dust drops from the cracks as you look up.

This is a very unsafe area. If the PCs poke the rocks, yell, bash the walls, poke the ceiling, or cast any AE damage spells here, it collapses even more. If anyone rolls any unluck here it collapses as well. The collapse affects an area D6" long from the end of the tunnel, coming down on anyone in that area.

The collapse deals d6+1 in d6 (2-7d6) damage to everyone in the area, covering them in rocks and dust. They are pinned with 5 strength per d6 damage they suffered in heavy rocks and rubble. Anyone with more than 30 strength suffers a 1d6 NND every phase until they are set free or go to -30 stun, at which point the NND starts doing body damage as well. These people are smothering, if they have life support of self-contained breathing, they can ignore the suffocation damage. If anyone makes a lot of noise or bashes the ceiling or walls more, the same thing happens again.

6. UNDERGROUND LAKE

The main tunnel branches to the south here, and there are a series of troughs along the south wall either side of the opening. Water seems from openings in the wall down to the troughs, providing a constant source of water, depositing minerals on the wall in streaks.

The troughs are part of a watering system that was partly destroyed in the past. Now all that remains is a way to water horses, although anyone can drink from the troughs. The water is clean and cold and has a slightly mineral taste but is quite safe and refreshing to drink.

The cave is up a rising tunnel that goes up gradually thirty feet, providing the water system with gravity feed. The lake at the end fills the entire cave, forty feet deep at the deepest points. Within the water is no life (nothing to feed it here) but on the ceiling live a host of Swarmwing bats in the daytime.

The Swarmwings are out hunting at night, but in the day they are clinging to the ceiling thirty feet above the water's surface as a furry host. They might go without notice, except they drop guano into the water with occasional splashes, like small fish leaping. If the PCs make a loud noise or cast any AE damage spells in this cave, then d6+3 Swarmwings will be woken up and stirred to attack the party.

If any Swarmwings are killed, one of the bodies has a finger wearing a *Ring of Frost Resistance* in its belly. The glint of this ring will be seen with a -2 sight perception roll once the killing is done.

7. DEAD END

This side branch ends in a partly worked section of stone abandoned long ago. You can see some sort of small, colorful objects growing in the sunless depths here, all over the rocks.

The little mushrooms are white and red spotted, and are in fact the herb *Sfalen*. When this herb is consumed, it has a random, unpredictable effect. Any herbalist has a chance of recognizing and identifying the herb, with a -2 to their roll unless they have Cave herbs as a familiarity.

8. SENTRY

The tunnel takes a turn to the south here, and branches on the right side, then continues on. You can hear footsteps in the side tunnel fading into the distance.

Any tracking roll reveals large dog- or wolf-like prints, and a roll by 1 shows the to be beastman prints (or at least from an apparently bipedal wolf). These are the “wolfy mens” that Thromm warned of; a sentry at 8a saw and heard (and particularly, smelled) the party coming and is going to tell his people in area 8 proper.

If the PCs investigate, they find a long tunnel which has an opening near the end in the ceiling. It is difficult to spot from the north side, as the ceiling of the passage is lower than on the south, but it might be seen with a sight perception roll at -4 (a straight PER roll if the party *specifically* stated they are checking the ceiling). As the party nears the cave, read this description:

The tunnel leads to the southwest and opens into a cavern that is too big for your light to show all of. As you step closer, more than a dozen figures that look like two-legged wolves step into the opening. Behind you, you hear soft thumping and growling sounds. You are boxed in by another half dozen of the beastmen behind you as well, dropping down from a concealed ceiling tunnel.

These are Wolf Clan Beastmen (dog clan in the bestiary), they are smart and familiar enough with Morianic to speak it in a very basic way. As the party and the Wolf Clan square off, and if there’s time to talk before someone attacks, a huge beastman pushes his way in from the large cave side. Behind him the party will see at least two huge wolves as well. He growls at the party and says:

“We got mens. You work for me mens. Give weapons down and come quiet. Mens no be stupid.”

Even if the party is made up of entirely non-humans or females, they refer to the party as “mens” which is their word for non-Beastmen.

The huge wolves are Wargs. There are fifteen beastmen in front and seven behind, plus the chieftain named Guhurash and two Wargs at the door. The ordinary Beastman warriors are armed with clubs. Behind them, in the cave, are ten more and another Warg. The beastmen want slaves, so they fight to subdue, not biting, while Guhurash uses the flat of his axe blade and the haft for normal damage. If the party takes out Guhurash, the Wargs, and half the Beastmen, the rest flee. If Guhurash is alive still but the Wargs and half of the beastmen are down, he will call a tactical retreat.

The party has three options here. One is to surrender: they are greatly outnumbered and this will be a brutal fight. The second is to fight against the seven behind. This is the weaker group, but it’s the best they could muster through the tunnel as the wolves can’t fit through it. If they can break through, the party might be able to fight a retreat and break to run. They probably won’t be able to outrun the Beastmen, but the Wolf Clan won’t follow into the river, if the PCs can make it to 400m distant from the caves. The third option is to negotiate, which will be challenging because the beastmen have a huge advantage and don’t speak the language well (and, honestly, aren’t real bright, either). This adds up to a -4 to any skill roll to scam the beastmen.

There’s a fourth option of course — dive in and kill them all — and if the party can pull it off, more power to them.

CAPTURED

If the party fails to defeat, persuade, or escape the beastmen, then they are stripped of weapons, tied up, and taken to the back of the cavern. Any obvious spellcasters will be gagged as well, but they will have to be very obvious: having cast spells or showing clear magical powers, or looking very much like a recognizable shaman. The Beastmen have little experience with other sorts of spellcasters and are not likely to recognize a mage, for example.

The knots the PCs are tied with are secure, and the ropes have 2 defense and 1 body. In theory, a Conan-type character could rip himself free, but they are at -5 strength due to lack of leverage, and there will be two Wolf Clan beastmen watching over them. A Zhai could cut through the ropes as well with their claws (they don’t need leverage and will have full strength).

The party is fed some somewhat cooked mystery meat and given water, but they are watched closely until dawn the next morning. If the two guards are overcome, there is a chance that the local beastmen aren’t watching, they have a sight PER roll to notice. If anyone notices, 1d6 more Beastmen will attack the party trying to grab and control them, while calling for help. In 1d6 segments, 1d6 more Beastmen will also show up, and this repeats every d6 segments until 12 total beastmen are there. If all these are defeated, the party can leave, although there will be some lights and beastmen visible in different parts of the cave. They will have to be quiet.

Either way, before they get out of the cave, they will have only the clubs they got from the beastmen they defeated, and a Warg is lying across the exit. These creatures don't sleep well and have great senses, so anyone who draws within 8m will give the Warg a PER roll to smell them and wake up. They can fight the huge beast, or try to find the passage that leads to the overhead opening in the passage. That is at the X in the north wall of the cave, and it is guarded by two sleeping Beastmen who also will get a smell PER roll to notice anyone who draws close, but have -5 PER roll penalty because they are asleep. It is simply a sloping ramp that leads up into the wall and to a 1m crawlspace that drops down into the passage 12m from the Warg. The Warg might hear them fall (-2 hearing PER).

Of course the PCs are still without their equipment at this point. That's guarded by a large group of beastmen including a warg and the chieftain.

SLAVES

The PCs that do not escape face a day of labor. They are wakened or approached by a silver-haired old beastman who snickers and says:

"You not clever as you thought, mans, you no sneak past us eh? You look strong, you work until you no work any more then you fill bellies eh? You work now!"

The PCs are escorted by seven beastmen out to the bright light of the east side of Dragonback Ridge. There, they are put to cut brush and gather wood, watched over by their escort. They are given an old hand axe and told to cut brush and bring dead wood. The designated wood cutter will be a mage type, not a huge burly warrior type. If the Wolf Clan are aware that the PC is a spellcaster, then they will remain gagged and be warned that he'll have their throat bitten out if he tries to cast any spells or take the gag out.

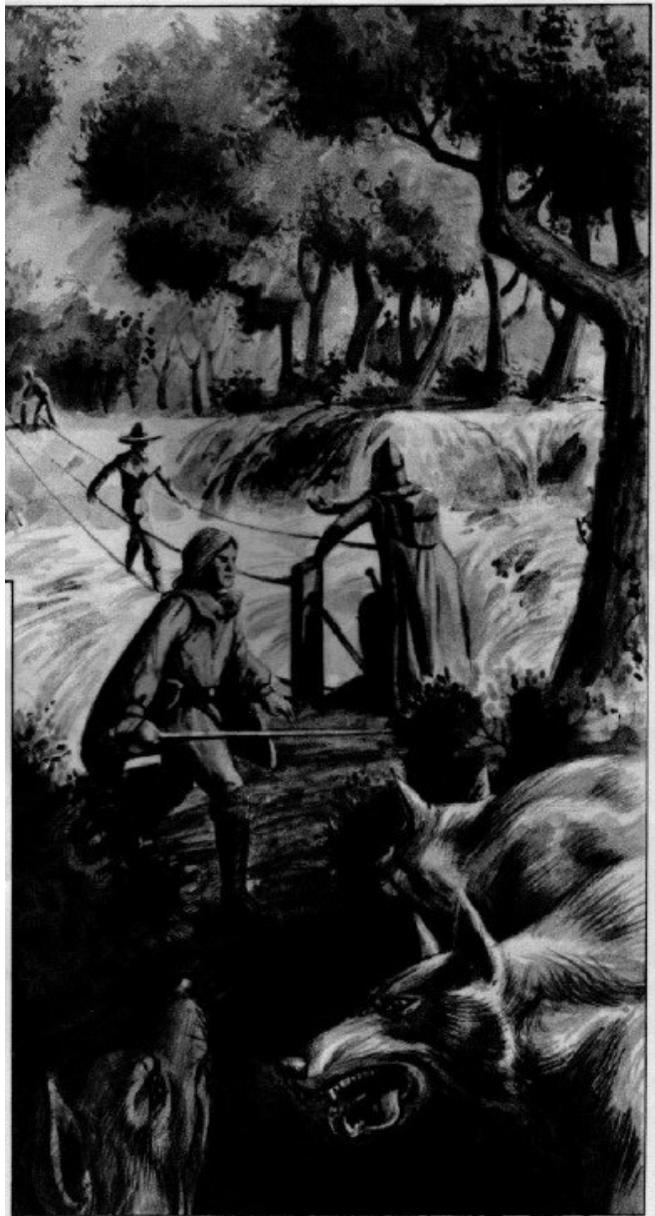
One guard each watches the wood cutters, the rest watch the brush gathering. The party might, in theory, be able to overcome the beastmen, although they are at a distinct disadvantage. They'll have an axe and seven clubs, but no armor. If one tries to run, a beastman will comfortably run him down unless he's unusually swift, and beat him unmercifully while the others watch and laugh, although they'll join in if it looks like the PC is not going to be beaten up so easily.

Now, if the PCs are hopeless and cannot figure a way to get free, then the GM can pull a *Deus Ex Machina*: while they are out gathering, the wood cutter and one brush gatherer furthest from the beastmen will be contacted by misses Beech and Rowen, the Dryads from the other side of the ridge. They ask why on earth their big strong heroes (or lovely friends) are gathering wood and when told will giggle a lot at the situation then vanish.

Then vines will wrap up the hapless wolf clan members and the tree form Dryads will stomp on and beat the fur off of all the beastmen except one, then warn him to give back the heroes all their gear or the dryads will come get them all and this time they won't be so nice. The toothless, bruised and bone-shattered beastmen will beg the PCs with whining and whimpering to come to the cave and get their gear, but if they won't they will run into the cave and get it for them (in about 15 minutes).

If he's alive, the chieftain will come out and apologize for angering someone who has the earth spirits as their allies and begs them to take a gift: a bag of gems worth 10D6 silver total, and a 10 stun *Booster Ring*.

If the PCs somehow beat all of the beastmen and sack their cave, they'll find the bag of gems, an old broken lockbox (that doesn't lock any more) with 37 cp, 12 sp, and 140 ip in it, as well as a scroll tube with a *Scroll of Protection from Undead*, a *Scroll of Fascinate*, and a *Booster Ring*, rattling around inside.



THE RUINS OF CASTLE KARN (Area 9)

The woods here thin, then become sparse as stumps indicate trees that have been felled. In the center of a large area a mile across is the jutting stone remains of a castle. The castle has seen better days, clearly it was on the wrong end of a siege and has never been rebuilt.

A few roof tiles are missing but of the four towers on the corners of this castle, only one is intact. The courtyard of the castle is visible through gaps in the wall and the open gate. Some crumbled and broken buildings can be seen within while the moat looks dry and empty.

A massive gatehouse, only the front wall intact, faces the road. The gate is open and an old drawbridge over the weed-choked moat lays on the ground meeting the barely-visible trail leading to the Old Wilderness Road. Over the archway of the gate house is a lintel inscribed with the word KARN.

The map to Castle Karn can be found on page 49.

Castle Karn now lies in Ruins. Twenty years ago, House Karn held this area and was an economic force in wood and herbs, but they sided with the elves against the humans in a civil war that turned into a war against two invaders. House Karn had its noble status stripped and its leaders exiled. The attack on the castle demolished it and no one returned to rebuild the place, wiping out the last force of civilization east of the Dragonback ridge here since the elven empire.

Now a goblin clan has taken up residence in the main hall and tower. When the PCs arrive, all the goblins have left on an expedition and will not return until after the party leaves.

If investigated, the party will find the place is burnt, smashed, and torn apart pretty thoroughly — but years ago, not recently. However, there are signs of inexpert rebuilding in some spots, and the chopped down trees are stacked in piles against the back wall of the castle (forming a useful ramp into the building, but it's not exactly hard to get into the walls at this point anyway). There are only four areas of interest to the PCs at this point.

C. The only intact tower here has no door. The inside stairs lead in a spiral around the interior wall of the tower, up to the second floor. There is a large chain attached to a bracket on the first floor.

On this floor is a dirty pallet and small box. Inside the box is stinking and flea-infested clothing that would fit a large boy. Inside the filthy pallet is straw, lice, bedbugs, and five small malachites worth 2 silver each.

The stairs continue up to what would be the next floor, then continue on, but are partly destroyed and do not reach the roof. A rope attached to the roof somewhere dangles at the end where the stairs stop.

