

# ADVENTURES



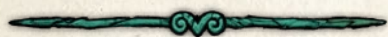


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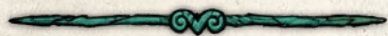
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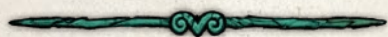
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# INTRODUCTION



**W**elcome to the Adventure Book for *Dragonbane*! On these pages you will find no fewer than eleven complete adventures, which together form the epic campaign *The Secret of the Dragon Emperor*.

Except for the *Isle of Mist* (page 102) which is the campaign finale, the adventures can be played in any order, and you do not even need to play all of them. Each can be played as a stand-alone adventure if that is what you prefer.

Before the adventures you will find the opening scene of the campaign, a detailed description of the Outskirt village in the Misty Vale where the adventures take place, and a chapter with random encounters that can take place during journeys in the valley.

Enjoy!

## FOR THE GM'S EYES ONLY

This book is for the Gamemaster's eyes only. If you intend to enjoy these adventures as a player, stop reading now, otherwise you will ruin the suspense for yourself and the rest of the gaming group.

## THE MISTY VALE

The adventures in this book take place in the Misty Vale, a fabled place that for centuries remained beyond human reach. According to legend, the valley was once the heart of a powerful dragon-worshipping empire. But this great civilization fell into ruin and the valley was overrun by orcs.

The Misty Vale is surrounded by high mountains – the Kummer Mountains in the south and the Dragonfang Peaks in the north. Remnants of an ancient road system can sometimes be seen in hollows and passes between the mountaintops. But getting down into the valley is a hazardous enterprise that requires skilled pathfinders and

## ADVENTURE CARDS

Each adventure site is presented on an adventure card included in the box. Hand these cards to the players when they hear about the place from an NPC.

brave swordsmen. The dangers are many and the paths treacherous.

The valley spans roughly 150 kilometers in both length and width. It was named the Misty Vale because of the impenetrable haze that often lies thick over the area. The terrain mainly consists of dense old-growth forests, but near the Kummer River are two large lakes and a vast wetland known as the Haunted Marshes. Around Outskirt, which in recent years has emerged in the southern part of the valley, there are rolling hills and partially cultivated plains.

Fragments of the imperial roads that long ago connected the different parts of the region can be seen in the valley as well, with crumbling and overgrown paving stones occasionally peeking from between moss and ferns. Cracked stone pillars and strange milestones – with jagged, horned crowns at the top – also rise out of the terrain at regular intervals.

## THE MAP

The large full-color map included in the box shows the Misty Vale in all its glory. The PCs can acquire the map in the opening scene of the campaign. On the next spread is a GM version of the map that shows where the different adventures take place. Note that Deepfall Breach, which you can explore while playing *Dragonbane* solo, is also marked on the map.





FORT MALUS

THE ISLE OF MIST

TROLL'S SPIRE

Kummer River

The Iron Forest

ORACLE CAVE

RIDDERMOUND

BOTHILD'S LODGE

DEEPFALL BREACH

Drakmar

Kummer Mountains

OPENING SCENE





THE VILLAGE OF THE DAY BEFORE

TEMPLE OF THE PURPLE FLAME

TOWER OF SIGHTS

ROAD'S END INN

OUTSKIRT

DEAD EYES CAVE

Glass

Gnaw Woods

Haunted Marshes



# HISTORY

A thousand years ago, the vile demon Sathmog came to our world. His prophet was a village priest named Azrahel Koth. The demon whispered dark secrets in his ear until his magic grew so powerful that he could open a rift between the worlds and allow his dark master to take physical form.

With Azrahel Koth as his herald, Sathmog proclaimed a demonic realm in the world of humans that lasted two centuries. It was a time of darkness and evil, but also one of incredibly rapid human expansion at the expense of the elder kin – dwarves, elves, giants, and halflings.

As time passed, the opposition to Sathmog grew, until one day a young hero named Eledain managed to summon the ancient dragons charged with guarding the world from demonic influence. Mounted on dragonback, with the elder kin as his allies, Eledain finally defeated the demon. The beast was banished on a hill in the depths of the forest, but as his final act he cast a curse which he said would spread a sickness throughout the world and one day be its undoing.

Azrahel Koth was captured, but since his master had made him immortal, Eledain's knights could not slay him no matter how hard they tried. Instead, he was imprisoned in a crypt under an island in a lake in a remote valley, guarded by warriors sentenced to remain at their posts until the end of their days.

## ELEDAIN'S EMPIRE

Eledain founded a new empire, based on the worship of dragons and their cleansing fire. His realm expanded, cities were built, and paved roads spread through the wilderness. Soon the elder folk grew weary of humanity's advance, and many left. The dwarves burrowed themselves into the mountain and built a new realm underground.

In the autumn of his life, Eledain started to distrust and fear the dragons who had carried him to victory against Sathmog. To secure his power, the dragon emperor sacrificed part of his soul to forge Um-Durman, a magical sword with the power to slay dragons and demons alike. Finally, the humans would be free and independent of primeval beings.

When Eledain eventually passed away the sword was hidden in a crypt, as the dragon priests believed the weapon to be too dangerous to be used except in extreme emergencies. Opening the crypt required a special key: a statuette split into four pieces, one for each direction ruled by the dragon emperor. After Eledain's death, a power struggle broke out between his sons, and the empire took a tyrannical turn. All protests against the dragon knights' rule were severely punished and the realm was beset by strife. Finally, the dragons turned their backs on the empire, which collapsed shortly thereafter. Savage orcs invaded much of the region and many humans were forced into exile.

All that remained from Eledain's reign were the fading words of monks and knights who continued to worship the Immaculate Flame. But legend has it that part of the dragon empire survived across the sea in the far east.

**AZRAHEL  
KOTH**





## AZRAHEL KOTH

Centuries passed and the stories of Sathmog, Eledain, and Um-Durman became myth and legend. But Sathmog did not forget. Trapped between the worlds he dreamed of revenge, and his growing anger made him stronger.

Eight hundred years after his banishment, the demon had grown powerful enough to awaken his servant Azrahel Koth from his magical slumber. His demonic influence turned his captors into undead thralls, who ventured into the Misty Vale and forcibly recruited living souls into Azrahel Koth's growing band of servants.

Azrahel Koth could still not leave his prison, so he summoned monstrous beasts and his power spread across the region. His evil affected nature itself and a thick mist settled over the valley. The orcs in the area feared these demonic forces and decided to leave, which cleared the way for humans and other kin to repopulate the region, unaware of the mist's origin. Several of these humans fell under Sathmog's demonic influence.

Azrahel Koth's goal is to become free and then to let Sathmog into the world once more, defeat the dragons once and for all, and reestablish his master's rule.

# CURRENT SITUATION

A decade has now passed since humans started returning to the Misty Vale, as they call it due to the thick haze that covers the valley – drawn by rumors and legends of hidden riches and lost knowledge from the old dragon-worshipping empire.

Equally significant was that the dwarves of the Kummer Mountains, who for centuries have traded with human settlements, reported that the ferocious orcs who long dominated the Misty Vale seemed to be withdrawing.

Many adventurers fastened swords to their belts and made their way to the mysterious valley, but settlers with pickaxes and ox-drawn carts were also attracted to the legendary site.

## OUTSKIRT VILLAGE

The village of Outskirt emerged as a result of the influx of humans in recent years. It is a humble settlement of fifty or so newly built houses clustered around an old temple ruin.

There are roughly 200 permanent residents, most of them humans, as well as many adventurers, hunters, and other wanderers who use the settlement as a base for journeys in the Misty Vale.

The inhabitants of Outskirt are bold and adventure-some, filled with a pioneering spirit and determination to retake the vale and all its hidden secrets and riches. But only a few know that the settlement rests on the ruins of an ancient temple that was once the heart of a draconic empire – the final resting place of the sword Um-Durman.

## THE DRAGON STATUETTE

Many unwary adventurers in the Misty Vale fell victim to Azrahel Koth's power, and his cultists quickly grew in number. When he heard the legend of Um-Durman, the demon sorcerer realized that the sword could kill him, but that it was also the key to his freedom and a mighty weapon against the dragons.

Azrahel Koth knows that Um-Durman is buried beneath the temple ruin in Outskirt Village and that it takes a special key to unlock the entrance – the statuette of black volcanic stone that depicts the former dragon emperor Eledain.

According to ancient writings, the statuette has been split into four pieces – one for each direction ruled by Eledain – which must be assembled in order to open the gate to Um-Durman.



## THE DEMON CULTISTS

Azrahel Koth has many corrupted servants looking for the four-piece statuette. One of them was Drigel Weatherman, the dying cultist whom the player characters encounter in the opening scene of the campaign (page 11). Weatherman found a piece of the statuette in the Kummer Mountains just before the start of the adventure and was on his way back to deliver it to his master.

Another cultist is Leanara, Azrahel Koth's eyes and ears in Outskirt. She can act as a source of information and quest giver for the player characters, but also serves as Azrahel Koth's spy and assassin. Read more about Leanara on page 15.

All demon cultists in the Misty Vale have the black mark of Sathmog branded somewhere on their bodies, usually on the forearm, hidden under clothes. The mark is a stylized demon's head with two sharp horns (see the illustration above).



## THE FOUR-PIECE STATUETTE

The statuette of Emperor Eledain is roughly half a meter tall and sculpted from black volcanic rock. It depicts a warrior emperor in full plate armor and a great helm with an ornate, draconic visor.

On the top of the helmet is the same horn-like crown as those on the milestones in the Misty Vale. Eledain is holding a scepter in one hand while the other grasps a mighty longsword with the tip pointing down at the pedestal.

The statuette is split into four pieces, which are depicted on the large map of the Misty Vale. Each piece counts as a quarter of an item in the player characters' inventory.

- ◆ The first piece is the pedestal, the lower legs, and the bottom half of the imperial longsword, whose tip merges with the pedestal.
- ◆ The second piece consists of the statuette's thighs, waist, left side of the torso, and left arm, including the scepter.
- ◆ The right side of the torso, the right arm, and the upper part of the longsword make up the third piece of the statuette.
- ◆ The fourth and final piece is the head and its crowned helmet.