The roof has only the rope attached to a bracket that apparently once held some sort of siege scale weapon.

D. This area is littered with bones and tufts of black fur. A sturdy barrier has been erected across the doorway, and the whole affair stinks of dog. Claw marks and bite marks on the wood show the dogs were very large, as does their fecal matter which has been shoveled into one corner.

E. This shed is intact, if a bit charred from fire. The door has a large padlock on it that is scratched and rusty but appears intact. The lock is -2 to pick largely because it is so old and rusted (the Goblin Shaman has the key). If the PCs talk at all nearby the shed, a tired, strained little voice inside calls out “don't hurt us, we have no weapons!” Inside are two girls of age 11 and 13 who were captured by the goblins while picking berries near Wild River three days ago. They do not know where the goblins are, nor do they have any treasure. Neither have eaten since the berries ran out.

These girls are from the Fisherman's house at area 12 in the Great Olde Wood, named Eva and Fiona. They had a little brother named Perkins, but he was taken away (and eaten, but they don't know that, his bones are in the fireplace in F). They tell the PCs about the road that they missed a while back (because it's not visible near the Old Wilderness Road any more) that leads south and ask to be taken to their parents. A compromise, since the PCs are so close, is to take them to the Druids. The girls don't know exactly where the Druids are, but they are certain that their trees are visible from and to the east down the Old Wilderness Road.

F. This is the goblin barracks. All the goblins except for the Shaman live in this area. The ceiling has collapsed entirely onto the second floor, and part of the second floor has collapsed near the doorway to the courtyard. A stair leads to the ruined second floor on the west. The floor is covered with beddings of straw and leaves in heaps, a total of twenty piles if the PCs count. There is no treasure here. The fire places have cold ashes in them, both were apparently used to cook in within a week ago; there are the gnawed bones of a little boy among the ashes.

G. The door here is locked. Again, the Shaman has the key to this door, it is -2 to pick due to age and rust. Inside the room are three skinned deer hanging from the ceiling rafters. Barrels of flour, dried meats, grains, and horrible smelling beer are in the room. There is enough food here for 20 goblins to live a week on.

H: Two small casks are in the back of the room behind some sacks of grain. Inside them is old, moldy grain and cornmeal. Underneath the grain, however is treasure. One barrel has 20 sp, 50 cp and 100 ip. The other has 75 cp and a pearl necklace worth 18 sp. However, also in this room are Bloodfang Vermin, a number of them equal to the party minus one (so if there are 5 PCs, there are 4 rats). They attack anyone other than the Goblin Shaman as soon as the door is opened. The door makes too much noise opening to possibly surprise or sneak up on the rats.

THE FOREST ORACLE (Area 10)

The Forest Oracle map to the tree complex is on page 53.

(note: the original module here is strangely lacking, it includes a complex map of tree platforms with nine encounter areas, but none of them are described in the text, so I've improvised).

The Forest Oracle is in a series of tree platforms over a hundred feet off the forest floor. The tree they are built in is a Yggdrassil, a giant tree. The Oak Yggdrassil is ten times the size of a normal oak, and this is a particularly large one.

The Druidic Oak has its own ecosystem, even weather that changes at the top of the tree which is usually snowy and icy. On the massive branches creatures live their entire lives, never touching the ground. In this enormous tree is an entire colony of Druids, working for their religion and their forest.

The area where the platforms are at in the tree is continually a late summer/early autumn environment no matter what is going on elsewhere. It is pleasant and warm in the day and cool but not cold at night. There is rain on regular intervals, a gentle, pleasing rain that ends in due order. On some special occasions, it snows for a festival. Despite their dedication to the natural order, the Druids have the climate controlled in their living area for convenience and comfort.

All of the platforms are shaped wood and have a railing of three feet height around them formed of wood and vines that is sturdy enough to lean on and look over the edge. The ramps tend to slope up or down but never at too much of an angle, and always with railings on either side.

Lights for the Oracular Tree are either magical lights or captured *Jorlith* fireflies, as fire is an element that is revered, but used carefully as almost everything is built from wood. There is a total of 150 people living in the colony, including 10 leader druids, 15 guards, and 12 students.

ENCOUNTER AREAS

A, E, F, D: Scattered through the forest within a two miles of the tree are trees that are enchanted to act as a teleporter, sending the Druid who uses them to one of these platforms. Each tree goes to a specific platform and is activated by a magic skill roll and a code phrase. The trees in question are not remarkable or distinctive in any way, although anyone with second sight will notice there is a glow about them when within twenty feet. Each of these platforms corresponds to a tree roughly in that direction, although Platform A also is connected to the portal at the base of the oak.

B, C: These are living platforms for non-students, built as large, dome-shaped structures with a pathway running through the middle and doors on either side of the tunnel pathway leading into the building in the middle. Each dome building has three floors (the top being storage) with families living in separate compartments. The buildings hold 50-60 people each.

1: This is the general entry area. The other platforms are restricted to most travelers, this is the only one that visitors are allowed on. It is here that, blocked off by hedges and flowers, audiences with the High Druid are held. It is here that visitors stay and rest while waiting for an audience. Nobody can get beyond this point unless they can somehow sneak past the Golden Guards and the Noble Wolves.

At each of the passages away from this platform there are two Golden Guards with Noble Wolf pets. They will only allow those given a *Oaken Kiss* past this point to the rest of the platforms. The Kiss is a special spell cast on visitors by one of the leader Druids, a spell that puts a golden oaken leaf floating in front of the forehead of the character visible only to the Golden Guard. This privilege is only extended to those particularly honored and respected by the Druids (such as Ranger Pict, if he visits).

This platform has a water supply, fruit and vegetables to eat (including always-filled fruit trees), at least two druids always ready to do healing and curing for a fee (1 sp per real cost of the spell). There is the section where the High Druid will meet visitors and give his advice, and an area for visitors to sleep and wait.

2: This is a crafts and arts platform where most of the industry and repair for the colony is done. There is a forge and smelting equipment, stoneworking areas, woodworking areas, basketmaking, weaving, dyemaking, and so on. The colony is completely self sufficient and is able to repair most equipment. The local smith has spellsmithing and can work mithril, felstone, and bloodiron here. There is no leatherworking, because the Druids do not believe it proper to wear the flesh of their forest kin.

3: This is a Dormitory for the academy here. There are 12 students that sleep in here, and all of their gear (and the gear for training) is all stores here as well. The students live in huts with a sleeping and a common area, with 4 students per hut and eight huts plus the two instructor huts.

4: The academy, where druid students and aspirants train in their arts. Herbalism, animal husbandry, tracking, biology, botany, magic, astronomy, and so on are taught here to the students, along with the druid philosophy of life.

5: This is the entertainment platform, where parties and festivals are held, dances and relaxation take place, and the inns and restaurants can be found. Here any visitors given greater access can stay in the colony and find more than fruit and water to survive on.

6: This is the observatory, the highest point in the colony. It is where astronomic studies are done and phenomena are observed. It is enchanted so that the entire platform's contents and everyone on it can be transported to a platform of this size on top of the tree, up in the cold, dizzying heights five miles straight up. At this point, clear observations can be made of the skies and the stars.

7: The Aerie is held here, all sorts of birds and flying creatures have free reign. They are fed, cared for, observed, and honored on this platform. A truce of sorts is observed on this platform, where creatures that ordinarily would be hostile or carnivorous avoid attacking other creatures or they are banished from the platform and will be given no food or assistance. Thus, wyverns and songbirds, griffins and bats can be seen here on occasion. Attacking any of the birds will be met with ejection from the tree, possibly over the edge of a platform if it was done by someone who isn't supposed to be up there to begin with.

8: This is an herb garden, any mountain, fresh water, lakeshore, forest, or sylvan herb can be found here in one of the sections with a +1 chance on the herbalism roll. This platform is very closely guarded, there are two Golden Guards at the entry and two Noble Wolves that patrol it at all times. As the number of herbs is very limited, the Druids do not favorably view picking herbs here without permission.

9: This entire gigantic platform is a garden, and when on the platform the whole area just seems like a particularly lush section of sylvan forest. A few creatures such as a unicorn and faeries live here; there are even trees growing here. The High Druid lives here, as do the Golden Guards. A pathway leads through the garden, but it is not very direct or straight

MEETING THE FOREST ORACLE

Those who wish to meet the Forest Oracle must gain permission from the Druid at the base of the Oracular tree in the marble building. He will find out if the request is worthy of their time and trouble, then will assist each character to the main platform. For this adventure, the PCs and their actions taken so far will influence the chances of seeing the High Druid and gaining their assistance.

ESTEEM WITH THE DRUIDS

Once the party explains what they need, the figure nods and seems unsurprised. If they indicate a desire to see the High Druid, his reaction depends on their actions so far. Deeds the PCs have done and their behavior in the Great Olde Wood have been watched or relayed to the druids. The PCs need a positive number to get an audience with the High Druid. Consult the following chart for how to calculate the Esteem of the characters so far:

ACTION	MOD	ACTION	MOD
Destructive of the forest	-1	Protective of forest	+1
Killed Dryads, each	-1	Solved the mystery of Quiet Lake	+2
Killed Chloe at Quiet Lake	-1	Dealt Peacefully with the Wose	+2
Killed animals at area 2A	-1	Set animals free in area 2A	+1
Hunted and killed any animals (even for survival)	-1	Avoided killing the entire wolf clan	+1
Hunted and killed animals for pleasure	-1	Dealt peacefully with the Dryads	+1

If the number is not positive, the Druid will suggest the PCs meditate a while on their actions for a day first. If the number is negative 4 or lower, he will reject them and tell them to get lost, that they are cruel, pointlessly destructive, bloodthirsty, and unworthy to help anyone in any task. He cannot be convinced otherwise. A group that was this murderous probably isn't the heroic type to begin with, and won't be able to work with druids. All is not lost, though, the Travelers in area 15 can be reached and a solution worked out with them.

If this total added up is a positive number, the Druid will let the PCs up to see the High Druid. Keep track of the total number, it will affect the High Druid's decision and the treatment of the PCs, below.

If the Esteem number is 4 or higher, the Druid will welcome them as brothers and thank them for their work on the way to the Forest Oracle. He will heal them, curing any disease, ailment or wound.

If the druid is willing to give an audience, he will step into an alcove in the back, concentrate a moment, and disappears for a few minutes.

The druid returns, and smiles. "The High Druid grants you an audience," he says, "but you must first remove your weapons. Only druidic sickles are permitted in The Presence.

Only members who disarm will be allowed to see the High Druid, and this Druid knows a variant of the *Discreet Glimpse* spell that enables him to tell if people have fully disarmed or not. If any threats are made, he retreats to the alcove and vanishes. He won't be back for an hour, but he'll bring friends: Golden Guard druids and their Noble Wolf pets, one each for each PC.

You step into the alcove and the druid concentrates. You feel as though the wood of the tree embraces and encompasses you and you slide along its smooth surface then exit on a platform over a hundred feet above the ground in the branches of the gigantic oak.

The party will have shown up on platform A and will be escorted forward up a long wooden ramp that slopes upward slightly to area 1. Here they are met by the High Druid in the audience section enclosed by hedges.

The High Druid is an aged man with a long beard wearing a mistletoe crown. He is flanked by two Golden Guard with their noble hounds and has a raven sitting on the back of his throne. Before he speaks, he dips a piece of mistletoe into a small basin of water in front of the throne and shakes the water at the PCs, sprinkling them slightly. This is ceremonial and ritual, it has no game effect.

The High Druid is a very, very powerful druid, with all natural and faerie magic spells and all of the elemental and ice spells up to 10 real points in power. He is no one to trifle with, even if he's a bit self important and pompous.

He listens to the party relate its story quietly and politely as the Golden Guard scowl at them. If the party tells an outright lie about some action they took in the forest, the Druid will know.

If they lie to him about any major point, once the PCs are done, he will ask the PCs to rethink their story and invites them to stay on the platform. He will make them stay for a day then talk to them again. If the party tells the truth, he will look grim and then speak to the party:

“It is well that such adventurers as yourselves have come. Lately we have been bothered by many things in the old wood.” He reaches behind his chair and pulls out a large bottle with shimmering green, glowing liquid inside. It seems to be made of leaves that flow and move about. “this is a potion that will help with the blight, it will restore the farmlands and end the curse, if introduced to the waters of the Downs. Surely my old friend Delon will know how to use it properly.”

At this point, how the Druids react is based on the table on page 29 and how the PCs have acted.

Characters can make a Presence roll or any conversation, persuasion, or oratory rolls to attempt to sway the Druids in their actions as well. Take the number the previous chart gave, and modify it by 1 for a successful skill roll, and an additional +1 for each 2 points the roll is made by. Conversely, each two the skill roll is failed by, subtract one from this base number.

Take that total number and consult the following chart:

TOTAL	RESULT
-2 or <	Rejection from the tree, banned from returning
-1	Rejection from the tree unless they engage in some penance
0	Characters must wait a day for their answer, can try again and re-roll their attempt
+1	The Druids are reluctantly willing to work with the PCs, but no spells or buffs are given.
+2 to +3	The Druids are happier with the PCs, and will allow them to stay an additional night, plus they will be healed and cured of any maladies and their equipment will be repaired at cost.
+4 to +5	The Druids are very happy with the PCs, they will not charge for repairs or heals, they can stay a week if they wish to rest and relax.
+6 to +7	The Druids honor the PCs, they will buff them as indicated below before the head out in addition to the previous faction level's benefits
+8 or >	The Druids revere the PCs, give them the buffs listed below and all of the previous faction level's benefits as well as the <i>Oaken Kiss</i> .

If the PCs are able to stay and the Druids will work with them, he has this to say:

“It has come to my attention that there are those who are despoiling land within a day's journey of this sanctuary. Further than that I will permit, for men are fools and other creatures often even more foolish. However, I object to the goblins who have taken over the ruins of Castle Karn, who raise Wargs to terrorize and destroy, who cut down the forest nearby and revel in destruction and death. That such would happen almost within sight of the sacred tree is unheard of.”

He sets the potion down in the small basin. “If you will rid these sacred woods of the goblins, shedding their blood so as to spare our people such a task, this potion is yours.”

The party must return to Castle Karn to get the potion, he will tuck it away after the PCs tell him what they will do and it will be in his home, which is for all intents and purposes inaccessible to the PCs at this power level.

The High Druid will not send any help along, as he wishes to keep his people from such slaughter, and the Golden Guard are needed to keep the peace and protect the sanctuary.

However, if the PCs have gotten enough Esteem to be given Druidic “buffs” he will have one of the druids cast the following spells on the PCs and their gear. Each of these spells will (if they have a duration) fade in one day:

Barkskin

Blessing of Agility

Blessing of Strength

Blessing of Swiftnes

Grant Heat Vision

Harden Armor

Either way, one Druid will cast a very long range *Shared Sight* on one of the characters as well and will see everything he sees. Thus, whatever actions the characters take until they are at least 40 kilometers from the Oracular Tree will be seen by the Druids, for up to two days.

If the characters are respected enough by the Druids to receive the *Oaken Kiss*, then each of them is given an acorn on a thong to wear around their necks. The powers of the Oaken Kiss acorns are listed in the Treasure section on page 44, but also act as a sort of medal of honor, and will cause any friendly sylvan creature such as a dryad or wose to respond very positively and helpfully to the character as well as any druid welcoming the character into their colony, no matter how closed it ordinarily is. This benefit will extend even after the magical protection of the *Oaken Kiss* is expired.

RETURN TO CASTLE KARN

After the PCs visit the Forest Oracle, they are sent to Castle Karn to deal with the menace that has grown in that structure. It is possible that after visiting the castle once, the PCs may be overconfident or think they've already dealt with the problem.

The spire of the castle looms darkly against the sky and the castle itself soon comes within sight. A guard stands by the front gate and drawbridge: a goblin with a sword and shield with a sleeping Warg by him. On the wall you can see at least one more guard.

Again, the map to Castle Karn may be found on page 49. It has not changed physically from the previous visit.

All of the goblins have returned to their castle ruins, and they are ready for a fight. They are aware that their castle was invaded while they are gone, and have set up defenses. There is a goblin in the ruins of the gatehouse and two on each wall, all armed with light self bows and 12 arrows each, plus a dagger. Each guard has 2d6-3 (0-9) copper on them. None are especially observant. As such, they have to make a perception roll to see the PCs at all, which won't be terribly hard over the open, clear ground near the castle walls. Everything within 100m has been cut down, but enough brush remains to within 40m to cover an advance if it is a careful one.

The Warg at the gate is more alert, despite being apparently asleep, it will have a straight perception roll and its sense of smell is amazing. The GM should roll a d6 for wind direction and a 1d6 for how long it blows that way: if the wind blows from the PCs to the castle, the Warg will wake up and begin to bark and growl. If this happens, the gate guard will run inside to alert the others, yelling to the goblins on the walls to look out.

However, the PCs might be able to sneak their way into the castle from other sides, and if the castle is between the Warg and them, it will be uncertain and just growl a lot, so the goblin guard won't be alerted. It's easy to simply walk up to the wall on the lumber pile in back, or through the wall on the east side where it's so broken down. Just keep an eye on wind, because the Wargs in area D will smell intruders and start making a terrible racket that will alert the entire castle.

When the PCs arrive, except for the gate guard, the wall guards, and the Shaman up in the tower, all of the goblins are asleep after a very long hike back to the castle.

All of the previous encounter areas are now slightly different because the goblins are present and the PCs have already interacted with the previous ones. The GM should keep track, however; it is possible the PCs missed the gems in area C or did not find the little girls in area E. The fate of the girls if left behind is up to the GM and story requirements. For example, if the players are too nonchalant or do not pay close attention to the adventure, perhaps one of the girls being dead because of their failure to explore will teach a lesson. Perhaps they escaped so the PCs don't have to deal with the girls. Perhaps this is a particularly dark campaign, so bones and little dresses are all that's left. It's up to the GM and the group they are playing with.

A. THE GATEHOUSE: As stated above, there is a goblin guard on top of the gatehouse and a guard beneath accompanied by a Warg. The gate is wide open and the drawbridge down, largely because it cannot be kept up and there is no mechanism in place to raise it at present. The guard atop the gatehouse is bored and inattentive, he is relying on the Warg beneath him to notice anything and has only an 11- chance of even attempting a perception roll.

B. STORAGE: This room is unchanged from when the PCs were last here. It's just a pile of rubble and broken stone, burnt wood, and junk. Nothing of value is hidden here other than a few bags of grain and some wood the goblins stole from a farm.

C. THE TOWER: A Warg lies in the bottom floor of the tower here, sleeping. It is on a 1 body, 6 PD, 8 ED chain secured to a bolt in the floor near the back wall, and can reach 4m outside the doorway before the chain is at its full extension. The Warg will almost certainly notice anyone entering the building, and it can chase someone all the way to the second floor before its chain stops it.

The Shaman is within this tower, working on his castle plans with some charcoal on the wall (drawing different schemes). If he hears the Warg making a racket or the sounds of combat beneath him, he will cast *Airshift*, *Wind Ward*, and *Soar* on himself, drift to the top of the building, and then summon an Arc Sentinel and control it. He will pull the rope up so that there's no easy access to the roof as well. Then he will look around to find intruders and use his magic to blast them, letting the Arc Sentinel attack as well.

D. WARG PEN: The Wargs of Castle Karn are kept here, in a straw-scattered, filthy, and stinking room with a wooden door. There are four Wargs in this room, and as soon as there is an alert, a goblin runs down from the wall and opens the door here to let them out. They immediately stream out and start looking for non-goblins, which they are quite good at. If the goblin is prevented from opening the gate, the Wargs go nuts inside crashing and barking and biting the wood and in one turn will smash through the barrier and get out anyhow.

The Wargs work as a team, surrounding a single target and taking it down, then moving to the next. Because of this flanking and their coordinate skill (roll once per target) they will reduce the target by 3 DCV, down to ½DCV and target legs to bring the target down. Once on the ground, they go for the throat, targeting the head.

E. PRISONER SHED: This is where the two girls were being kept when the PCs originally investigated. As noted above, if the PCs took the girls out, its unlocked and empty, but otherwise may contain one or both girls — or none, and more bones are in the refuse pile.

F. THE KEEP: Here is where the remaining 12 goblins lie sleeping unless an alarm is sounded. If there is an alarm, 1d6 Goblins stumble out of the keep ruins every 4 segments, looking for what's going on. They are all armed with a spear and a dagger, each one has 1d6 copper on him. The Goblins sleep hard, they are -5 perception to notice anyone who comes in, but a light will give them a +3 bonus to sight perception due to the glare.

Anyone who steps in for the first time will have to make a CON roll or gasp audibly at the stench and hesitate a half phse, giving all the goblins a chance to hear and wake up. Each Goblin has his spear and dagger near his bed.

G. STORAGE: This is where a surprise waits. The goblin shaman managed to succeed with an experiment, and thus a Goblin Wasp is sleeping in this room, clinging to the ceiling. PCs who enter will have to make a perception roll to notice the creature hanging from above. If an alert is sounded, it will fly out of a hole in the ceiling and into the courtyard from this room. It will attack from above using passing strikes with the spear, trying to do move by attacks on any enemy it can find. It may even try to pick up a victim and drop him from three combat moves up in the air (12" straight up, for 12D6 damage). Of course, the victim can always fight back while being carried, or hang on if he can beat the Goblin Wasp's 18 strength.

H. TREASURY: There will be a number of Bloodfang Vermin equal to the PCs in this room even if the PCs managed to kill all of the ones that were in here before. In addition to all the treasure listed on page x, there is a locked chest here (the Goblin Shaman has the key, again) with poison smeared all over the lock. This is diluted Witchhand poison (against bare skin, it does a ½d6 KA and ½d6 Drain to CON — recovers per day — in three stages 6 segments apart after the first stage instantly taking place). Inside the chest is 6d6 copper, 2d6 silver in cheap jewelry and gems, and a *Potion of Healing*.

SACKING CASTLE KARN

If the PCs kill the Shaman, all the Wargs, and at least five Goblins, the rest flee.

If they kill more than half the Goblins, each must make a presence roll or they flee but the Wargs stay and fight.

When the goblins flee, the Shaman will flee with them, using *Soar* to glide to the ground from the tower and *Flee* to run away at double Noncombat movement.

Fleeing Goblins will move at combat speed through the forest, scattering to avoid capture or death. In the forest, every 5m gives them +1 DCV due to cover from trees and bushes, and if a Goblin gets 24m distant, its just gone.

If the Goblins flee, they are done for and will not come back, scattering to search for more powerful leadership in other places.

Once Castle Karn is Goblin- and Warg-free, the PCs may return to the Forest Oracle for their reward, in addition to whatever loot they picked up in the castle.

RETURN OF THE CHAMPIONS

If the PCs have cleared the goblins out of Castle Karn and return to the Druid colony, their status will have moved up one rank on the faction table (assuming they didn't wantonly destroy any woodlands or commit overt acts of evil) and they can take advantage of that at the Oracular Tree. The Druids will soberly but happily bid them welcome and im-

"If you wish," the High Druid says, "you may stay here a few days to rest and recuperate from your exertions. I would not begin such a perilous and long journey unrested, myself. However, if you wish to leave immediately, you may do so with our blessing."

mediately escort them (still weaponless) to the High Druid:

The Druids will rebuff the party before they leave, again with the same spells (and the *Bound Sight*) as on page 30. Any damage they've sustained will be healed and cured. The druids will also give the group the following herbs for the road:

- 1x Bryony Berry
- 1x Baalak Nut
- 1x Erkase Fruit

This will be in addition to the water skin each of the position that the High Druid showed them. It will take at least two of the skins to work, but three or more to work reliably.

If the party does not already know, they are told of the road leading south to the river ford near Castle Karn that is not visible from the Old Forest Road. The PCs may stay three days (unless they have the *Oaken Kiss*) and then they are shown the door, politely and thanked for their trouble.

Any character who got high enough Esteem for the *Oaken Kiss* may return at any time and take advantage of the colony's hospitality. Any nature magic spell user can also return to learn elemental, faerie, and nature spells here if they have at least 5+ level of Esteem.

MADAME RIVA'S CAMP (area 15)

There is no map for Madame Riva's Camp, it is simply a clearing with a few wagons and tents set up and people living in a temporary location. The locals are reserved but not hostile, although they are wary of strangers. The adventurers are greeted by the men of the camp and offered a meal.

The food is wholesome and in no way tainted or poisoned. The party may eat freely and can have as much as they want.

The party is also able to move about as freely as they wish, as long as they don't violate privacy of the wagons or cause trouble. Or leave, they will be discouraged from leaving by burly men like the escort, but any such confrontation will be disarmed by three lovely Traveler girls in dark curls and complexions chastising the Traveler men for being so stern, and escorting the party to see this or that part of the camp.

They don't mean the PCs any harm, but they won't let them leave, ultimately, without a fight because Madame Riva wants to see them. The girls are friendly but it's all surface, they don't know or care for outsiders unless they are particularly charming and handsome.

Rinaldo returns and asks the party to see Madame Riva in her wagon. It's a bright red affair with a yellow band and black wheels, and on either side is a large silver star.

Madam Riva nods and comments on how bad the weather has been for travel if they says yes. If the party says no or is ambivalent, she nods and smiles, saying "Canny, I like that" and continues her questioning of their adventures. She's working her way around to the real topic but is like all her people less than direct and has to take time to get to the subject to show she's happy to spend time with them.

Eventually, after it's been established how much she's glad to be able to talk to them, she gets to the point.

Madame Riva sits on the back step of the wagon, thin and old. Her hair is silver but she still has the dark, flashing eyes of her people and is in no way enfeebled by age.

"Good day, young folk" she says. She nods to herself saying "You'll do, or I miss my mark. Please be seated," she says, motioning toward some logs. It is not as fancy as you're probably used to, but it keeps you off the cold ground. It's a hard enough world without making it harder than it must be." She pulls out a long clay pipe and lights it, inspects it carefully, then looks up again. "You've eaten? We cannot offer much, but we share with those who are our guests." She points with the stem of her pipe at your party, "You've been beyond the mountains to see the Druids?"

Madame Riva draws deeply on her clay pipe and exhales slowly. Finally, she says "You are from the Downs," and ignores any arguments to the contrary. She smiles sadly, "I was through the Downs not too long ago myself."



“Just before the Traveling Folks entered the Downs, we encountered Olot the ogre. We treated him sell. He repaid us with lead when we had given him gold.” She looks up and sees you’re not familiar with that idiom. “In short, young folks, we gave him the hospitality of the camp, took his word, and he stole from us.”

“When we sent some men to regain our possessions, they were slain by a stone an that guards Olot’s dwelling.

“No member of the Traveling Folk is able to approach the dwelling to reclaim what is ours. That Ogre demands payment from us for our own possessions!” She puffs angrily on her pipe.

Slowly she calms down. “That is why, young folks, when I passed through the Downs I asked for silver. The people there would not give me any, they pressured us to leave, would not spare us food, would not treat us hospitably. I needed the silver to buy back what had been stolen from us. I thought if I threatened the downs, they would pay. They did not - I cursed them in my anger. It should have been Olot!” She checks her pipe, it has gone out. She empties the pipe and puts it away. “Here is what I propose: you do me a small service and I will lift the curse on the downs. If you do not wish to deal with me, I will sell you a cure for the curse that blights the Downs.”

If the party tells Madame Riva they already have a cure for the curse, she tells them that it will not restore this year’s crops. However, she claims that she can restore the crops if they return the pegasus to her.

Madame Riva is sincere, if short tempered. She waits patiently for the party to give her an answer. Whether they accept or not, she tells them the following story.

“Olot is a cunning, devilish Ogre. We met him in the woods and he did not harm us, so we gave him the hospitality of the Traveling Folk. He repaid us by stealing Silverwing, a pegasus we captured and were taking south for a Lord who promised us land in exchange. Olot took Silverwig to his cave, and demands we pay 2,000 silver for his return. Quite simply, young folks, if we had that kind of money we wouldn’t live in wagons.

“Somehow Olot has gotten some stone statue that protects his cave, and he’s commanded it to attack and kill any Traveling Folk that come near, so we are unable to reclaim the pegasus.” She spits on the ground, “Bad luck to him, I say! Anyway, I feel that since Olot is so clever, perhaps his own cleverness could be turned against him.” She looks up with a feisty gleam in her eye. “What if some bold folk who were *not* Traveling Folks went up there to reclaim my Silverwing?” She laughs at her own cleverness, “What if *you* went there to reclaim him?” She leans forward, anticipating an answer.