The four pieces fit together perfectly. When placed against each other, they are drawn together by an invisible force and can no longer be separated. The fully assembled statuette counts as a regular item (weight 1) and radiates a pulse of heat from within.

To open the entrance to Um-Durman, the statuette must be placed in a purpose-built niche inside the village's old temple ruin, which is described in detail under location #8 in the chapter on Outskirt Village

## THE ORCS

Azrael Koth is not the only one looking for the sword Um-Durman. The presence of his demonic servants has caused the valley's orcs to become concerned and several clans have banded together under Chieftain Maladûk to drive out the followers of Sathmog.

Maladûk knows the legend of Um-Durman and realizes that Azrael Koth will never be defeated if he gets his hands on this ancient weapon. The chieftain has



withdrawn with her elite warriors to await the final battle, but has also sent orc patrols and goblin wolfriders to track down the four pieces of the statuette.

All creatures who serve Maladûk have the mark of two crossed meat hooks burned into their right shoulder.

**Sunlight:** Due to the thick haze covering the Misty Vale, orcs and goblins can move freely outdoors in the daytime without suffering damage (page 90 and 95 in the Rulebook).

## THE KEEPERS OF THE IMMACULATE FLAME

A third faction looking for the statuette and Um-Durman is the Keepers of the Immaculate Flame, a religious order of monks and knights who worship the dragon emperor Eledain. They see themselves as heirs of the ancient dragon knights and seek to reestablish Eledain's empire, based on the principle of the cleansing fire.

The Keepers of the Immaculate Flame abhor demons – particularly Sathmog, whom their scriptures describe as the root of all evil. Their goal is to find Um-Durman and bring the sword for safekeeping to the head of their order beyond the Misty Vale.

What not even the order knows is that Azrael Koth's return has also caught the attention of the ancient dragons of the Dragonfang Peaks...



# COURSE OF EVENTS

*The Secret of the Dragon Emperor* is a series of adventures set in the Misty Vale. The campaign has a pre-written opening scene and a finale where the adventurers will face Azrahel Koth and his army of demonic servants in the maze beneath the Isle of Mists.

In between, the player characters may explore the valley and take on the adventures in any order. As GM, you decide in which adventures the four pieces of the dragon statuette can be found. That means you also control how long the campaign will be, without steering the players in a particular direction.

**The Adventure Cards:** The players should be free to choose which adventures they want to play, but you can influence the selection by informing them of a few adventures at a time. You do this by using the adventure cards in the box. Each card contains a rumor about an adventure site, which can be relayed by a suitable NPC. We suggest that you give the players 2–3 rumors to choose from and add more as the campaign progresses.

**The Opening Scene:** The story begins when the player characters find a dying man on their way to the Misty Vale through the Drakmar Pass. Before drawing his final breath, he hands them a bloodstained bundle and mentions what he calls “*the secret of the dragon emperor*.” Afterwards they are attacked by a patrol of goblins who have come for the

bundle, which contains a piece of the dragon statuette. The dying man also has a map of the Misty Vale.

**Outskirt Village:** After the opening scene the player characters arrive in Outskirt. The cultist Leanara (page 21) tries to trick them into finding the missing statuette pieces for her. The player characters can also encounter Alfilia Shadowleaf from the Keepers of the Immaculate Flame, the mystic Dranath, and others who know about the legend of the dragon emperor’s statuette and other things in the valley.

During the rest of the campaign, Outskirt will be an important place for the player characters – a place where they will return to recover between adventures, purchase gear, or seek information. This book therefore contains a detailed description of Outskirt, starting on page 14.

## RIDDERMOUND

If you are not sure which adventure to start with, we recommend *Riddermound* (page 33). It is relatively short and simple and is a good introduction for new players. You decide whether a piece of the dragon statuette can be found there.

## THE LEGEND OF UM-DURMAN

It is important that the player characters hear the legend of Um-Durman at an early stage. Have an NPC tell them the story below – Annabella/Leanara (page 21) would be a good choice, but other alternatives are Alfilia Shadowleaf, Dranath, Maladûk, or the she-spider Saak'shal.

*The sword Um-Durman was forged by the dragon emperor Eledain eight hundred years ago, when the world was a battlefield for dragons and demons. It is the blade of life, made to maintain the balance between order and chaos.*


*It is a weapon for the free and unbound against the ancient evils. But in the wrong hands, Um-Durman becomes a weapon of tyranny – an instrument of demonic darkness or draconic fire.*

*After Eledain's death, the sword was buried in a crypt that can only be opened with a special key: a statuette split into four pieces, one for each direction under Eledain's rule.*

*The truth is that what is today known as the Misty Vale was the heart of Eledain's empire – and Um-Durman's crypt is hidden under the old temple ruin in Outskirt Village.*

*But opening the crypt requires the four pieces of the statuette. They have been missing for centuries, sought by Eledain's servants as well as the followers of the demon prince Sathmog. They can likely be found somewhere among the ruins of the Misty Vale.*





**Um-Durman:** Having found all four pieces of the statuette, after many hardships and exciting adventures, the player characters can finally enter the crypt under the temple ruin in Outskirt and get their hands on Um-Durman. This will likely involve a confrontation with Leanara and her lackeys. If the player characters succeed, each of them is rewarded by a heroic ability of their choice.

**The Isle of Mist:** With Um-Durman in their possession the player characters can reach the Isle of Mist in the north and finally confront Azrahel Koth. This is because the island is shrouded in a corrosive mist which can only be cleared by using the sword. Defeating the demon sorcerer will put a stop to Sathmog's evil plans – for now – and earn each player character another heroic ability of their choice. But will it also upset the balance between dragons and demons?



## DEMONIC OMENS

As Azrahel Koth's power grows and the demonic influence of Sathmog increases, strange and frightening omens start to appear in the Misty Vale. You can let the player characters witness the dark omens below when

appropriate, whether they are in Outskirt or on the road. Roll on or choose from the table below. The effects end when Azrahel Koth is defeated.

### D10 OMEN

- |    |  |
|----|--|
| 1  | <b>Dark Clouds.</b> The mist over the valley thickens into a dense blanket of dark fog. What little light seeps through turns red and bathes the entire valley in a crimson glow for one shift.  |
| 2  | <b>Blood Rain.</b> A rain of warm blood falls on the player characters. Everyone must make a WIL roll to resist fear.  |
| 3  | <b>Mad Prophet.</b> A madman dressed in rags chants that <i>"the end is nigh"</i> and <i>"the dark prince approaches."</i> No one can get any sense out of him.  |
| 4  | <b>Meteors.</b> A rain of star stones falls over the valley in a fiery and terrifying downpour. The player characters must make a WIL roll to resist fear.   |
| 5  | <b>The Black Knight.</b> On a distant hilltop, the player characters see a knight in black on a huge, black horse, like a dark silhouette against the night sky. The knight rears his steed and vanishes. This is Sathmog's herald, but the player characters cannot stop him now. |
| 6  | <b>Rain of Frogs.</b> Something hits the ground next to the player characters with a splat. Just as they see it is a frog, the sky opens and releases a downpour of frogs upon them. Anyone who fails to seek shelter suffers D6 damage.   |
| 7  | <b>Earthquake.</b> Suddenly the earth starts shaking violently. The player characters are thrown to the ground and must make a WIL roll to resist fear.  |
| 8  | <b>Locust Swarm.</b> A buzzing cloud draws near, and the player characters realize it is a swarm of locusts devouring all vegetation in its path. Each player character suffers a Condition of their choice.   |
| 9  | <b>Solar Eclipse.</b> Even though it is the middle of the day, the sun stops shining and an eerie darkness covers the valley for one stretch. The player characters must make a WIL roll to resist fear.   |
| 10 | <b>Volcano.</b> A thunderous rumble echoes from the Dragonfang Peaks, and the player characters see a plume of fire and smoke rising into the sky from a mighty mountaintop in the distance.   |





# OPENING SCENE



**T**he Drakmar Pass is a narrow passage through the Kummer Mountains. Its ancient but still discernible road makes it an important route for adventurers, settlers, and others seeking their fortune in the Misty Vale. However, the influx of travelers has also attracted brigands and the occasional beast to the mountain pass.

## THE SITUATION

Drigel Weatherman, one of Azrahel Koth's human servants, has been looking for the dragon emperor statuette for some time, and carries a map to facilitate the search. A few days before the start of the adventure he made his first find – the pedestal of the legendary artifact, found in an abandoned mine beneath the Kummer Mountains.

But Weatherman's happiness was short-lived. On the way to Outskirt village and Leanara, he was spotted by goblins patrolling the area. The goblins know nothing about Um-Durman but have orders from the chieftain Maladûk to keep an eye out for a precious relic split into four smaller pieces. They have been told that this relic is sought by many, both living and undead, and so the bundle Weatherman was hauling around caught their attention.

Weatherman managed to flee the initial confrontation but was badly wounded by a poisoned arrow. The player

characters find him on the verge of death, and he sees in them his last chance to bring the relic to Leanara. But the goblins are drawing closer – just as Weatherman hands over his mysterious bundle, the first arrow comes whizzing through the air.

## ON TO THE MISTY VALE

When the adventure begins, the player characters have been traveling for days through the high and rugged Kummer Mountains, trying to find a way down to the Misty Vale. Begin the session by reading or acting out the text below:

*The ancient and narrow pass runs through the mountains like an axe gash. Steep, moss-covered slopes rise to the snow-laden peaks that can occasionally be glimpsed through the veils of cloud. Somewhere ahead lies the Misty Vale, the legendary place where the empires of old stored their wealth and magical artifacts.*

*It is the rumor of these treasures that has brought you here – the vast riches and arcane secrets hidden among the ruins on the other side of the mountains. And you are not the first to be lured by such temptations. Since the orcs started leaving the area, about a decade ago, a growing stream of settlers and adventurers have made their way to the Misty Vale.*

*But you know the way is treacherous and fraught with peril. The old imperial roads have crumbled and the mountains are teeming with danger. The Drakmar Pass, where you now find yourself, is particularly infamous. The dwarves of the Kummer Mountains have warned that the humans' return has attracted brigands and ravenous beasts to the area.*

*Your fears come true when you suddenly hear a disconcerting whimper. You see a figure lying in the middle of the rocky trail, only twenty or so meters ahead of you. The figure is wearing a simple gray robe and clutching a dark bundle to his chest. As the whimper turns into a rattling wheeze, you realize the person is gravely wounded.*





## BLACK ARROW IN MASTER WEATHERMAN

Weatherman is found at point #1 on the map. If the player characters move closer, they see his pale, panic-stricken face and notice that one of his thighs is pierced by a thick, black arrow. If they examine the wound, it takes no skill roll to conclude that the arrow is poisoned. Purple-blue streaks branch out from the wound and can also be seen on Weatherman's face.