Madame Riva has made her opening offer. If the party presses her, she will also offer them good luck charms, and if that’s not enough, she’ll offer a good horse for the party - and by good horse, she’s not kidding, it’s a very fine riding horse worth more than a gold. If they still refuse, she’ll pretend to be resigned and offers to have each of the party be the guest of honor at a party that night.

Of course, they aren’t done. This time the food is drugged and the party will fall asleep in short order after the meal. They will awake having had *Enslave* cast on them which transforms them each into very willing slaves of the Travelers. One way or another, they’re getting that pegasus. She just wanted to do it the easy way. It’s just that in this case they won’t get paid, won’t get the treasure from Olot, and won’t get the cure for the Downs; she’ll take that to the farmers personally instead.

If the party goes willingly, they are each given a *Good Luck Charm* by Madame Riva, plus a guide to Olot’s lair. The Travelers throw a party still, and any character who has caught the attention of a Traveler will enjoy a night of private revelry.

When they leave the next morning, they are given a coffee-based brew that tastes wonderful and clears up their hangers. Ancient Traveler Secret; no recipe is given. As the party leaves, Rinaldo hands them a *Star Iron Ogrebane Longsword*. He mentions that Madame Riva says this may help kill Olot, but doesn’t honestly know what it is. Her magic doesn’t go in that line, but she can tell its powerful and will be useful. They also each get a *Good Luck Charm* to take with them and supplies for one day’s travel, plus Rinaldo as a guide.



RETURN TO THE TRAVELERS

The road back to the Traveler encampment is an easy trip, Rinaldo is overjoyed to see Silverwing back and chats with the PCs all the way back about their battle and how it went. If the PCs were *Enslaved*, Rinaldo doesn't know it and thinks they are heroes.

When they arrive, the camp instantly breaks into full celebration with dancing, singing, music, cooking, and so on. However, Madame Riva will tell any *Enslaved* party to leave immediately without returning, and to not seek the Travelers ever again. Eventually the magic wears off, but by that time, the Travelers will have long ago moved on and be very difficult to face any vengeance.

If the party went willingly, then Madame Riva abides by all of the terms she set with the PCs, handing them a scroll with words on it that if read correctly will cause the land to recover overnight, and in addition, she gives the PCs a small silver medallion and teaches them a phrase that will let any Traveler know they are a friend. This will give them shelter, food, and assistance while in any Traveler camp, but does not compel the people to assist beyond that. It marks the bearer as a friend, not a master.

OLOT'S LAIR (area 16)

The map for Olot's Lair may be found on page 50.

A path snakes upward to the top of the hill, then leads into a crack in the rocks. Sheer walls line the path, and a treacherous ice covers the stone surfaces.

Just around a bend, the path widens. Standing in the middle of the path is a stone statue over seven feet tall with a chipped, weathered exterior. The statue turns slightly to face the party, clenching and unclenching it's fists with rumbling stoney sounds.

This is a stone golem. It is left over from a castle Olot found in ruins far from here and has been his servant for years. It is commanded to kill any gypsy that comes up the path, and recognizes gypsies by their clothing and appearance.

If no person of this appearance is in the group and nobody hits the creature with an attack that actually hurts it, the golem will not attack. If harmed, it will fight until destroyed. The PCs should be given a chance to get past without fighting, the golem is very dangerous at this level.

Once past the statue, the path runs straight north for about 50 feet, then west for almost that far, then turns north. The walls are still sheer rock, towering above you over a hundred feet at this point.

This trap is visible to anyone who has second sight, it's a series of glowing sigils on the ground that form a circle nearly as wide as the path. This glow is visible to anyone he instant the trap fires. To spot this before it goes off is a straight up sight perception roll, but that person would have to be the first to step around the corner to see it.

Getting safely past the trap without setting it off requires either a dispel of 50 active points or each person who can't see the trap stepping around it with a successful DEX roll. A character who can see the trap can use an INT roll as a complimentary skill to assist someone walking around it.

The path goes straight north about 20 meters, then runs east another 15m before turning back north.

Another magical trap awaits the PCs here. Again, it is just around the corner where x2 is indicated, and again it's visible to sight perception for anyone with second sight, but again is visible only once around the corner. This time the magic unleashes a crackling lightning explosion (conforming again, pouring 80 feet either way down the pathway) of 7d6 normal damage.

This is a 79 active point power, but it can be avoided the same way as the last one: don't walk down the middle of the path the PCs should be realizing at this time.

The path runs straight for another 20 meters before widening to an area about 17 meters square. Then the path narrows and runs north again.

This widened area contains four traps, one at each x3. They are non-magical, and instead of being in the middle, they are on the edges, in each corner. By now the players may be wary of moving down the center, which in this case is the safe path. Each trap is a 5x4 meter trapdoor concealed so that it takes a sight perception roll at -4 to spot them. They open once at least 50kg has reached the center of the trap door; a character may attempt to dive for cover at -1 DEX roll once the trap triggers (the ground is dropping from underneath, weakening the jump) and must be at least 4m distance.

Beyond the widened area, the trail runs straight east for about 12 meters, then turns north. It ends in a cave mouth: this must be Olot's lair. It certainly *smells* like an Ogre lives here.

Any character that falls in drops 4 meters into water, breaking the ice crust on top. The walls are slick ice and the pits are filled with ten feet of water, a total of twenty feet deep. Climbing out is a -2 penalty to climbing rolls due to the ice. There is a safe path ten feet wide down the middle of this area, and in the northwest trap there is a skeleton of a traveler at the bottom with a ring worth 12 sp and a *Potion of Strength*.

No light comes from the mouth of the cave. The right hand wall falls away just over ten feet inside the cave, the left hand wall continues on at least fifty feet, curving slightly rightward.

Seven meters down this path there is one more magical trap at the point marked *x4*. It is not in the floor of the path, it is in the walls. There are two recessed areas carved into the stone wall to appear like normal irregularities in the rock, and in them glyphs have been set. Each glyph triggers once, but it is so recessed it will not be visible when it goes off. Any character who walks past them will be affected, but with a -4 sight perception roll, they might see one of the glyphs 4" back into the stone face. When the glyph triggers, anyone with a magic skill roll can use their roll as a perception roll at -1 per 2m away. The spell has a bonus +8 to the roll to perceive it when it goes off.

Each Glyph does a 5 OCV attack telekinesis grab, then throw, straight up. The telekinesis has 45 strength, and the average character with their gear takes 15 STR to pick up and throw. With a standing throw, straight up, this character will travel 12m up, then fall 12m to the rock floor of the pathway, slightly south of the glyphs. Landing without a breakfall skill roll will deliver 6d6 damage. Check for any fragile items the PC is carrying, such as potion bottles when they land.

Each glyph has 84 active points to dispel and can only be seen when someone actually moves past and triggers them. Anyone who passes within 10 feet of the pathway floor will trigger the glyphs. Any living creature larger than a cat that passes this area will trigger the glyphs, once a glyph as triggered, it is expended and will not trigger again.

Once PCs are inside the cave, Silverwing will whinny and the party will hear it. The last bit of what appears to be the left wall is actually a large rock that Olot uses to seal the entrance. There are no lights inside the cave. At present, Olot means no immediate harm to the party, so danger sense will not trigger (unless the party has no way to move the rock out of the way, it weighs 650kg, but it only takes 20 strength to roll the rock around. Two extra characters can work on the rock at the same time, each adding 5 strength each to the strongest of the three.

Once inside, with a groan of rock on rock, the left hand wall moves and shuts the entrance way. Standing where the rock wall moved is a huge, muscular figure wearing skins, feathers, furs, and bones is an ogre shaman. He is panting from exertion, and carries a huge flail. "I am glad you dropped in for dinner" he says, licking his lips and advancing.

Olot loves the taste of human flesh, but he'll eat just about any folk (except Saurian) and his larder is getting low. He will attack a random character, determine who it is, if it's someone he cannot reach, he just goes for the closest person. He will use food-based taunts such as "You'll roast nicely, I can smell the gravy and hear the juices sizzling now" and "too bad you're so puny, couldn't you have put on a few pounds before coming to my cooking pot?" and "you're hardly worth the time it will take to clean and skin you!"

In the cave, the various areas marked are as follows:

- L=Larder
- O=Olot the Ogre
- R= rock door
- S=Silverwing
- T=Treasure

Olot will have enchanted himself so that he has (+5 strength, +3 rPD and rED, and +2 DCV), and he carries his heavy flail. He fights a straight up fight, since none of his magic is combat related other than the "buffs." However, a clever or perceptive character will notice that Olot is wearing three totems around his neck on thongs of leather: a bear, an eagle, and a turtle. When he's hit, the turtle glows red. When he attacks, the bear glows blue, and when he dodges an attack, the eagle glows green. These totems are the source of his enchantments listed above, and each can be removed with an attack roll at -2 and at least 2 body damage (either strength or an edged weapon). Only one totem can be removed at a time.

If Olot is being beaten badly, he'll try to run, leading the PCs into the larder cave and then sneaking past them as they explore, trying to get to the cave entrance to roll the stone away, get to his golem, and command it to kill them. If that doesn't work and Olot is being beaten badly, what he will do is try to bargain. He wants to live, and will just act like a stupid ogre that needed to eat and is so wrong he gets so *hungry*. He will let the party take Silverwing if they demand it, but if they say they want treasure, he'll take them to Silverwing and point out this is all he has, he was ransoming it instead of eating the tasty horse because he needed treasure. If pressed he will admit he has a few coins, and will lead the PCs to his treasure pile, moving the rock away to reveal the little bag of coins, but not the trapdoor under it with the rest of his loot. He'll offer them some food too.

Perceptive players will note that Olot's tone of voice and command of the language has suddenly gotten a lot worse as he plays dumb (play this up as the GM so they can tell). Plus, someone obviously cast all those spells and Olot doesn't have a Shaman in his pocket. Once Olot is dead, the golem deactivates and turns into a statue. If somehow someone figures out the command word to control the golem, they could. Olot will never tell it and it would take an Ego+10 telepathic probe to find out from his memory.

TROUBLESHOOTING

Silverwing is chained to a large rock in the north cave. It will whinny a few times to make sure the stupid humans know where he is, what's taking them so long? It is friendly enough but will not let anyone ride him. Silverwing wants out of the cave but is content to follow the players as they explore. It will calmly and happily follow the PCs, but if they head away from the Gypsy camp or try to avoid Rinaldo, it will break free if it can and fly to them.

The larder has three partially eaten torsos of folk hanging like sides of beef. One is a dwarf, the others are human. They are so partial that identification is impossible, but the humans are swarthy enough they probably were gypsies. If the bodies are taken back, the Travelers will be grateful.

Beyond the larder is a large area where Olot lived. The cave ceiling here is quite high, and smooth. There is an obvious pile of rocks next to a pile of furs and leaves where Olot's bed is. The rock pile moves easily revealing an old leather bag with 32 copper in it.

Under the bedding is a trap door set into the cave floor that can be easily moved, and beneath it is a shallow cavity with more treasure in it. There are earrings, rings, pendants and so on from gypsies worth 90 sp total, a bag of coins containing 19 sp and 200 cp, a *Potion of Wizardry*, a *Glyph Rod*, and *Scrolls of Protection from Magic*, *Protection from Water*, *Unisight*, and *Revetment*, and a totally expended and unrechargeable *Staff of Trap-Setting* (which Olot used to set traps).

If the PCs are unable to move the stone by themselves, Silverwing can help, he's strong enough on his own to move it but does not have any real leverage or tools to work like humans have. He will not allow anyone to ride him, however.



It is possible, despite the fairly linear and very helpful nature of this introductory adventure, that things could go very wrong. Characters could be very unlucky with die rolls, players could be unwise and get themselves into trouble, and so on.

CAUGHT UP

Wherever possible, the GM should rely on PC skills and abilities to handle their difficulties. For example, if the party is captured by the Bandits somehow, the character with the Charm skill should be able to talk his way out and set his friends free, or the character with Contortionist should be able to wriggle free of her bonds.

The GM should also be generous with player ideas; let them figure out something and have it work with some dramatic difficulties (like, if one of them tries to hide a dagger under her hair, she gets away with it, but it's a close call as one of the bandits spots something in her hair... but its just leaves as he flirts with her). Any idea that is fun and fits the genre well, such as calling on a paladin's faith or a rogue being particularly sneaky, let it work so the PCs can get out of the jam and back into the adventure using their abilities.

However, its possible that even with all these options, the PCs are still unable to deal with their difficulties. In this case, Ranger Pict, the Wose, and the Dryads are all possibilities. They can help out not by riding in like the cavalry in an old Western, but perhaps causing a distraction, or leading guards away, or even seducing someone and leaving the characters unprotected. Ranger Pict is quite stealthy and could toss a knife to the PCs and fade into the forest, for example.

In a pinch, something awful can happen like a tremendous storm that causes so much chaos and destruction the party can escape. Or the Yeti can come hunting down from the mountains and go berserk, giving the PCs a chance to get away.

STUCK UP

Any time the party is stuck for ideas or where to go, any NPC can be helpful, even bad guys. Slipping something into a conversation like "I suppose you'll be going to those stupid Druids now" or "if you cross the river, watch out for those Travelers, they'll cheat you blind" can help point the way.

Glimpsing something in the distance can be helpful as well. The Druid colony's gigantic Oak tree can be seen for miles once you're above the forest canopy, for example. Castle Karn is a pretty major landmark, easy to spot from the Dragonback Ridge.

Try not to lead the party by the nose, but feel free to slip them a clue or hint (with a successful INT roll) if they absolutely need it.

NPCS OF THIS ADVENTURE

Most of the NPCs met in this adventure are either non-combatants (the two girls in Castle Karn) or ordinary monsters such as the Yeti or the Naiad. However, there are some that deserve particular attention and detail here. Any unusual treasure or items listed with an NPC in this section are described on page 47 and following.

BANDITS

The average bandit is just a skilled normal with basic stats and weapons. Treat each one as having 13 Dex, 3 Speed, 3 resistant PD and ED, 5 PD, 3 ED, 10 Body, and 25 stun. They will use d6+1 weapons, either a mace, spear, or sword, and none will have any special equipment other than listed in the text.

DELON THE MAGE

Delon is a kindly fellow that retired from adventuring decades ago and lives with his fellow farmers in the Downs. He retired with considerable money, but has spent most of it on his home and books, and gave much away to help people in need without them knowing who it was. When Delon first settled in the valley, the locals were uncertain about him, but he's become a fast friend to them all. One of Delon's adventuring companions was a druid: the same druid who is now High Druid at the Forest Oracle and who helps the Downs through the PCs. When the Druids left for their new home, Delon had lost contact with the High Druid, but they were long, old friends and still know each other well.

Delon has only a little money and no magical items, he doesn't need them any more. His magic is primarily healing Nature spells, although he still knows some Illusion and Commerce magic. He doesn't use his spells very often these days and has forgotten much. Now Delon is a shadow of his former self, with only 30 points in spells and a 14- magic skill roll. Thus, he's not up to the adventuring or curing the land of the Downs, even if he ever knew how. He will, however, know how to use the High Druid's potion.

THE DRUIDS

The Druids in the Oracular Tree are standard Druids as listed in the Jolrhos Bestiary, although some are more powerful than others. They know only elemental, natural, and faerie magic, and have a staff and small sickle they can fight with. The High Druid is very powerful but is a noncombatant, if the PCs are stupid enough to attack him, he'll do a gigantic lightning based spell that knocks them all out and they wake up in the forest at the foot of the tree, with all their gear but still all beat up, having suffered d6+1 body each through their defenses from the lightning. He was feeling lenient.

There are some specially trained and equipped Golden Guard druids that are detailed in a character sheet of their own, below.

THE GOBLIN SHAMAN

The Goblin Shaman (his name is Krushfang, but unless anyone speaks Goblin and talks to him to find out, it will not be learned) is a typical shaman of his kind. He knows Air magic primarily and a scattering of Faerie magic in addition. His stats are typical for any Goblin Shaman, but here are the spells Krushfang knows and can cast:

SPELL	EFFECT	ROLL	MANA
Airshift	+2 DCV vs ranged attacks	-1	1
Flee	x2 NC running	-1	1
Ignite	Lights a fire	-1	1
Light	Light 2m radius	-1	(2)
Mere Air	Summons a Mere Air Elemenal	-1	1
Silence	Darkness vs sound 4m radius	-2	2
Soar	Gliding 16m	-1	1
Summon Arc Sentinel	Summons Arc Sentinel	-3	3
Wind Ward	10 rPD field, hardened; vs missile attacks only	-2	(2)

Krushfang has a pair of ordinary daggers and a garotte, plus 3d6 copper on him; one of his daggers is used as a focus if a spell calls for one.

SILVERWING

Silverwing is an ordinary Pegasus with a gray-white coat and wings of snowy white with highlights of blue which look silver in the sunlight. It is very fond of the Travelers and

THROMM TALUS

Thromm is not much of a combatant and is extremely insane, so he doesn't need a character sheet. He's an ordinary Dwarf type with their usual racial abilities (IR vision, 1 PD and ED resistant skin, immunity to poison) but no armor (or clothing) and only his ancestral pick if the PCs find it.

TRAVELERS

Treat the Travelers as Bandits described above if combat arises; they are capable but ordinary people. All of Madame Riva's magic is non-combat stuff, so she's just an old woman in a fight. The GM should consider giving her a very nasty and powerful curse ability if killed, in her dying breath. Something like extremely accelerated aging or all riches turning to ashes, not lethal but extremely unpleasant to the characters. A quest to rid themselves of the curse would be necessary.

The rest of the NPCs deserve a fuller writeup and are on the following pages.

GUHURASH (Area 8, Caves)

Val	Char	Cost	Roll	Notes	
18	STR	8	13-	Lift 340kg: 3½d6	
17	DEX	14	12-	OCV: 7 DCV: 6	
14	CON	4	12-		
11	BOD	1	11-		
10	INT	0	11-	PER Roll: 13-/15-	
11	EGO	1	11-	OMCV: 4	DMCV: 4
15	PRE	5	12-	PRE Attack: 3d6	MD: 2
5	PD	3		Total: 9 (4 rPD)	
5	ED	3		Total: 8 (4 rED)	
4	SPD	20		Phases: 3, 6, 9, 12	
7	REC	3			
30	END	2			
36	STN	8			
20	MAN	0			
Total Characteristics Cost: 113					

Movement: Running: 16m/32m
Leaping: 7m/14

Cost	Powers	END
12	Tough: Resistant Protection 4 PD, 4 ED	--
4	Swift: Running 4m (16m total)	2
6	Keen Senses: Enhanced Perception +2 (all senses)	--
10	Bite: HKA d6-1 (1½d6 w/STR)	1
5	Keen Nose: Discriminatory Sense (smell)	--
5	Keen Nose: Tracking Sense (smell)	--
4	Keen Nose: Enhanced Perception +2 (smell)	--
-2	Dexterity Rolls -1 for fine manipulation	

Cost	Skills and Talents
5	Combat Skill Levels: OCV +1
3	Concealment 11-
3	Survival 11-
3	Tactics
3	Teamwork 11-
3	Tracking 11-
4	Weapon Familiarity: common weapons

Total Powers & Skills Cost: 68

Total Cost: 181

PTS	Disadvantages
-10	Physical Complication: Limited Fine Manipulatory Ability (Infrequently, Slightly)

Total Disadvantage Points: -10

Humanoid

Ecology: Guhurash is the chieftain of the Wolf Clan Beastmen of the Dragon's Horn Caves. As the Chieftain, he runs the tribe through a combination of personal dominance, charisma, and success in his raids and plans. The Wolf Clan Beastmen live on raids on nearby farms and settlements, taking slaves, food, and gear from the people nearby.

Personality/Motivation: As the Chieftain of the Wolf Clan, Guhurash is very strong willed and dominant, he will beat any other Beastman that slightly questions his orders and just on random occasion to make sure the lesson isn't forgotten.

Powers/Tactics: The Wolf Clan works well together, circling and flanking their foes. They can bite fairly hard, but usually will use crude weapons and anything they can trade for or take from others. Dog Clan have very keen senses, especially their sense of smell and are infamous trackers. They can at times be hired or relied on to use this tracking ability for others.

Guhurash is very capable in combat, even tougher than his subjects, and faster. He wields a great axe in combat but wears no armor save his tough skin. He has been in so many fights and is so tough he is notably more durable than his kin and stands taller than the rest. He will lead his clan in combat, foremost in the fight, roaring encouragement and tactics to his wolves.

Appearance: Wolf Clan have the head, hind legs, and tail of a dog, with their hands a bit stubby and awkward for delicate work. This particular Wolf Clan are marked like gray wolves, with over-all gray and white coloration.

Guhurash is seven feet tall and very well built. He has some white starting to show in his fur on the face and back, but is still vital and hardy. He has multiple scars which grew in white fur as well, marked over his body in patterns.

Equipment: Gold-plated brass arm band worth 15 sp
Great axe
2 Daggers
3d6 cp

GOLDEN GUARD (Area 10, forest)**Humanoid**

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 200kg: 2d6
15	DEX	10	12-	OCV: 5 DCV: 5
13	CON	3	12-	
10	BOD	0	11-	
18	INT	8	13-	PER Roll: 13-
14	EGO	4	12-	OMCV: 4 DMCV: 5
13	PRE	3	12-	PRE Attack: 2½d6 MD: 5
4	PD	2		Total: 8 (4 rPD)
4	ED	2		Total: 8 (4 rED)
3	SPD	10		Phases: 4, 8, 12
5	REC	1		
30	END	2		
26	STN	3		
30	MAN	2		

Total Characteristics Cost: 82

Movement: Running: 12m/24m
Leaping: 4m/8m

Cost Skills and Talents

45	Follower (227 pts)	Noble Wolf
35	Magic: Journeyman	Nature, Apprentice Earth and Faerie
1	Perk: Golden Guard	
3	Animal Handler	12-
5	Combat Skill Level:	HTH combat +1
3	Herbalist	13-
2	PS: Druid	11-
2	KS: Local Plants	11-
2	KS: Local Animals	11-
2	KS: Local Paths and features	11-
9	Magic Skill	16-
3	Paramedic	13-
2	PS: Farming	11-
3	Survival (forest)	11-
4	Weapon Familiarity:	Common weapons

Total Powers & Skills Cost:**Total Cost:****PTS Disadvantages**

- 15 Psychological Complication: Protective of local lands (Common, Strong)
- 20 Hunted: Druidic Order 14-, Punish, NCI, Watching

Total Disadvantage Points: -35

Ecology: The Golden Guard are elite trained Druids who are tasked with the safety and peace of the Oracular Tree and the druidic colony there. They are considered special by the other Druids and have a golden sickle as a weapon, which is a badge of honor.

Personality/Motivation: The Golden Guard take their job very seriously, and when on duty are all business. Off duty they are themselves, which varies between each of the ten guards, but is consistent with the Druidic code of natural balance and religion.

Powers/Tactics: Trained for survival in the outdoors, the Golden Guard are not as capable woodsmen as their other Druidic fellows, but are more capable in combat. Their magic is focused on making them better fighters, and they know primarily combat magic.

The Golden Guard know Earth and Nature spells, and with this narrow focus each spell costs 1/3rd as much and 1 less mana to cast. They will have *Hardened Armor* and *Owl Eyes* cast on themselves, and if the GM thinks the PCs need a greater challenge, they will have cast Feral Strength on their pet (making the Noble Wolf follower faster and much more deadly).

If a foe is not being bothered by the magic and Golden Sickle, the Golden Guard will transform into bears and fight in that form for greater physical impact and power.

Campaign Use: Druids can be both a helpful force and a foe for the characters, depending on how they act and what is happening in the area at the time. A Druid or colony that was once friendly might be hostile next time based on the events and how they view the balance shifting.

Appearance: The Golden Guard are dressed in white fenen armor that has gold threads worked in it in a tree pattern on the front. They all carry a golden sickle as well.

Equipment: Golden Sickle

d3 Renk Nuts

8- chance one Wose Draught

Fenen armor robe locations 3-4, 7-16

SPELL	EFFECT	ROLL	MANA
Clay Mask	Entangle 1d6, 2 PD, 2 ED, blocks sight and sound	-4	3
Earthbind	Entangle 2d6, 2 PD, 2 ED	-3	2
Harden Armor	Hardens defenses on armor	-2	1
Passage	2m teleport thru barrier	-1	1
Rusted Armor	2d6 Drain Body ranged on armor	-3	2
Shatter	9d6 dispel KA or normal damage	-3	2
Bearform	Multiform: grizzly	-3	2
Camouflage	Images (not there) -2 PER	-2	1
Cat Sleep	Lightsleep	-1	(2)
Feral Strength	Enhance pet	-4	(6)
Nature's Blessing	Regenerate 1Bod/turn	-1	1
Owl Eyes	Night Vision	-1	(2)
Treestep	Teleport 10m (640m NC) by tree	-3	2

MAGANT (Area 3, Forest)**Humanoid**

Val	Char	Cost	Roll	Notes
17	STR	7	12-	Lift 340kg: 3½d6
14	DEX	8	12-	OCV: 6 DCV: 5/6 (+2 shield)
15	CON	5	12-	
11	BOD	1	11-	
10	INT	0	11-	PER Roll: 11-
11	EGO	1	11-	OMCV: 3 DMCV: 4
13	PRE	3	12-	PRE Attack: 2½d6 MD: 2
6	PD	4		Total: 11 (5 rPD)
4	ED	2		Total: 9 (5 rED)
4	SPD	20		Phases: 3, 6, 9, 12
6	REC	2		
30	END	2		
30	STN	5		
20	MAN	0		

Total Characteristics Cost: 87

Movement: Running: 12m/24m
Leaping: 5m/10m

Cost Skills and Talents

5	Closing Stance (Full Move as half move and +2 DCV and -2 OCV)
11	Mob Stance (Defense Maneuver IV, +4 OCV for sweep attacks, -2 DCV vs ranged attacks, -2" running)
5	Combat Skill Levels: DCV +1 hand to hand combat
15	Combat Sense 11-
1	Literacy
3	Rapid Attack
3	Tactics 11-
4	Weapon Familiarity: Common weapons

Total Powers & Skills Cost: 47**Total Cost: 134****PTS Disadvantages**

- 15 Psychological Complication: distracted by beautiful women (Common, Strong)
- 15 Psychological Complication: Greedy and Treacherous (Common, Strong)

Total Disadvantage Points: -30

Ecology: MaGant is a ruffian who climbed his way to the top and moved his bandit group to the woods here on the principle that they'd be out of the reach of the law. For the most part it's worked, at least until the adventurers showed up.

As a bandit, MaGant lives in the forest outside the law, and prey on any man that catches him. He's banded together with others of his kind to survive and defy the authorities. They prey on travelers and stray farmers.

Personality/Motivation: MaGant is a bit more educated than most of his kind, he's also more of a student of combat than a simple brawler. He's still heartless and cruel and out for a quick buck.

Powers/Tactics: In combat, MaGant will try to stay mobile, moving around the battleground with the Closing Stance talent to various targets in need. He also will use Mob Stance talent if he has to fight more than one target, with sweeps to disable several at once. He uses a shield and his high quality sword, so he's more difficult to hit and harm than your average bandit.

Campaign Use: MaGant is the Bandit leader, and a more significant threat than the usual thug.

Appearance: MaGant is a tall, lean man with broad shoulders. His hair is cropped close but you can't see that because he wears his mail almost constantly.