Suddenly he sits up straight and hands his bundle to the player character with the highest CHA, staring wide-eyed at them and saying in a breathy, fading voice: *"Quick, take it! Leanara will understand... message from Master Weatherman... must find all four pieces... the secret of the dragon emperor!"*

## THE AMBUSH

The next moment, goblin scouts attack from point #2 and #3 on the map. They are as many as the player characters, evenly split between the two positions. They fire their short bows before charging at the adventurers with their melee weapons raised.

If the players are actively looking around, each can make an AWARENESS roll to notice the attack in time and then draw the initiative as usual. All those who fail get the bottom cards (counting from #10 and up), randomly drawn. All the goblin scouts act on the same turn.



**The Worg Rider:** The second round is when the goblin's worg riding commander attacks, having previously been hidden behind the boulder at #4. His attack is surprising, and he automatically gets initiative card #1 this round.

## DRAKMAR PASS





## SCOUTS

The chattering goblin scouts are unsightly creatures with stinking breath and ill-fitting leather armor. They all bear the black mark of Maladûk on their right shoulder. The scouts all act on the same turn in combat.

**Movement:** 10    **Damage Bonus:** —    **HP:** 9

**Armor:** Leather (1)

**Skills:** Awareness 10, Evade 10, Sneaking 12

**Weapons:** Short bow (skill level 12, damage D10), short sword (skill level 10, damage D10)

## THE END OF COMBAT

The goblins flee when the worg rider dies. The fight is supposed to be an introduction to the combat rules of *Dragonbane*. Should things go badly for the player characters, Jory or Hardy from Outskirt (page 14) can come to their rescue.

## THE MAP & THE STATUETTE

Weatherman draws his final breath before the player characters can ask further questions. The bundle turns out to contain two remarkable objects: a map and a piece of a black statuette.

- ◆ **The map** shows the Misty Vale and is included in this box. Hand it to the players now. Note that the four pieces of the statuette are depicted in the corners of the map.
- ◆ **The statuette piece** is a pedestal, lower legs, and the bottom part of a sword, likely from a basalt statuette of a humanoid warrior.

## CLUES

If the players notice the statuette pieces on the map, you can confirm that this piece looks just like the one in the lower left corner of the map. The characters have now also heard the names Weatherman and Leanara, as well as a cryptic reference to “the secret of the dragon emperor.”

By searching the dead man’s body, they can also find the black symbol of Sathmog branded on Master Weatherman’s left forearm. They can follow up on these leads later, for example by asking around among the guests at the *Three Stags* inn at Outskirt.

## THE WORG RIDER

The goblin commander is armed with a scimitar and a long spear and rides a bloodthirsty worg. The worg rider counts as a monster in combat and acts on a separate turn.

**Ferocity:** 2    **Size:** Normal

**Movement:** 20    **Armor:** —    **HP:** 24

## MONSTER ATTACKS

### D6 ATTACK

- 1 **Pounce!** The ferocious worg pounces on a player character and slams the victim violently to the ground. The attack inflicts 2D8 bludgeoning damage.
- 2 **Swing from Above!** The worg leaps over a chosen player character and its rider swings his serrated scimitar from above, inflicting 3D6 slashing damage.
- 3 **Ravenous Howl!** The worg raises its head to the sky and lets out a famished howl. All player characters within 10 meters must make a WIL roll to resist fear.
- 4 **Battle Shout!** The worg rider rallies his underlings. All remaining scouts get a boon to all attacks until the worg rider’s next turn.
- 5 **Worg Bite!** The worg grabs a victim in its drooling maw and starts swinging them back and forth. The attack inflicts 2D10 piercing damage and the victim is hurled 2D4 meters and lands prone.
- 6 **Spear Charge!** The worg rider tries to skewer a player character with his spear by charging straight at them. The attack inflicts 3D8 piercing damage but can be parried.



# OUTSKIRT

**T**he village Outskirt has developed around a crumbling temple ruin from the golden age of the dragon emperors. Most of the buildings are simple log cabins or rough timber houses, constructed in the last decade by adventurers, settlers, and fortune hunters.

Outskirt is a place far away from honor and probity, filled with dreams and adventure, where every rumor and kind smile may lead you to glory, wealth, and everlasting fame – or to a sudden and excruciating death.

## ARRIVAL

After the opening scene, the player characters will probably head directly to Outskirt. It takes roughly a day's march to get there. Even if they go somewhere else first, they will likely end up in Outskirt sooner or later.

The vegetation thickens into dense forest as the player characters descend toward the Misty Vale. Luckily, they can simply follow the remains of the same old path winding its way through the mountains and down into the forest, which means it takes no BUSHCRAFT roll to find their way to Outskirt.

Here and there are weathered milestones protruding from the terrain, some of them decorated with stylized,

archaic crowns. A few kilometers from Outskirt the forest thins out and opens into cultivated fields. Soon the player characters are squelching along muddy wagon tracks.

Read or act out the following text to the players as they approach Outskirt:

*The wagon tracks give way to a paved road that cuts through the high grain fields. Countless smells invade your senses: manure, smoke, and rotting vegetables, but also freshly baked bread and grilled meat.*

*The road leads to a settlement surrounded by a palisade, with lots of small houses with smoking chimneys visible beyond its sharpened logs.*

*The village gate is closed and flanked by two low but sturdy towers of stone with crenellations and pointed wooden roofs. Drawing closer, you hear the stern voice of a man barking at you from one of the towers:*

*“Halt, strangers! State your names and business or turn back to the forest – this is a place of peace and decency.”*

The tower is location #2a, and the man in the tower is Hardy (page 19). He wants to know their names and why they have come to Outskirt. If they answer his questions and assure him that they come in peace, the gate creaks open. Should the player characters ask questions, Hardy firmly refers them to Vagnhild at the *Three Stags* inn.





# THE SITUATION

Outskirt is the hub for the adventures that make up The Secret of the Dragon Emperor. It is a place where the player characters can upgrade their gear and purchase new weapons, hone their skills, and recover between excursions. But it is also a place where you can plant clues which the players characters must find to progress the story.

When the characters arrive in Outskirt, it is important that they quickly learn about the legend of the dragon emperor's statuette and the sword Um-Durman (page 8), so they are drawn into the adventure. Having gained clues in the opening scene, they will likely ask around the village, and there are several people who can tell them the myth. For example:

- ◆ **Leanara/Annabella:** Secret Sathmog cultist at the *Three Stags* (page 21).
- ◆ **Alfilia Shadowleaf:** Eledain knight at the *Three Stags* (page 22).
- ◆ **Dranath:** Mystic at the Chapel of Eledain (page 26).

## THE DRAGON TEMPLE

Outskirt is built around an ancient temple where the dragon emperor Eledain and his descendants are buried. Little of the building remains today, but in a crypt beneath the ruined walls rests Um-Durman – the magical sword coveted by Eledain's nemesis, Sathmog. Opening the entrance down to the legendary weapon requires the fully assembled statuette of Eledain, which must be placed in a certain niche. Read more under location #8.

## THE DEMON CULTIST

In Outskirt they will meet Leanara, the Sathmog-worshipping demon cultist mentioned by Master Weatherman in the opening scene. She has received two orders from Azrahel Koth: to monitor the temple ruin and keep an eye on adventures visiting Outskirt.

Leanara can usually be found at the *Three Stags* inn (#2) where she works as a maid under the name of Annabella. She communicates with Azrahel Koth through messages delivered to the Isle of Mist by demonic bats. She has a handful of lesser cultists at her command, led by the bitter mallard warrior Quasimund.

The player characters are immediately watched by Leanara. She identifies them as competent adventurers and a potential way to Um-Durman. If the player characters

start asking questions about "Leanara" or "the secret of the dragon emperor", she quickly makes herself known. Even if they are passive, Leanara will approach them under a suitable pretext.

Leanara's plan is to let the player characters find the statuette pieces and the entrance to Um-Durman, before taking the sword from them and bringing it to Azrahel Koth. She does not reveal her connection to Sathmog, but tries to trick the player characters by feeding them important information mixed with lies and half-truths. She tells them the legend of Um-Durman and then continues:

*"I'm part of a sacred organization called the Truth Society, which strives to bring ancient artifacts and lost knowledge back to humankind. You strike me as capable adventurers. Would you help me find the lost statuette pieces and open the crypt of Eledain? Our order is not rich, but we can offer you 50 gold coins per piece – and the honor of fighting for a good cause.*

*But beware – an order of dragon-worshipping knights is also looking for Um-Durman. They seek to reestablish the old draconic empire and enslave everyone living in the Misty Vale."*

If the player characters accept this quest, Leanara tells them about one or more adventure sites where pieces of the statuette may be found (page 17).

Should the player characters expose and neutralize Leanara before finding Um-Durman, it is instead Quasimund who arranges the ambush in the temple area. Read more on page 27.

## STUBBORN PLAYERS

If the players turn down Leanara's quest and only want to go treasure hunting in the Misty Vale, let them have their way for a while. It is a long campaign and there are several NPCs out there who can put them on the right track, including orc chieftain Maladûk (page 46) and the she-spider Saak'shal (page 65). Increasing demonic omens (page 10) should motivate them as well.



## RANDOM EVENTS

You can roll on the table below when the player characters arrive in Outskirt after an excursion, or whenever

you want to liven things up a bit. Several of the events are connected to Leanara and her cultists.

### D6 EVENT

- 1 **Demonic Bat.** A large bat comes flying from the temple area. It moves quickly and jerkily, and soon disappears north. With a successful AWARENESS roll, a player character notices that there is something attached to its leg. The creature is one of Leanara's vampire bats on its way to Azrahel Koth with a secret message. The player characters cannot stop it at this time.
- 2 **Quasimund's Scum.** *"Oh, lookie here! What fiine visitors have come to Outskirt! I hope you didn't forget to pay the toll!"* The player characters are surrounded by a group of unsavory types (page 22) led by the mal-lard Quasimund (page 21). They stink of mead and are as many as the player characters plus 1. The thugs give up if more than half of them are wounded or the player characters give them money for mead. What they are really doing is testing the player characters' combat capabilities, on orders from Leanara.
- 3 **Troll in the Barn.** Pandemonium spreads through the village and a voice shouts *"Troll in old man Mifaldor's barn!"* The next moment the troll is right in front of the player characters. It is a huge creature sniffing the air with its enormous nostrils. The player characters are plunged into combat unless they act quickly, but the troll can be placated with a successful PERSUASION roll. For stats, see page 97 in the Core Rulebook.
- 4 **Flour Thieves.** Agitated shouting is heard from the mill, and soon the miller Baryton Chubbycheeks (page 25) comes huffing and puffing toward the player characters. Several sacks of his finest flour are missing, and he will pay *"whatever it takes"* to get these powdered treasures back. Baryton suspects Quasimund and his goons, but with a successful BUSHCRAFT roll, the player characters can find tracks leading to the Iron Forest where some goblins are feasting on the flour. For stats, see page 90 in the Core Rulebook.
- 5 **Dead Messenger.** There is a nasty bat carcass on the ground in front of the player characters. The creature is pierced by a crossbow bolt and has a small scroll tied to its foot. The message is written in obscure runes but can be deciphered with a successful LANGUAGES roll: *"Newcomers in Outskirt. Purpose unclear. Keeping an eye on them."* The message ends with a disturbing salutation: *"All might to Sathmog, our three-tongued liberator."* The bat was shot down by Guard Captain Hardy.
- 6 **Cowardly Murderers.** The player characters hear excited cries and clashing swords from a dark alley. If they hurry over there, they find Alfilia Shadowleaf (page 22) lying on the ground. Three shadows are fleeing the scene – they are part of Quasimund's Scum (page 22) and the player characters may recognize them from the inn. They are trying to run away but will fight to the death if stopped. If questioned, they proudly admit that they are serving Sathmog. Alfilia is fatally wounded and beyond saving. She only manages to utter a gasping warning to the player characters: *"They are servants of Sathmog... all of them... Annabella too..."* After a final prayer to Eledain, she exhales: *"Hail Eledain, master of the immaculate flame!"*

## MORE ABOUT THE VILLAGE

Apart from the *Three Stags* inn and about fifty timber residences, Outskirt consists of a shop, a mill, and a smithy. The old temple area has become home to a mystic who makes a living dispensing healing magic and predicting the future.

Outskirt has no village council, but innkeeper Vagnhild acts as the informal leader of the settlement. Her establishment is where the villagers gather for discussions and deliberations, and it is Vagnhild who coordinates the guards along the palisade.

## RUMORS IN OUTSKIRT

The rumors on the next page can be used to provide information about the adventure sites where the player characters can find pieces of the dragon emperor statuette. Many NPCs in Outskirt can relay these rumors as tips on places to explore. The rumors can be chosen or randomly selected. In the box you will also find them on playing cards that you can hand to the players.



## RUMORS

### D12 RUMOR

- 1 **Riddermound.** *"This side of the Iron Forest there's an unholy place with huge stones rising into the sky. Riddermound it's called, named after a dark knight who was chained by the gods when the world was young. They say he was buried alive in that mound, along with his family, his servants, and all his riches."*
- 2 **The Orc Clans.** *"A human lifetime ago it was the orcs who ran things in the Misty Vale. No one knows why they left, but rumor has it that a chieftain named Maladûk is gathering the clans to reclaim the valley."*
- 3 **Bothild's Lode.** *"The dwarves of the Kummer Mountains are decent and honest folk. It was worse in the old days – during the reign of Bothild the Vile and Greedy – when they dug too deep in their miserable mines and unleashed nameless horrors on the world. But then again, what treasures they found! They unearthed heaps of gold, silver, shimmering emeralds, and crystals the size of a goblin's head. Apparently, it's all still down there in Bothild's Lode, in the far southwest."*
- 4 **Temple of the Purple Flame.** *"The Magna Woods is a diseased forest, and we all know where the malady is coming from – the Temple of the Purple Flame, a crumbling remnant of an evil age, where forbidden knowledge and demonic residue rest among untold treasures under the overgrown rocks."*
- 5 **Tower of Sighs.** *"There's a disgusting bog about a day's march east of here. It's crawling with bloodsucking leeches and insects, and is a hideout for bandits. But there are vast riches out there in the sludge, buried in the ruins of an ancient watchtower. People around here call it the Tower of Sighs."*
- 6 **Oracle Cave.** *"Did you hear about young Roric? The boy was taken from his farm outside Outskirt. The tracks lead to the Iron Forest. People say he was brought to the Oracle Cave. The Oracle is ancient and knows all there is to know about the Misty Vale, and she's said to be sitting on immense wealth. But now and then she demands a human sacrifice. I reckon we'll never see Roric again."*
- 7 **Troll's Spire.** *"When the moon is full you can see a tower glittering like a silver spire in the western parts of the valley. A magical tower, no doubt, for none has yet found the way there. Some say it's home to an age-old alchemist who long ago incurred the wrath of the dragon emperor. She hid from Eledain in her tower, where she concocted an elixir that gave her everlasting life."*
- 8 **Dead Eyes Cave.** *"A monstrous beast has crawled down from the mountains and attacked Blind Hildi's farm southeast of Outskirt. There are whispers about a cave full of torn-out eyes, but also great treasures and powerful weapons from ill-fated adventurers who met their fate in the Dead Eyes Cave."*
- 9 **Road's End Inn.** *"There is something strange about Road's End Inn by the edge of the Haunted Marshes. Several guests there have disappeared without a trace, among them a small child, and most recently the shepherd Antelia. Her family is worried sick."*
- 10 **The Village of the Day Before.** *"Seven centuries ago, this valley was home to Kato the Curious, a sorcerer who served Emperor Eledain but betrayed his liege. Kato's tower and the nearby village of Blackridge, in the far northeast, perished in dragon fire when his treachery was discovered. Now he's said to haunt the ruins of his tower, which supposedly holds all kinds of treasures. But no one who tried to loot the ruins has ever returned."*
- 11 **Fort Malus.** *"Fort Malus was constructed by House Stoneoak near the end of Emperor Eledain's reign, to protect the family's most prized possession – the Malus Aureus, a tree that bore golden fruit, apples of actual gold! The ruins of Fort Malus still stand in the far northwest, probably with thousands of golden apples lying at the roots of the old tree."*
- 12 **The Isle of Mist.** *"The island in Mirror Lake at the northern end of the valley is a place of death, avoided by all that live and breathe. Stories tell of ancient magic – and a crypt brimming with gold and wondrous artifacts. But the island is wreathed in demonic fog that sucks the life out of anything that comes near."*





## OUTSKIRT





# LOCATIONS

## I. PALISADE

*A crude palisade of sharpened logs winds its way around the settlement. It is not very high, maybe the height of one and a half men. Several large gaps can be seen between the logs.*

- ♦ **Guards:** The palisade area is patrolled around the clock by three villagers, in addition to the guard captain at the South Gate (#2a). One of them is always manning one of the towers at the North Gate (#2b) while the others walk back and forth along the palisade.
- ♦ **Random Event** #1 and #5 can occur here.

## 2A. SOUTH GATE

*A low, double-gated entrance is flanked by two round towers of stone. There is a paved road leading south.*



### ARMED VILLAGERS

The village guard follows a rotating schedule, organized by Vagnhild (#4). All villagers participate in the defense plan.

**Movement:** 10    **Damage Bonus:** —    **HP:** 11

**Armor:** Leather (1)

**Skills:** Evade 8, Awareness 8

**Typical Weapon:** Short spear (skill level 10, damage D10)

- ♦ **Captain Hardy:** The captain of the guard resides in one tower; the other is used as a briefing room and gathering place for the guard patrols. Hardy can usually be found in one of the towers.
- ♦ **Random Event** #1 and #5 can occur here.



### HARDY

Hardy is a battle-hardened war veteran in his 40s, with shoulder-length hair and a broken nose. He is the strong, silent type, but does have a sentimental side that tends to come out after a few mugs of mead at the inn.

Sometimes Hardy heads out in the wilds to drive off goblins, bandits, and other potential troublemakers. During these expeditions he is often accompanied by Jory – son of Master Ulvar who runs the village shop (#5) – whom Hardy regards as his future successor.

**Mov.:** 12    **Damage Bonus** STR: +D4    **HP:** 16

**Armor:** Studded leather    **WP:** 14  
and open helmet (3)

**Skills:** Awareness 14, Brawling 14, Evade 12, Healing 8

**Abilities:** Defensive, Veteran

**Weapons:** Broadsword (skill level 14, damage 2D6), heavy crossbow (skill level 12, damage 2D8), large shield



## 2B. NORTH GATE

*A low gateway is flanked by two round towers of stone with pointed wooden roofs. A well-trodden path leads out through the gate and snakes off through the terrain.*

- ♦ **Lookout:** There is always a villager standing guard in one of the towers. He or she watches the surrounding area, and is always equipped with a large horn. At the first sign of danger, the guard blows the local warning signal: three short horn blasts followed by one long blare. During emergencies the number of guards is increased to four, two in each tower.
- ♦ **Random Event** #1 and #5 can occur here.

## 3. THE VILLAGE SQUARE

*The inn, the smithy, and the shop all face an open space where a weathered statue rises from the earth. It is a strange relic from a bygone era, which seems to depict a warrior in antiquated armor.*

- ♦ **The Dragon Emperor:** Time has not been kind to the statue. Both arms have fallen off, but one can still make out a helmet with a horn-like crown. With a successful MYTHS & LEGENDS roll, the player characters recognize the statue as the dragon emperor Eledain, who is said to have ruled this part of the world many centuries ago. They also notice great similarities between the statue and the four-piece statuette on Weatherman's map.
- ♦ **Random Event:** All random events on page 16 can occur here.