Equipment: Scale Mail
Medium Shield
Quality Star Iron Longsword
4d6 cp
1d6 sp
Silver Ring worth 12 sp

OGRE SHAMAN**Yrch**

Val	Char	Cost	Roll	Notes
25	STR	15	13-	Lift 800kg: 6d6
14	DEX	8	12-	OCV: 5 DCV: 4
20	CON	10	13-	
14	BOD	4	12-	
14	INT	4	13-	PER Roll: 13-/14-
11	EGO	1	11-	OMCV: 4 ECV: 4
23	PRE	13	14-	PRE Attack: 4½d6 MD: 4
10	PD	8		Total: 13 (3 rPD)
8	ED	6		Total: 11 (3 rED)
3	SPD	10		Phases: 4, 8, 12
8	REC	4		
50	END	6		
36	STN	8		
35	MAN	3		
				Total Characteristics Cost: 123

Movement: Running: 16m/32m
Leaping: 6m/12m

Cost	Powers	END
4	Huge: Knockback Resistance -4m	0
4	Swift: Running +4m (16m total)	2
12	Tough Skin: Resistant Protection 4 PD, 4 ED	--
7	Bite: HKA D6-1 (2½d6 w/STR); Reduced Penetration	1
13	Tough: Life Support vs all disease and temperature extremes	--
4	Keen Nose: Enhanced Perception +2 (smell)	--
5	Keen Nose: Discriminatory Sense (smell)	--
5	Ram's Head Totem: Hand-to-Hand Attack +1d6	0
	0 END Cost, only to add to Strength	
-3	Perception -2 in bright light (sight)	--

Cost	Skills and Talents
15	Magic: Apprentice Shaman, Earth, and Fire
2	Language: local human language (fluent conversation)
11	Magic Skill 16-
3	Magic Research 12-
2	KS: Spirits 11-
3	Herbalist 12- (mountains, forest)

Total Powers & Skills Cost: 87

Total Cost: 210

PTS Complications
-10 Physical Complication: Large (Infrequently, Slightly)

Total Complication Points: -10

Ecology: Ogre Shaman are significantly more intelligent than their brothers, but are still rather dim, especially for a spellcaster. They have enough mental discipline to cast spells and study magic, but are still fairly simple creatures.

Olot is an outcast, driven away from his tribe and living alone in the mountains. He was shunned for his excessive treachery and rejection of Ogre traditions. Now alone, he seeks more power, and has a plan for a sacrifice to learn some demonology by finding a demonic patron. Silverwing is perfect for the job.

Personality/Motivation: Ogre Shaman are wiser and more thoughtful than their mundane brothers, but are still cruel and brutal. They have no heart and no concern for others, only their own power and their tribe.

Olot is even more harsh and brutal, having no love for anyone, even his own kind. He was so evil and backstabbing even other ogres reject his presence.

Powers/Tactics: In addition to the powerful combat ability of an Ogre, only slightly less than their nonmagical kin, Ogre Shaman have some magic that they can use, and many use it to enhance their power but still usually fight with their fists or weapons.

Olot is not fond of his magic, and uses it only for utility and not combat. He will fight with his huge, calloused fists, which he has enchanted to deal more damage and has enchanted his skin to be even tougher through a complex series of self-applied tattoos.

Campaign Use: Olot is one of the big "boss" monsters of the adventure, something the PCs are given a quest to deal with, he is evil and clever and sly, and the GM should not run him as a big dumb brute, although he will if necessary pretend to be one.

Appearance: Olot wears none of the usual trappings of the usual shaman, but instead wears a loincloth made of a cave bear's hide and is covered with red and black tattoos, head to foot. Olot stands over two meters tall and weighs 140 kilos. He has no hair whatsoever on his body, but has long, sharp, and thick nails on his fingers and toes.

RANGER PICT (Forest, Random)

Val	Char	Cost	Roll	Notes	
13	STR	3	12-	Lift 160kg: 2½d6	
17	DEX	14	12-	OCV: 6 DCV: 6	
13	CON	3	12-		
10	BOD	0	11-		
13	INT	3	12-	PER Roll: 12-	
17	EGO	7	12-	OMCV: 4	DMCV: 6
13	PRE	3	12-	PRE Attack: 2½d6	MD: 3
6	PD	4		Total: 11 (4 rPD)	
4	ED	2		Total: 8 (3 rED)	
4	SPD	20		Phases: 3, 6, 9, 12	
6	REC	2			
35	END	3			
26	STN	3			
30	MAN	2			
Total Characteristics Cost: 111					

Movement: Running: 16m/32m
Leaping: 5m/10m

Cost	Powers	END
8	Tireless: Running 0 END Cost	0
2	Swift: Running +4m (16 total)	0

Cost	Skills and Talents
10	Magic: Apprentice Nature, Earth
3	Combat Skill Level: Bows +1 OCV
3	Concealment 12-
4	Herbalism (forest, mountains) 8-
3	Language: Saurian (fluent with accent)
2	Language: Beastman (fluent conversation)
5	Magic Skill 13-
5	Penalty Level: +3 range with bows
2	PS: Ranger 11-
5	Stealth 13-
4	Survival (swamp, plains) 12-
5	Tracking 12-
1	Transport Familiarity: boats
4	Weapon Familiarity: Common weapons

Total Powers & Skills Cost: 66
Total Cost: 177

PTS	Disadvantages
-10	Hunted by Rangers 11- NCI, Watched
-15	Psychological Complication: protective of nature (Common, Strong)

Total Disadvantage Points: -25

Humanoid

Ecology: The king of Morien has a force of Rangers that act as a combination cartologist, explorer, law enforcement, and verderer, watching over the wilds. Rangers interact with the local tribes, trying to settlers, travelers, and farms safe while attempting to apply some of the king's authority to the wilderness and near to settled areas.

Ranger Pict is one of the rangers that travels and looks over this region. He is a friend of the Druids but keeps away from civilization as much as he can and prefers to stay out of sight unless needed.

Personality/Motivation: Pict attacks any orcs and goblins on sight, but can get along with most Beastmen because he knows their language. He's a grim and focused man who has little to say and prefers to be alone.

Powers/Tactics: Pict prefers to stay back and use his bow, but he's capable with the sword and daggers he has as well. He'll use his magic to enhance himself and for healing but is not a mage and prefers to use his weapons.

When possible, Pict avoids combat, and even being seen, preferring to watch and learn and study. But he will step in if someone needs help or some disruptive, destructive force is getting too powerful.

Campaign Use: Ranger Pict is a helpful force in the forest for the PCs in case they get in a real bind. Even if the random events chart doesn't result in Ranger Pict showing up, the GM might use him if the PCs are in dire need.

Appearance: Like most rangers, Pict is scruffy, dirty, and could use a bath. He tends to have furs and leaves sticking out of his armor like a mountain man, and his weapons are all well tied down and quiet.

Equipment: Brigandine Armor (locations 3-4, 6-18)
Medium self bow
75 arrows
Fishing and survival gear
18 copper
4 daggers
Broadsword

NAME	EFFECT	ROLL	Mana
Animal Speech	Telepathy 4d6 w/animals	-2	2
Beast Hide	4 PD, 2 ED Resistant Protection; 5 PD and ED	-2	2
Camouflage	Images (not there) -2 PER	-2	2
Catsleep	Lightsleep	-1	(2)
Eagleform	Multiform to eagle	-1	1
Eagle Eyes	+2 PER sight, telescopic +4	-1	1
Lesser Cure	1d6 heal Body and Stun	-1	4
Purify	Cleans food or water	-1	1

TREASURES OF THIS ADVENTURE

Treasures listed here are all available in the adventure, but it is unlikely the players will actually find them all. Weapons and armor are detailed in more specific form at the end of the treasure section, including any non-enchanted special weapons mentioned in the text. All sales prices are optimum, ideal price but negotiation, location, and individual buyers will vary and usually offer less.

AMULET OF WARDING: This brass amulet has silver inlays and is in the shape of a winged figure holding a shield. While this item is worn (not carried) around the neck, everyone in the party within 2m gains +1 DCV. Sells for 18 silver

BOOSTER RING: There are two Booster Rings in this adventure. Both will resize magically to fit anyone from one level of shrinking to three levels of growth. The first is a grey *Velune* ring with the design of a heart scribed on a flat surface meant to be worn on the top of the finger. While worn, it grants +3 recovery. The Second is a white *Velune* ring with a gold circle on the flat surface, and it grants +6 Stun while worn. Each sells for 15 silver.

BRACERS OF WARDING: These leather bracers are bound to the arm with three buckles and can be worn over or under any armor. They grant +1 DCV against all attacks while worn and sell for 3 silver.

BRACELET OF THE WOLF: This thin bangle is made of copper and seems to be of little value, the kind a dancer or Traveler girl might wear. However, with a magic skill roll at -2 and 2 Mana per phase, the character wearing it can multiform into a wolf as long as they wish (the bracer will appear around their neck as a slim collar). They will retain their original intelligence and skills but will lack the ability to use most and cannot speak. Sells for 10 silver

DICE CHARM: These old ivory dice are a magical charm that repel insects within 2m of them. They are worn and smooth but still function well as normal dice in addition to their enchantment. Sells for 25 copper

ENCHANTED ARROWS: Each of these arrows is green in color and is fletched with white. They are Mundane broadhead arrows, and each is enchanted to be +1 OCV. Each arrow sells for 15 copper.

GLYPH ROD: A rod of brass two feet long with a flat, widened end on both sides. The ends are marked with the design shown to the left, and the rod is enchanted. It can, with a magic skill roll at -4, place a Huol glyph on any solid location that when anyone passes by will trigger.

The Huol Glyph attacks those who move within 1m of the symbol using the OCV of the one who printed the glyph. The magic throws them into the air with 45 Telekinetic strength, no direct damage, but it will deliver 9d6 to anyone who impacts a surface before they reach their full height (12m for most PCs), then the falling damage will be as normal.

The throw will, assuming nothing interferes, land the target a meter back from the glyph in the direction they came from when they encountered it. The Rod can place only 5 more Glyphs before its magic is expended, and can only place 2 glyphs at a time (if another is placed, it erases the previous one). The Glyphs remain until triggered or replaced by the Rod somewhere else, or is dispelled magically. The Glyph Rod sells for 75 silver.

GOLDEN SICKLE: An ordinary steel sickle plated with gold and wrapped with enchanted ivy that grows half its normal size without needing water or sunlight. This weapon acts like a battle axe despite its smaller size, and deals armor piercing damage. These are specifically created for the bodyguards and soldiers of druids and anyone not such a person carrying one will be treated very poorly by druids and their allies.

GOOD LUCK CHARM: This small silver charm is in the shape of a leaf. It has one charge, and when that charge is used up, it vanishes. If the charm is not used up within a week, or is taken more than 10km from the Great Olde Wood it vanishes as well. The charm is simply a Hero Point that the player can use however they choose as normal.

OAKEN KISS: A golden acorn on a simple thong, this pendant acts as a good will symbol for druids. In addition, the Kiss is enchanted. While worn, it grants +2 DCV vs non animal attacks, and while in a natural setting gives +4 recovery. Also, it has one charge of a powerful heal of 6d6 Body and Stun that automatically triggers if the character drops below 0 Body. Once this heal takes effect, all of the enchantment of the Oaken Kiss is expended and it becomes simply a pendant that is welcome to other druids without any magical powers. Sells for 16 copper, but druids and their allies would never purchase such an item.

OGREBANE LONGSWORD: A simple, ordinary looking longsword, it still is in good shape. Always +1 OCV, this sword does extra damage against any Ogres.

OLOT'S FLAIL: This is a very large Star Iron weapon with a spiked head and red wyvern hide wrapped around the handle. Olot's Flail does good damage, but when it hits, it also has a 10-chance each hit to do an additional normal damage attack of equal Damage Classes as the Killing Attack.

POTIONS: Each Potion is a single dose in a flask or bottle that requires a full phase of no other activity at ½DCV to imbibe. The magic takes effect immediately. A character can only have one potion per 5 CON in effect on them at once. If more potions are taken than that maximum they either have no effect or may actually cause damage, by GM discretion.

HEALING: This citrus-tasting peach-colored potion grants a magical heal for 3d6, healing both Body and Stun at once. Sells for 15 copper

STRENGTH: Tasting like cinnamon, this deep red colored potion is thick and always slightly warmer than the outside air. When quaffed, the potion grants a 2d6 Strength Aid, fading 5 points per hour. This potion sells for 12 copper.

WIZARDRY: A silvery liquid smells of old books and dust. It tastes like dust as well, but grants great magical ability. There is only one dose, but it grants a 2d6 Mana Aid that fades 5 points every hour, and while any of the Aided mana remains, it also grants a +3 Magic Skill Roll. Sells for 18 copper.

QUALITY LONGSWORD: This sword is so well crafted and made that it weighs slightly less than normal and so swift that it grants +1 lightning reflexes for that weapon only. It is also made from *Star Iron*, which makes it even lighter and more durable.

RATMAN GADGET KIT: This leather roll has many pockets in it, and in the pockets are a variety of odd tools. These tools will grant any Engineering, Gadgeteering, Mechanics, Lockpicking, and Trap making or disarming attempt +1 to the skill roll when used. Sells for 25 copper

RING OF FROST RESISTANCE: A snow white lacquered iron ring, this looks like cheap jewelry. However, while worn, it grants +1 DCV, 8 ED (hardened) vs cold and frost attacks, and life Support versus cold extremes. Sells for 11 copper as is, but if identified, for 35 copper

RING OF MAGICAL POWER: A *mithril* and *naurithil* ring, this is clearly an item of value. It is very well crafted and beautiful, worth 45 silver without the enchantment. While worn, this ring reduces the mana cost of any magical item used by the bearer. This also results in items using half as many charges as usual as well. Sells for 75 copper

SCROLLS: Each Scroll is written on parchment and requires a phase of no other action, 1/2 DCV, reading out loud in *Arcanum* to cast. The protection spells grant +3 DCV and a 5d6 suppress to the special effect they are protecting from. The spells cast the given spell, costing no immediate mana, but using the mana of the reader to maintain the spells where applicable. Scrolls sell for a uniform 25 copper each.

SEXTANT: This is a mundane navigation tool, granting +1 to navigation skill, but only if someone has bought the full skill (familiarity is not enough). It is made of brass and is in good shape. Sells for 45 copper.

WAND OF DAZZLE: This wand is made from a slim horn carved into a spiral. It can cast 5d6 Flash versus sight on a single target for a -2 magic (or incantation) skill roll at a -2 penalty, but at +3 OCV. This effect uses 2 mana each time and the wand has 18 mana left in it. It can be recharged by any mage who can cast a Dazzle spell at the cost of 2 mana per 1 placed into the wand, taking 1 phase per mana. The Wand of Dazzle can hold up to 40 mana and sells for 25 silver, -1 copper per mana below 40.