## 4. THE THREE STAGS

*An impressive two-story building with a massive, thatched roof and half-timbered walls. Outside the door hangs a red sign that says "The Three Stags – Beer, bed, and food at heavenly prices". Cheery voices spill out onto the street, along with the smell of roasted boar.*

- ♦ **Common Room:** The *Three Stags* is the village watering hole. From early morning to well after midnight there are D12+1 villagers and visitors sitting in the common room – eating, drinking, gossiping, and warming their joints by the great fireplace. Delicious meat stews and homemade beer or mead are served at normal inn prices (page 80 in the Core Rulebook).
- ♦ **Vagnhild:** As they enter, the player characters are welcomed by Vagnhild. Although she rumbles authoritatively, she is quite cheerful and friendly and gives each of them a tankard of mead on the house. She offers to answer questions about the area and can relay rumors

about adventure sites in the Misty Vale (page 17).

She also tells them the following:

- Large bats have lately been seen flying over the rooftops. Hardy has tried to shoot down several of them but has so far been unsuccessful.
- A mystic named Dranath has settled in the temple area. He is an inexhaustible source of knowledge about the past and a skillful healer.
- ♦ **Lodging:** Upstairs there are ten beds divided between two double rooms and a dormitory. The prices are the same as in the Core Rulebook.
- ♦ **Investigations:** It is hard to imagine a better place to seek information about the Misty Vale. Clues the player characters may have missed in other places can easily be placed here, perhaps in the form of a rumor or a merry song.



### VAGNHILD

Vagnhild is an authoritative but jovial woman in her 40s. She keeps her graying hair in bulky braids and wears a thick leather apron. Vagnhild used to be a mercenary and always carries a warhammer on her belt.

**Mov.: 8    Damage Bonus STR: +D4    HP: 12**

**Armor:** Leather (I)

**Skills:** Evade 8, Healing 10, Persuasion 14

**Weapons:** Light warhammer (skill level 12, damage 2D6)



- ♦ **Leanara:** The Sathmog cultist Leanara spends most of her time at the *Three Stags*, where she has taken on the role of a perky, seemingly trustworthy maid named Annabella. She will not wait long to contact the player characters, as described on page 15.
- ♦ **Quasimund's Scum:** The guests in the common room often include the drunken mallard Quasimund and his band of brutes (as many as the player characters). They drink mead and exchange tall tales while glaring suspiciously at the other guests. All of them have sold their souls to Sathmog and obey Leanara's every command.



LEANARA/ANNABELLA

Leanara has served Sathmog ever since her family was killed by fanatical Eledain knights. She is a haggard woman of indeterminate age, but with kind eyes and deep dimples. Leanara has lost everything and will gladly lay down her life if that is what it takes to thwart the servants of Eledain – including the player characters.

**Mov.: 14    Damage Bonus AGL: +D4    HP: 14**

**Armor: —    WP: 15**

**Skills:** Brawling 12, Evade 14, Persuasion 12, Sneaking 16

**Abilities:** Backstabbing, Fast Footwork, Lightning Fast, Weasel

**Weapons:** Dagger (skill level 16, damage D8 + lethal poison with potency 14)

- ♦ **Alfilia Shadowleaf:** Also at the inn is a knight from the Keepers of the Immaculate Flame, Alfilia Shadowleaf – a sworn enemy of Sathmog and his cohorts, but like them she seeks Um-Durman. She is quiet and sullen and throws suspicious glances at Quasimund and his thugs. Read more on page 22.
- ♦ **Bats:** Player characters who search the inn and succeed with a **SPOT HIDDEN** roll will find a cage with D3 sleeping bats hanging outside a window on the second floor. If they hide and keep an eye on the window, they will see Leanara fetch one of the bats within one shift. With a successful **SNEAKING** roll, the player characters can follow her to the temple area, where she releases the bat after attaching a small piece of paper to its leg.



QUASIMUND

The mallard Quasimund is a failed fortune hunter who regularly frequents the *Three Stags*. He has a bitter and violent side which tends to come out when he drinks too much mead. He has sold his soul to Sathmog for a few pieces of silver and half a keg of mead.

**Mov.: 10    Damage Bonus STR: +D4    HP: 14**

**Armor: Leather (1)    WP: 12**

**Skills:** Brawling 14, Evade 14, Sneaking 12

**Abilities:** Defensive, Veteran, Weasel

**Weapons:** Scimitar (skill level 16, damage 2D6), light crossbow (skill level 15, damage 2D6)





### QUASIMUND'S SCUM

Quasimund's Scum are the dregs of Outskirt, drunken wrecks of settlers and adventurers who lost everything in their pursuit of riches. Like Quasimund they have sold their souls to Sathmog and are always willing to give their lives for the supreme darkness. They attack as a group, at least equal in number to the player characters.

**Movement:** 10    **Damage Bonus:** —    **HP:** 12

**Armor:** —

**Skills:** Evade 10, Sneaking 8

**Weapons:** Short sword (skill level 14, damage D10), sling (skill level 12, damage D8)



### ALFILIA SHADOWLEAF

The knight Alfilia Shadowleaf is sent by the Keepers of the Immaculate Flame. She is looking for the keys to Um-Durman, while at the same time trying to prevent the sword from ending up in the hands of Azrahel Koth. As her base she has chosen the *Three Stags*, where she is often seen in the large common room. Read more about what Alfilia knows in the sidebar on the next page.

**Mov.:** 10    **Damage Bonus** STR: +D4    **HP:** 15

**Armor:** Plate (6)    **WP:** 14

**Skills:** Brawling 14, Evade 12

**Abilities:** Defensive, Veteran

**Weapons:** Morningstar (skill level 16, damage 2D6), small shield

### DEMONIC BATS

Through Azrahel Koth, Leanara has gained command of a swarm of demonically controlled vampiric bats. Some are kept in a cage, but most of them are scattered in the area around Outskirt. The swarm arrives two rounds after being telepathically summoned by Leanara. For stats, see page 99 in the Rulebook.

## 5. MASTER ULVAR'S

*This is an oblong, windowless log building. On the roof there are goats feeding on the unkempt grass. Above the entrance hangs a grained wooden sign saying "Master Ulvar's" in curling letters.*

- ♦ **Master and Son:** The shop is run by the proud Master Ulvar with assistance from his indolent and disinterested son Jory.
- ♦ **Gear:** The shop does not sell weapons, shields, or armor, but most other Common items listed in chapter 6 of the Rulebook can be purchased from Master Ulvar.



## WHAT ALFILIA KNOWS

Alfilia Shadowleaf is grumpy and quiet, but if the player characters gain her trust – for example by showing a statuette piece and succeeding with a **PERSUASION** roll – she can tell them the legend of the dragon emperor's statuette and provide the following clues:

- ◆ Sathmog has reawakened one of his ancient servants, the demon sorcerer Azrahel Koth, to find the sword Um-Durman.
- ◆ Azrahel Koth is probably in his crypt beneath Mirror Lake. He seems to be bound to that unholy place but has many spies and servants in the Misty Vale.
- ◆ On the mist-shrouded island in Mirror Lake is the entrance to Azrahel Koth's unholy resting place. But the island is inaccessible to living creatures, as the mist is demonic and sucks the life out of anything that comes near.
- ◆ Alfilia Shadowleaf has made several failed attempts to get past the mist around the mysterious island. She suspects it would take powerful anti-demonic magic to break through it – such as the sword Um-Durman.
- ◆ She is convinced that Azrahel Koth has several spies in Outskirt. She has seen demonic bats flying over the rooftops, and thinks they are being used for secret communication between the crypt under the Isle of Mist and someone in Outskirt.



**MASTER ULVAR**

Master Ulvar is a tall, red-faced man in his 50s with an impressive drooping mustache. He has hands the size of hams and speaks with a booming voice that makes his mustache quiver.

**Mov.:** 8   **Damage Bonus STR:** +D4   **HP:** 15

**Armor:** —

**Skills:** Brawling 12, Sneaking 8

**Weapons:** Long spear (skill level 12, damage 2D8)



**JORY**

Jory is Master Ulvar's beloved son and designated successor at the shop. Unfortunately, young Jory has little interest in shopkeeping. He would rather be a warrior like Hardy, Jory's greatest role model in life – and according to persistent rumors, Jory's real father. The mother is unknown, but there is talk of a half-orcish woman who left for the mountains some years ago.

**Mov.:** 12   **Damage Bonus STR:** +D4   **HP:** 14

**Armor:** Leather (1)

**Skills:** Evade 12, Sneaking 9

**Weapons:** Broadsword (skill level 12, damage 2D6), short bow (skill level 10, damage D10)



## 6. SMITHY

A large log building with an open front. The glow of a hearth can be glimpsed through the smoke, and from the hooks in the ceiling hang all kinds of weapons and armor pieces. Heavy hammer blows and a melodic, dwarven rumble is pouring out into the village square.

- ♦ **The Twins:** The smithy is run by Okald and Badinor, dwarven twins from the Kummer Mountains who chose to settle down among the adventurers in Outskirt after a difficult inheritance dispute. The extraverted Okald handles the customers while Badinor prefers to toil in the smithy with the hammer as his only company.
- ♦ **Weapons:** All Common and Uncommon weapons, shields, and armor listed in chapter 6 of the Rulebook can be purchased from Badinor and Okald. Rare items can be ordered and be ready in a week. The twins can also repair damaged weapons and armor, usually for half the original purchase price



**OKALD**

Okald is a heavily tattooed dwarf woman with a thick braided beard and a formidable underbite. She is happy and friendly and likes to tell stories of her wild years in the mountains, where she wrestled with basilisks, out-ate cave trolls, and hunted dragonspawn in abandoned mines.