WOSE DRAUGHT: This crystal-clear liquid looks and tastes like the most refreshing ice-cold spring water ever sipped. When imbibed, the Wose Draught heals 1d6 to all stats and abilities below normal at the same time, and granting a 2d6 Constitution and Recovery Aid that fades 5 points per six hours. Wose Draughts spoil rapidly in direct sunlight and heat, losing their magic in d6 hours. Otherwise it will keep indefinitely if closed. There is only one dose per Draught, and they sell for 4 silver each.

HERBS: There are only a few specific herbs mentioned in this adventure.

RENK NUT: The Renk tree is a fairly common fir that grows at most 3 meters tall, near fresh water bodies in temperate and subarctic areas. It produces nuts throughout the year, but only the full grown deep brown nuts are useful as an herb.

Effect: Heal 2d6 Body and 2d6 Stun

Addictive: no

Origin: Lakeshore, Forests

Rarity: +1

Preparation: Roast in coals for d6x10 minutes, then crack and grind into powder, applied to wounds with a bandage. Takes 30 minutes per d6 heal of each.

Storage: d3 weeks

SFALEN: Sfalen look like small brightly colored mushrooms, almost as if they're made out of candy. Small patches of 2d6 mushrooms will be discovered, no taller than 3 cm.

Addictive: no

Effect: Random effect, see table below; impossible to predict.

Origin: Caves

Rarity: -1

Preparation: A mushroom is simply picked and eaten.

Storage: d6 hours

ROLL	RANDOM SFALEN EFFECT
2	1d6 NND full damage KA (vs LS: poison)
3	4d6 STN Drain (Recover per hour)
4	Deaf 2d6 hours
5	No effect
6	Aid +1 Speed (fades in an hour)
7	Aid 2d6 Dexterity (fades per hour)
8	All attacks are +1 damage class for an hour
9	+3 lightning reflexes (all attacks) for 1 hour
10	DCV +1 for 1d6 hours
11	OCV +2 for 1d6 hours
12	Aid 2d6 CON (fades per hour)
13	Aid 2d6 Strength (fades per hour)
14	2rPD, 2rED Armor, lasts 1 hour
15	No effect
16	Blind 1d6 hours
17	Drain 2d6 CV (8 points/CV) recover per hour
18	6d6 Drain STN at 1D6/phase (vs LS: poison) Recover per hour

WEAPONS AND ARMOR SUMMARY

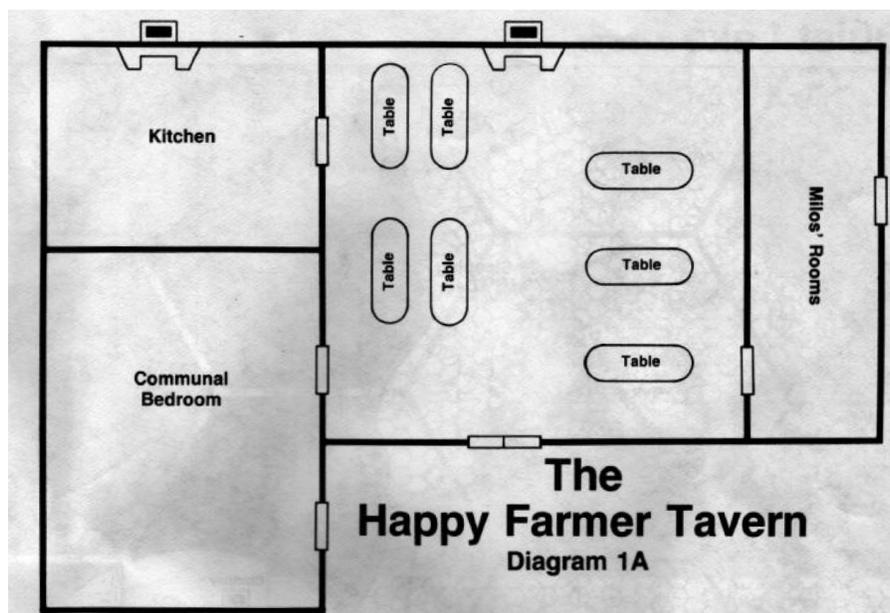
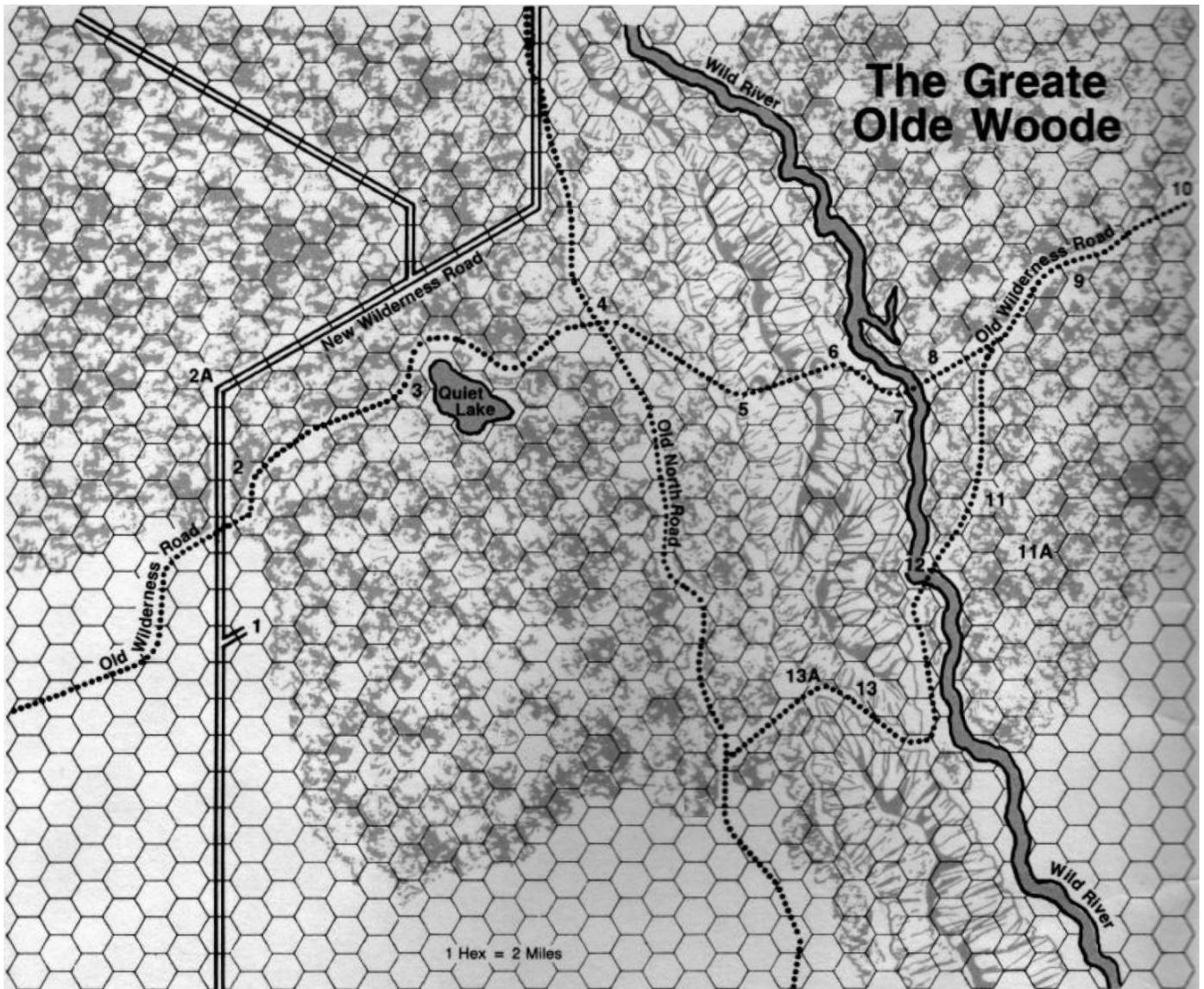
All unusual or enchanted weapons and armor found in this adventure are detailed below for combat and sales stats. The only piece that requires any special notation is the Dwarven Steel Chainmail, which was made for an elf. As such, it does not fit most humans or dwarves. If their combined Body and Constitution is over 22, they cannot wear this.

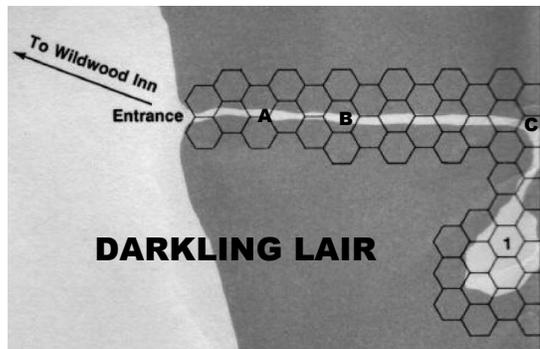
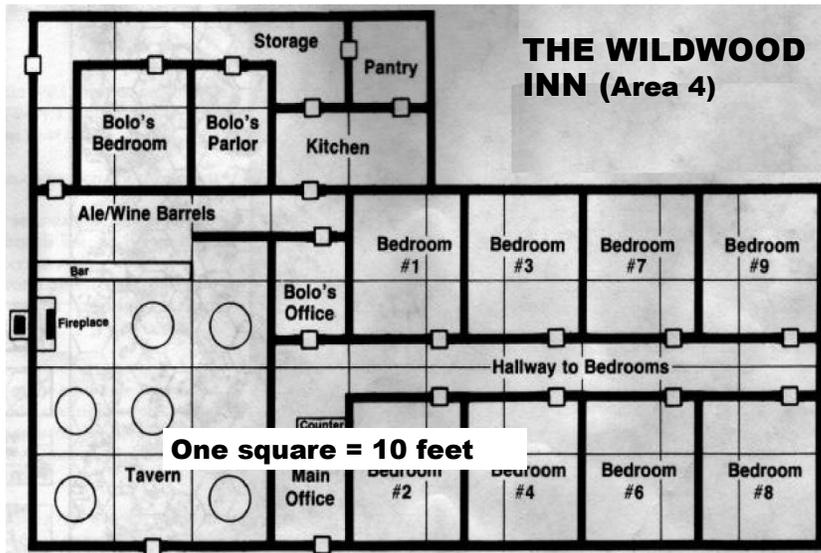
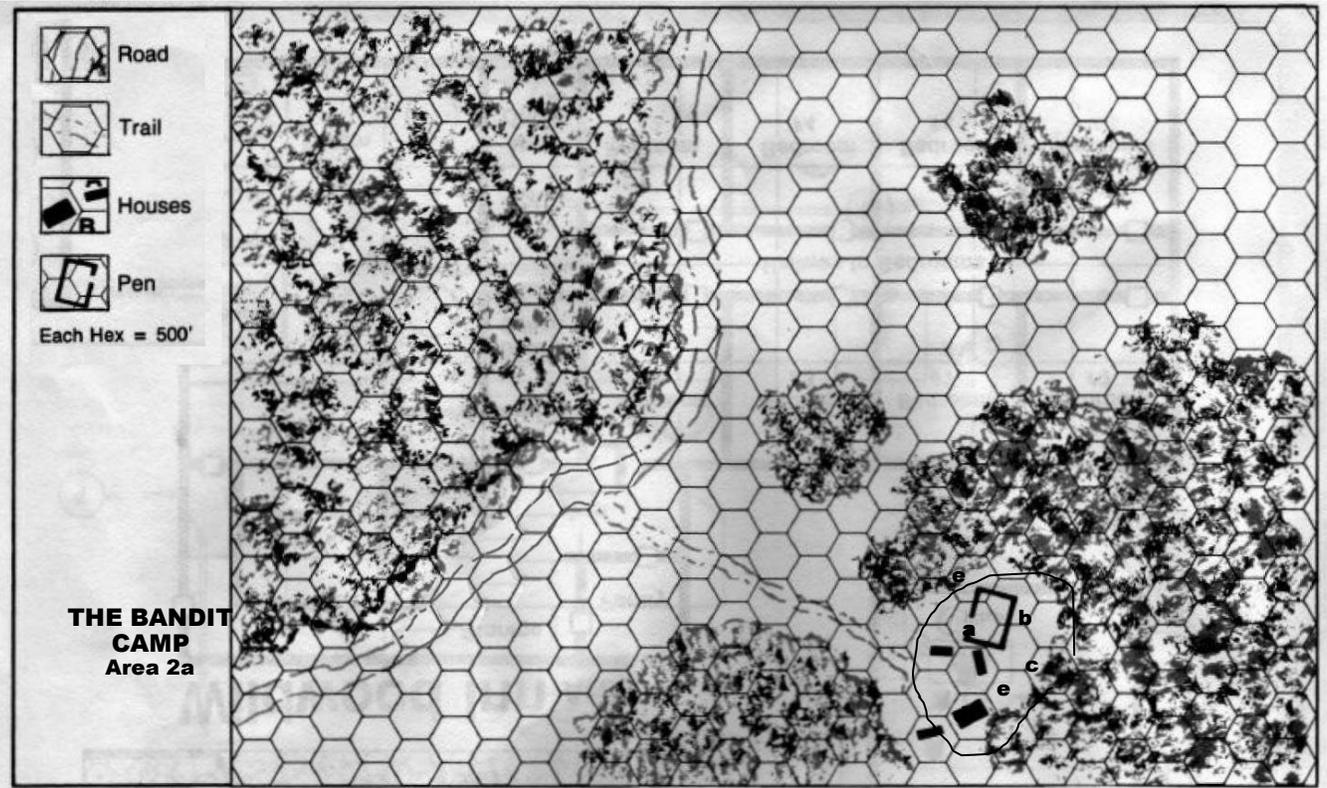
The chainmail can be altered at a blacksmith's for larger size, but it will take considerable skill to match the craftsmanship (-2 to the smithing roll in addition to other modifiers) and expense to supply or purchase the dwarven steel necessary to finish the work.