**Mov.: 8    Damage Bonus STR: +D4    HP: 16**

**Armor:** Leather (I)

**Skills:** Crafting I2, Evade 6, Persuasion I0

**Weapons:** Handaxe (skill level I5, damage 2D6)

## 7. THE MILL

At the edge of the village is a small windmill whose sails rotate slowly in the wind. The mill is connected to a log house where piglets, chickens, and carefree toddlers run around in the fenced yard. An almost irresistible scent of freshly baked bread surrounds the idyllic place.

- ♦ **Mr. and Mrs. Chubbycheeks:** Spouses Semolina and Baryton Chubbycheeks run the village mill. They are halflings and live in the adjoining cottage with their nine children and countless pets.
- ♦ **Field Rations:** The spouses also run a humble bakery where the player characters can buy freshly baked bread for only 3 silver coins per daily ration.



**BADINOR**

Badinor is a surly, taciturn dwarf who feels more comfortable around rocks than living creatures. He speaks to the minerals in their own language, and sometimes he even sings – both to his rock and to malleable metal pieces – in an ancient tongue that not even Okald understands. Nevertheless, Badinor is a skillful blacksmith who has the respect of everyone in the village.

**Mov.: 6    Damage Bonus STR: +D4    HP: 14**

**Armor:** Leather (I) **WP: 15**

**Skills:** Crafting I5, Evade 6

**Abilities:** Master Blacksmith

**Weapons:** Battleaxe (skill level I3, damage 2D8), light crossbow (skill level I2, damage 2D6)



## 8. THE TEMPLE AREA

A hill in the middle of the village with weathered pillars and the remains of a circular wall. At the crest stands a magnificent but crumbled temple. It is a peaceful place that exudes a sense of bygone glory and ancient mystery.

- ♦ **The Temple:** The circular main building is in disrepair, but the ceiling is covered with a huge symbol. A successful MYTHS & LEGENDS roll reveals that it is a stylized crown of the same kind as those on the milestones in the Misty Vale
- ♦ **Entrance to the Crypt:** There is a small niche hewn into one of the wall segments around the temple. The player characters can find it if they look in exactly the right place or succeed with a SPOT HIDDEN roll. Carved into the niche are archaic runes which can be read with a successful LANGUAGES roll: "Eledain – Emperor of the World – Master of Dragons – Keeper of

Um-Durman." At the bottom of the niche is a depression. Placing the fully assembled statuette in this depression opens the entrance to the hidden chapel (location #10). When that happens, the ground in front of the niche collapses with a loud crash and reveals a rough-hewn stairway of stone leading down into the dark. A player character standing by the niche must succeed with an EVADE roll or fall four meters and take damage as per the rules on page 53 in the Rulebook.

- ♦ **Nocturnal Visits:** If the player characters visit the temple during nighttime, they will see Leanara on the first night. She sneaks into the temple area and releases one of her bats, which flutters off over the rooftops with an unpleasant squeak. She then spends about an hour searching the area, seemingly without success, before returning to the Three Stags.
- ♦ **Random Event:** All random events on page 16 can occur here.



### SEMOLINA CHUBBYCHEEKS

Semolina is an unusually muscular halfling with thick upper arms and a flour-stained apron. She keeps the mill wheels turning and produces the flour needed to keep the villagers' hunger at bay.

**Movement:** 8    **Damage Bonus:** —    **HP:** 12

**Armor:** Leather (I)

**Skills:** Evade 12, Healing 9, Sneaking 13

**Weapons:** Wooden club (skill level 8, damage D8)



### BARYTON CHUBBYCHEEKS

Baryton is a plump but elegant halfling with handsome curls and a winning smile. He is responsible for stock-keeping and sales, as well as baking the bread. He is always stressed, worrying that their resources might not be enough to feed their numerous offspring.

**Movement:** 8    **Damage Bonus:** —    **HP:** 10

**Armor:** —

**Skills:** Evade 14, Persuasion 15, Sneaking 14

**Weapons:** Dagger (skill level 12, damage D8)



## 9. DRANATH'S HUT

*A simple dwelling with a grass roof and walls of stacked granite. A connecting garden is surrounded by a low fence. Herbal-smelling smoke billows out of an opening in the roof.*

- ◆ **Dranath:** In the smoke-filled hut lives the mystic Dranath. He serves some local gods associated with fire, earth, and vegetation. He spends most of his time meditating but earns his living as a healer.



### DRANATH

Dranath is wrinkled as a shriveled prune and does not have a single hair on his body. He wears a sack-like garment and goes barefoot regardless of the weather. Despite his asceticism, Dranath can be tempted with sweets, and a mug of mead is usually enough to loosen his tongue.

**Movement:** 8    **Damage Bonus:** —    **HP:** 12

**Armor:** —    **WP:** 16

**Skills:** Animism I6, Healing I5, Languages I3, Myths & Legends I5

**Spells:** Sense Magic, Dispel, Protector, Magic Shield, Banish, Ensnaring Roots, Lightning Flash, Treat Wound, Heal Wound, Lightning Bolt, Purge

**Weapons:** Staff (skill level I2, damage D8)

- ◆ **Healing Magic:** Dranath can treat the player characters' injuries with **HEAL WOUND** at the price of 5 gold coins per power level.
- ◆ **Clues:** If the player characters ask the right questions and succeed with a **PERSUASION** roll or offer him mead or sweets, Dranath can tell them the following:
  - The legend of Um-Durman (page 9).
  - A thousand years ago the Misty Vale was ruled by a warlock named Azrahel Koth who served the demon prince Sathmog. Azrahel Koth resided in an unholy fortress on the mist-shrouded island in Mirror Lake. His remains are said to rest in a labyrinthine burial chamber beneath the island.
  - Azrahel Koth was defeated by the hero Eledain with the help of ancient dragons. Eledain then declared himself emperor of a dragon-worshipping empire that would rule all of the known world. The temple ruin in Outskirt originates from that empire.
  - A mysterious woman is sneaking around the temple area at night, seemingly looking for something she lost. Dranath has heard her speak in an ancient language to another creature, which responded with a squeak and flew off.
- ◆ **Teacher:** For a fee of 3 gold coins per shift, Dranath can teach the player characters his skills and spells (page 29 in the Rulebook).

## 10. THE CRYPT OF UM-DURMAN

*A tomb-like shrine with empty torch holders on the walls. The darkness is dense, but on a stone altar in the middle of the room you can see a jeweled greatsword, a golden goblet, and an open book. Water from a fountain in the wall pours down into a small font. Menacing statues of knights in horned great helms are placed in the corners.*

- ◆ **Darkness:** It is pitch black down here, so the adventurers will need a light source.
- ◆ **Magical Trap:** Touching the sword without first reciting the prayer from Eledain's prayer book and taking a sip of water from Eledain's goblet triggers a **LIGHTNING BOLT** at power level 1. Another **LIGHTNING BOLT** is triggered for each round of continued contact until the trap's **CHARGE** of 20 WP is depleted (each **LIGHTNING BOLT** uses 4 WP as it is indoors).
- ◆ **Eledain's Prayer Book:** The hefty tome is open at a page with ancient but clear letters. Reading them requires a successful **LANGUAGES** roll: "Hail, Emperor of the World – Lord of Light – Punisher of Impurity – Eledain Forever, in the Depths of Our Pure Hearts."



- ◆ **Eledain's Goblet:** The golden goblet is decorated with a stylized crown of the kind that can be seen here and there in the Misty Vale.
- ◆ **Um-Durman:** The sword on the altar is of course the much-sought blade Um-Durman, a mastercrafted weapon with beautiful ornaments and a jeweled hilt (see image below). Um-Durman is a greatsword with STR requirement 13, durability 18, and a special version of ENCHANT WEAPON with PERMANENCE – whenever the sword hits a dragon or demon, the attack automatically counts as a dragon roll.

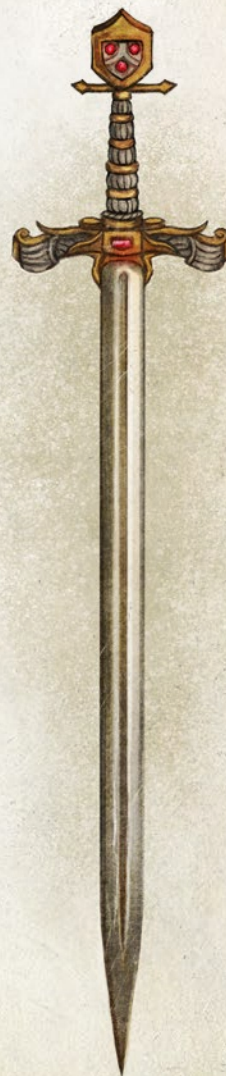
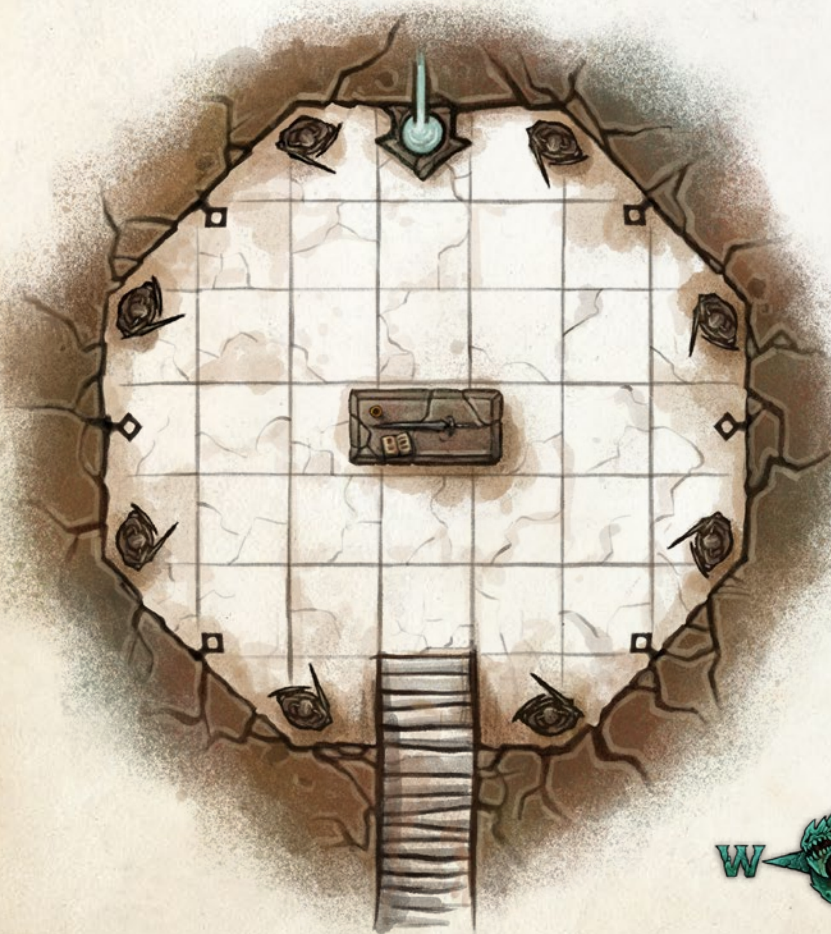
**Leanara's Betrayal:** If the player characters act on behalf of Leanara – or have shared information from their investigations with her – she arranges an ambush outside the entrance and attacks the moment they

### HEROIC ABILITY

If the player characters manage to retrieve the sword Um-Durman in the crypt and defeat the cultists, each of them is rewarded with a heroic ability of their choice after the end of the session.

emerge from the chapel. She sends a swarm of her demonic bats at the group, while Quasimund comes charging in with his thugs. Leanara throws herself at the player character carrying Um-Durman, with her poisoned knife in hand.