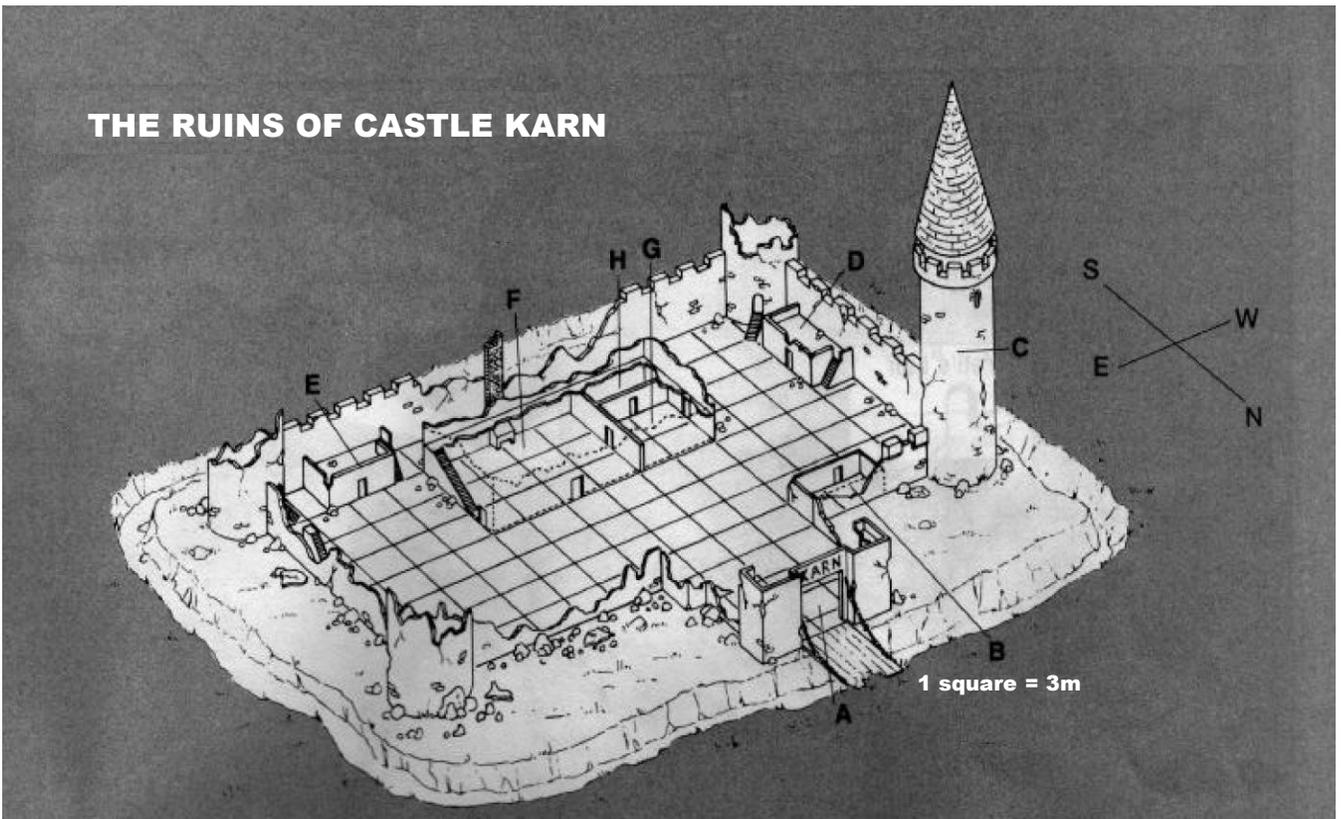
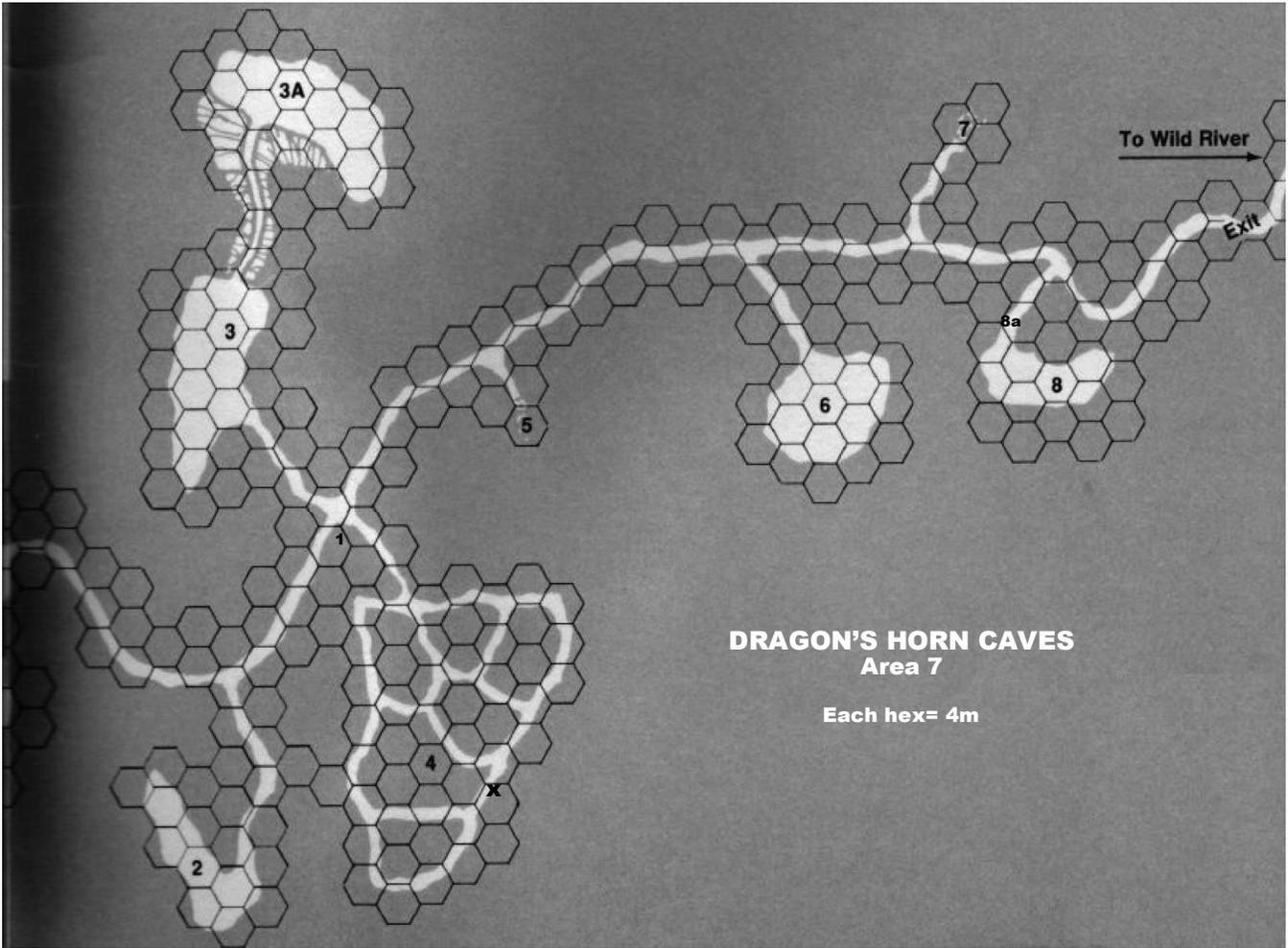
ARMOR TABLE								
ARMOR	rPD	rED	PD	ED	KG WT	Amr DEF	BOD	CP VALUE
Dwarven Steel Chainmail	7	5	7	6	18.0	10	14	600
Felstone Chainmail Hauberk	8	5	8	7	12.23	10	13	1141

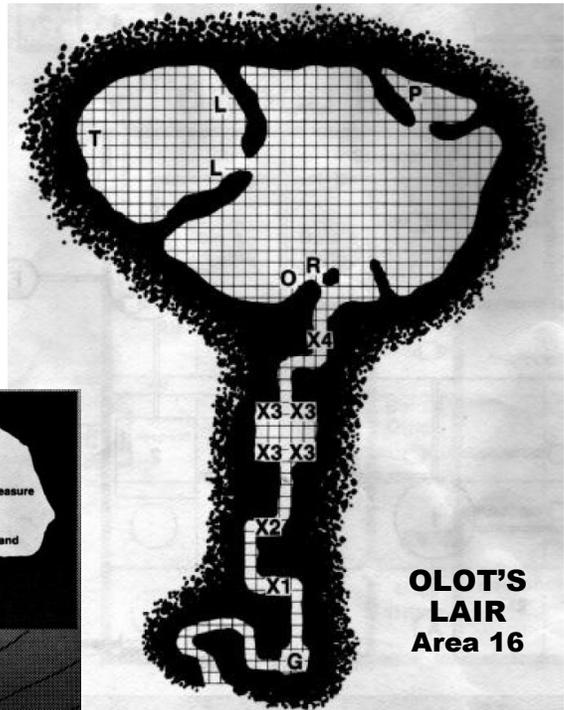
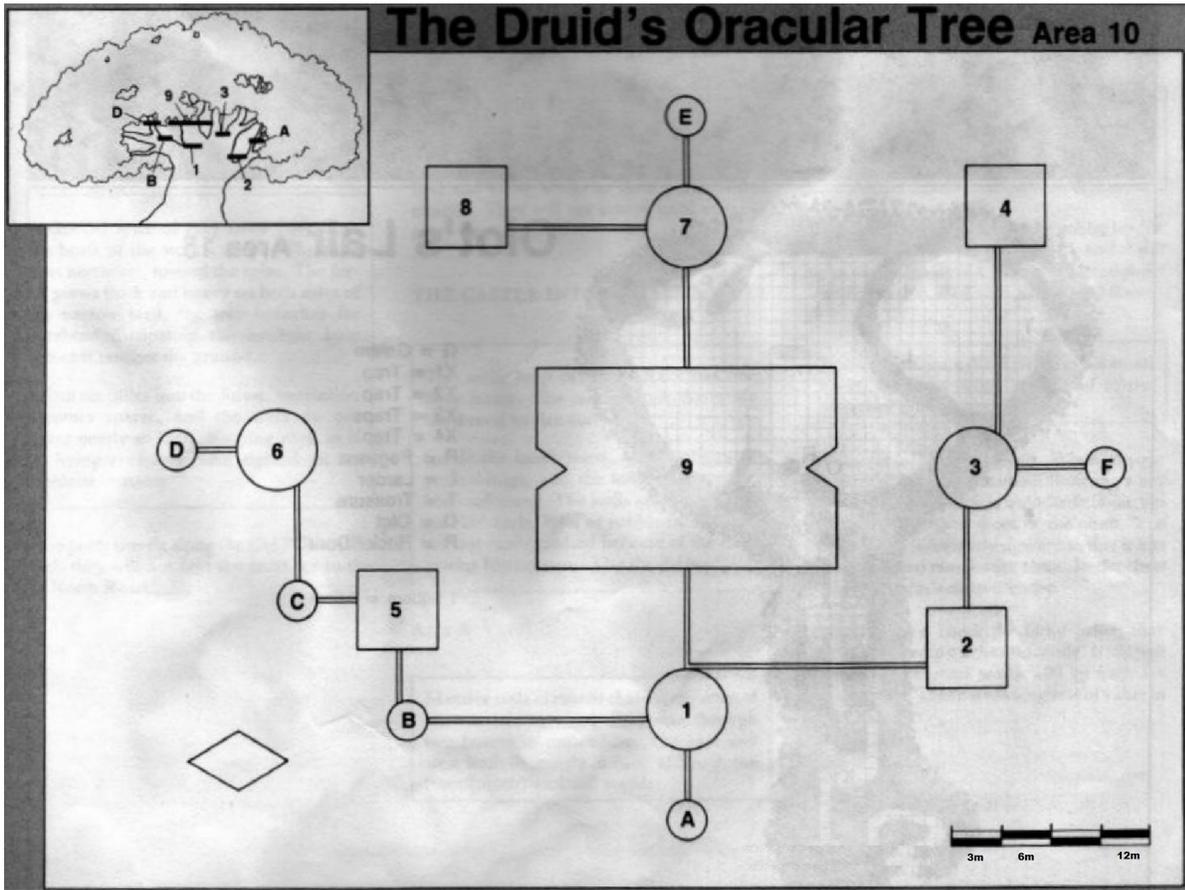
WEAPON SUMMARY									
WEAPON	OCV	RNG MOD	DAM	STN MOD	STR MIN	DEF	BOD	KG WT	CP VALUE
Ogrebane Longsword	+2	--	D6+1 2D6*	--	8	7	6	1.7	350
Olot's Flail	(+1)	--	2D6	--	11	7	7	1.91	280
Quality Longsword	+1	--	D6+1	--	9	6	5	1.80	150
Golden Sickle	--	--	D6+1	--	8	6	4	1.25	50

*Damage vs Ogres only

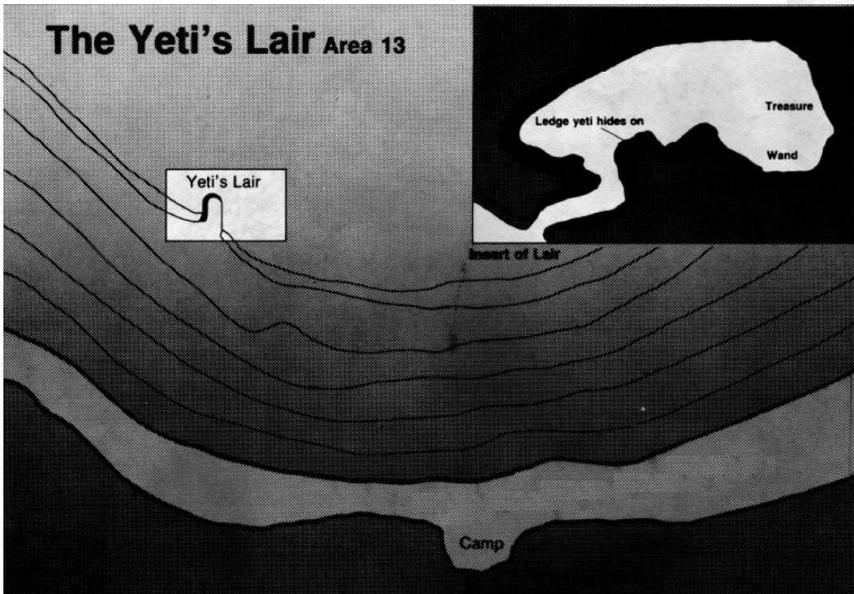








OLOT'S LAIR
Area 16



HANDOUT ONE