### THE CRYPT OF UM-DURMAN







# JOURNEYS



**B**etween their adventures, the player characters will travel all over the Misty Vale. They might return to Outskirt to lick their wounds, or maybe head straight to the next adventure. To play out these journeys,

you use the travel rules in chapter 8 of the Rulebook. The map of the Misty Vale is not exact, so you may have to estimate the distances and how long the journey will take.



## RANDOM ENCOUNTERS AROUND OUTSKIRT

### D12 EVENT

1–6 **Nothing Happens.** The journey through grain fields and rolling hills is uneventful.

7 **Merchant.** The player characters encounter a good-natured halfling merchant named Theobald. On his donkey-drawn cart he has most of the Common items listed in chapter 6 of the Rulebook, and even a few Uncommon ones. He can also share a rumor about an adventure site (page 17) and would like to hear news from the player characters.

8 **Farmers.** Farmer Oda and her grown son Medvin are on their way to Outskirt to sell their wares and would like to share camp with the player characters. However, Medvin has recently been recruited to the Sathmog cult by Leanara and asks lots of questions about the player characters' plans. He reports everything they say to Leanara. They can run into Medvin a second time, for example during the confrontation at the crypt of Um-Durman (page 27).

9 **Bandits.** A band of unwashed thugs jumps out at a bend in the road, weapons drawn and pointed at the player characters. The leader is a rat-like man with a greasy smile that leaves much to be desired in terms of both teeth and personal charm. "*Hand over your valuables,*" he hisses, "*or your lives and adventures end right here.*" The bandits outnumber the player characters by one and have the stats of typical bandits on page 105 in the Rulebook. They flee if half of them are defeated.

10 **Adventurers.** Three banged up adventurers on their way home from the same adventure site the player characters are headed to. They are a human thief, a wolfkin warrior, and a mallard wizard, all with stats as typical adventurers on page 105 in the Rulebook. They have taken a brutal beating and warn the player characters to turn back. They can provide details about the site if they get something in return.

11 **Dead Cultists.** Three dead humans are hanging from a tree by the roadside, all wearing black robes. A closer look reveals sword wounds on their bodies. They bear the mark of Sathmog on their forearms – the player characters notice this if they actively look there or succeed with a SPOT HIDDEN roll. These poor souls are Sathmog cultists slain by the Eledain knight Tylos (page 30) as a warning.

12 **Ruin.** A short distance from the road is a ruin from the age of the dragon empire. Only wall segments remain of what was once an impressive fortress. Reliefs on the walls show a figure in a horned dragon helmet. If the player characters spend one shift of time investigating the ruin, they find the entrance to a secret cellar. Down there is a chest – draw two treasures cards to see what it contains.



## RANDOM ENCOUNTERS IN THE MAGNA WOODS

### D12 EVENT

1–6 **Nothing Happens.** The walk across gnarled roots and peculiar mushrooms is uneventful.

- 7 **Flying Creature.** A dreadful noise is heard from above and the player characters are struck by a bizarre sight: a cow is flying backwards over the treetops with anguished moos. On its back sits a horned creature who is pulling the poor animal's tail while screeching triumphantly.

With a successful MYTHS & LEGENDS roll, the player characters recall stories of demonic beings traveling between worlds on bewitched cattle. The creature in question is a lesser servant demon who has seeped into the world through the Temple of the Purple Flame (page 47).

- 8 **Ancient Milestone.** A low obelisk of weathered granite can be seen through the trees. It is partially covered in moss and undergrowth, but at the top is a pointy crown – possibly horned – carved into the stone.

Player characters who examine the obelisk and succeed with a SPOT HIDDEN roll find a secret compartment that holds a beautiful gold ring with a stylized crown. The ring contains a MAGIC SEAL with the LIGHT magic trick which is triggered by the phrase "Eledain, lord of the world, give us light!"

- 9 **Harpies.** The player characters hear voices shrieking "*Giiive meee*", "*Nooo, giiive meeee*", "*Noooo, I waaant the liiittle oneees*." Suddenly three harpies (page 92 in the Rulebook) swoop down and attack them, primarily targeting the player character who carries the most metal. If two harpies are defeated, the last one escapes but may come back later with more of its kind.

- 10 **A Cry For Help.** The player characters hear high-pitched cries for help echoing through the tree trunks. If they follow the sounds through the dense vegetation, they find a group of robed figures armed with scimitars. They are carrying a squealing goblin who is chained to a thick log.

The figures are cultists in the service of Sathmog. They are on their way to the Temple of the Purple Flame (page 47), where they intend to throw the poor goblin into the demon portal to see how the demonic world affects living matter. They are as many as the player characters and have stats as per page 105 of the Rulebook.

- 11 **Haunted Glade.** The player characters wander into a haunted glade and are surrounded by an unnatural darkness. Suddenly a shimmering blue woman with empty eye sockets materializes.

The ghost (page 87 in the Rulebook) attacks without mercy but can be appeased with a successful PERSUASION roll. In that case the ghost says it "*fell by a murderer's blade*" a long time ago, but that its remains lie scattered in this glade.

It takes a successful SPOT HIDDEN roll to find the bones. Burying its remains brings peace to the ghost, and you can reward the player characters by having it recount a legend about the Misty Vale (page 17).

- 12 **Undead Guard Patrol.** The path is blocked by skeletons, as many as the player characters, in antiquated armor. The crumbling ruin of a small watchtower can be seen through the trees. If the player characters draw closer, the captain shouts at them in an archaic dialect. A successful LANGUAGES roll interprets the words as "*toll*" and "*death to the rebels*."

If the player characters pay a toll of one gold coin or convince the skeletons that they too hate "the rebels" – which requires a successful PERSUASION roll – they are allowed to pass. Otherwise, they must fight. All skeletons have stats as warriors on page 96 in the Rulebook but are equipped with short spears and chainmail.

**The Adventure Sites:** The adventure sites in this book are marked on the GM map on page 4. With the help of rumors (see page 17 and the adventure cards), the players should be able to locate the sites on the large map of the valley. Do not make them difficult to find.

**Random Encounters:** Once per shift, or whenever it seems appropriate, you can roll on a Random Encounters table. In this chapter you will find five different tables, one for each part of the Misty Vale. You can also select a suitable encounter instead of rolling randomly.



## RANDOM ENCOUNTERS IN THE IRON FOREST

### DI2 EVENT

1–6 **Nothing Happens.** The walk under the dark foliage takes place without incident.

7 **Troll Lair.** A foul stench suddenly hits the player characters, and they see the entrance to an underground lair behind some large boulders. Tracks of clawed feet lead down into the dark. The lair is full of bone fragments from animals and humanoids alike. If the player characters search the lair for a stretch of time and succeed with a **SPOT HIDDEN** roll, they may draw two treasure cards. After one stretch the troll (page 97 in the Rulebook) shows up in a rage.

8 **Goblin Trap.** A group of sly goblins have set a trap in the middle of the path. The player character must make a **SPOT HIDDEN** roll. Anyone who fails crashes down into a four-meter-deep pitfall and takes damage from the fall. Then the goblins attack. They are twice as many as the player characters and have stats as Scouts on page 90 in the Core Rulebook.

The goblins can be bribed into aborting the attack with DI2 gold coins and a successful **PERSUASION** roll. The goblins serve the orc chieftain Maladûk, which they will admit if asked. They can even reveal that Maladûk is currently at Bothild's Lode (page 39).

9 **The Dragon Knight.** The player characters hear the sound of rapid hoofbeats approaching. Those who succeed with an **AWARENESS** roll can hide if they want to; the others are stopped by an armored knight. His name is Tylos, and he is a member of the Keepers of the Immaculate Flame, whose mark is also seen on his armor.

Tylos asks where the player characters are headed. No matter what they say, they must roll **PERSUASION** for Tylos to believe them as he suspects them of being Sathmog cultists on their way to Fort Malus (page 79) to free their comrade who is imprisoned there. If the roll fails, Tylos attacks unless they say they are working with Alfila Shadowleaf (page 22).

If they manage to calm him down, Tylos orders them to follow him and leads them to Fort Malus (page 79) for "an important quest" (solving the riddle on the cellar door or hacking through the floor, but Tylos will not reveal that now). If the players characters have already been at Fort Malus, Tylos is not aware of this. If the player characters refuse, they must once again **PERSUADE** him or be attacked. Tylos has the same stats and gear as Isadelia (page 84), and rides a combat-trained horse.

10 **Prowling Manticore.** A hungry manticore stalks the player characters through the trees. Let each player characters roll **AWARENESS** with a bane. If everyone fails, the manticore's attack counts as surprising, which gives it initiative cards #1 and #2 in the first round. It runs off after losing half its HP.

11 **Hunting Elves.** The two elven hunters Aldonil and Orifin lie in ambush (stats as hunters as per page 105 in the Rulebook). Let the players roll for **AWARENESS** with a bane. Those who fail are caught by surprise by the elves, who suddenly appear by the trail, bows drawn. They seek their friend Iliel, who has been abducted by a mounted knight (see encounter #9 and Fort Malus, page 79). Aldonil and Orifin suspect the player characters to be involved, but can be placated with a **PERSUASION** roll. If the player characters help the elves in some concrete way, they will be rewarded with a mastercrafted elven weapon each next time they meet. If Iliel has already been freed when this encounter occurs, she is with Aldonil and Orifin here, and the player characters are invited to make camp with the three elves

12 **Chanting Cultists.** The player characters hear chanting from a gloomy glade. Moving closer, they see hooded figures, as many as the player characters, with burning torches in their hands. Player characters who succeed with a **LANGUAGES** roll hear the words "Sathmog, our three-tongued master."

The cultists have stats as per page 105 of the Rulebook. If the ritual is interrupted, they attack and fight to the death. If it is allowed to continue for a stretch, the cultists vanish into black smoke and a demon (stats as per page 85 in the Rulebook) materializes and attacks.





## RANDOM ENCOUNTERS IN THE HAUNTED MARSHES

### D12 EVENT

1–6 **Nothing Happens.** The player characters sash tirelessly through the stinking swamp.

7 **Leeches.** A flooded section of the path is riddled with leeches. Anyone wading through the water must roll BUSHCRAFT or take D3 damage and suffer a condition of their choice. Armor has no effect.

8 **Hunting Trap.** A rusty bear trap is hidden under a bunch of old leaves. Let all player characters make an AWARENESS roll in the order in which they walk. The first person to fail triggers the trap and suffers D6 piercing damage.

9 **Giant Spider.** A ravenous giant spider (page 89 in the Rulebook) has spun its web across the path. All player characters must make an AWARENESS roll – those who fail are trapped in the spider's web (monster attack #5 on page 89 in the Rulebook) and the spider attacks next round. The trapped characters must roll STR with a bane to break free.

10 **Restless Spirits.** Luminous shapes of orcs in broken armor are floating across the swamp. The player characters must make a roll against WIL to resist fear (page 62 in the Rulebook). These are the spirits of orcs killed in battle around the Tower of Sighs.

11 **The Herbologist.** The player characters encounter an old herbologist named Elmina who lives in a hut in the swamp. She can point them toward the Tower of Sighs and warn them of a giant and a band of brigands who dwell there. For a few gold coins, Elmina can also offer the player characters her services as a healer, or even teach them her skills. Elmina has HEALING I6, ANIMISM I5, and knows the spells COOK FOOD, CLEAN, BANISH, HEAL WOUND, ENSNARING ROOTS, and ANIMAL WHISPERER.

12 **Ghost Lights.** The swamp vegetation grows higher and denser. In the darkness under the trees, ghost lights illuminate the ground. Each player character must make a roll against WIL not to be lured into the swamp. Those who fail soon get stuck in the mud and must make an EVADE roll with a bane not to sink and start drowning (page 53 in the Rulebook). Another player character can save the victim with a successful ACROBATICS roll, but on failure they start sinking as well.



## RANDOM ENCOUNTERS AT THE FOOT OF THE MOUNTAINS

### D12 EVENT

1–6 **Nothing Happens.** The wind howls across the barren mountain slopes, and the arduous march proceeds without delay.

7 **The Silhouette of Death.** The player characters are struck by anxiety and suddenly feel small, harmless, and vulnerable. Moments later the world darkens as a huge shadow glides across the sky. All player characters who look up must roll WIL to resist fear (page 52 in the Rulebook). With a successful BEAST LORE roll, the winged shadow – which has spiky growths and an extended snout – is identified as a dragon.

8 **Nervous Orcs.** The player characters are surrounded by threatening orcs who show up without warning from every direction. They outnumber the player characters by two and have the stats and gear of warriors on page 95 in the Rulebook.

The scowling orcs are extremely suspicious of the player characters, but only want to know what they are doing in the area. The orcs serve Maladûk and suspect the intruders of being Sathmog cultists on the hunt for their chieftain.

The risk of combat is high, but it can be avoided by silver-tongued players who succeed with a PERSUASION roll.

9 **Angry Giant.** A raging giant (page 88 in the Rulebook) comes charging at the player characters, roaring furiously as it swings its enormous wooden club. It reaches them in two rounds. A successful BEAST LORE roll reveals that giants are extremely territorial creatures.

The giant aborts its attack if the player characters hurry away from there, which takes a successful EVADE roll and wastes their movement this shift. Alternatively, a player character can make a SNEAKING roll to hide or PERSUADE the giant that they are no threat to his cave. Failed rolls may result in combat, but you should give the player characters several chances to avoid it.

10 **Mistress of the Winds.** The gales of a great storm howl between the mountain peaks. Suddenly the player characters see a hooded figure on a cliff further ahead, gesturing with her arms and reaching for the sky. This is Sephyra, an elemental mage who is trying to conquer the western wind.

Sephyra knows the mountains very well and is familiar with the stories of the dwarf queen Bothild. If the player characters gain her trust (PERSUASION roll), she can show them the way to Bothild's Lode, or even teach them what she knows. She has skill level 15 in ELEMENTALISM and knows the spells FROST, GUST OF WIND, and WHIRLWIND.

11 **The Dragon Egg.** Beneath a protruding rock is a human-sized stone with red streaks. Taking a closer look, the player characters realize that the strange thing is an egg – clearly laid by some giant beast. A player character who succeeds with a BEAST LORE roll identifies it as a dragon egg, and also remembers hearing that dragon eggs have poisonous shells. Anyone who touches it is afflicted by a lethal poison with potency 7.

12 **Death From Above.** A hungry griffon (page 91 in the Rulebook) spots the player characters from its nest at the top of a huge tree and attacks with a blood-curdling shriek. Let each player character roll AWARENESS with a bane. If everyone fails, the griffon's attack is surprising, and the beast gets initiative card #1 and #2 in the first round. The griffon will flee after losing half its HP.





# RIDDERMOUND



**D**eep in the vast forests of the Misty Vale lies a burial mound called the Riddermound. It is a feared place, haunted by the wight of a powerful knight in the dragon emperor's service – but

the barrow wight is also said to be watching over hidden treasures.

*Riddermound* is a short and relatively simple adventure and a good introduction for new players.

## THE SITUATION

The old barrow called Riddermound is located in the eastern reaches of the Iron Forest, about two days' march from Outskirt. The player characters can find their way here via rumors in the town (page 17 and the adventure cards). It's a possible location of a piece of the dragon statuette – if so, it will be in the sarcophagus in room #9.

When the player characters arrive to the barrow (point #1 on the map), the mound has already been opened by a goblin expedition sent by the orc chieftain Maladûk. These grave robbers have all been killed or routed – except for poor Grub in room #5 – but not before provoking the wrath of the wight and some of the lesser undead who inhabit this gloomy realm of shadows.

The wight is still on the hunt for grave robbers. It moves back and forth through the mound, slowly but

relentlessly – filled with anger over the goblins' audacity. The wight is described in detail under Tomb of the Dragon Knight (room #9), but it can pass through closed portcullises and doors and thereby show up anywhere.

Try to create a suspenseful atmosphere of being hunted, like in a horror film, before the confrontation. Use the wight to unsettle the player characters as they sneak around in the dark. They can hear its heavy, dragging footsteps, the rattling of chainmail, and the loud thuds of its morningstar scraping the walls.



### MAP & LOCATIONS

The map on page 35 shows all locations inside the burial mound. You can draw the mound for the players room for room on a whiteboard or a sheet of paper or print the map out and cut the rooms apart to be shown one by one.

The descriptions of the rooms all follow the same template. First comes a text in *italics* that can be read aloud to the players as they enter the room. This is followed by bullet points of the most important things found in the room. Bullet points written in *italics* are hidden at first glance – to find them, the player characters must look in the right place and make a SPOT HIDDEN roll.



## RANDOM EVENTS

For every stretch of time the player characters spend in a room, searching it or taking a stretch rest, you can roll on the table below. The room descriptions indicate

where random events can take place, and which die to roll. You can also simply choose a suitable event.

### ROLL EVENT

- 1 **Goblins Attack!** Having been admonished by their orcish commanders, a patrol of goblins have returned to the barrow to retrieve the treasure and (possibly) save their comrades left behind. They are two more than the number of player characters and immediately attack, but flee if half of them are defeated. The goblins have stats like Grub (page 36). If caught, they can reveal that they serve Maladûk.
- 2 **Massacred Goblin.** The characters find the sad remains of a dead goblin. The body is severely mangled, but a player character who makes a **HEALING** roll realizes that the goblin has not been dead very long.
- 3 **Giant Spider.** The player characters are attacked by a giant spider dwelling in a cavity behind one of the walls. For stats, see page 89 in the Rulebook. This event can only occur once.
- 4 **The Wight.** The wight has been disturbed by the character, and it attacks. As it is partially immaterial, it can pass through closed portcullises and doors, but it requires an action to do so. The wight retreats to its tomb (#9) if it loses half of its HP, and fully recovers there in one stretch of time.
- 5 **Restless Spirits.** Translucent figures with twisted faces come floating from the shadows, assaulting the player characters with shrieks and screams. The characters must roll against **WIL** to resist fear (page 52 in the Rulebook). Once servants of the dragon knight's household, the spirits are attracting their master the barrow wight, who arrives after D3 rounds (see event #4 above).
- 6 **Draconic Vision.** A stray memory envelops one of the characters, who is suddenly looking out over a strange city of turrets, towers, and horn-like spires. Something comes flying straight at the character – a huge dragon ridden by a knight in golden plate mail and a horned great helm. The player character must make a **WIL** roll with a bane to resist fear. The event can only occur once.
- 7+ **Nothing happens.**

## LEAVING THE MOUND?

If the characters leave the mound to rest and heal outside it, roll a D6 for each shift of time:

- 1–3 Nothing happens.
- 4–5 A patrol of goblins, twice as many as the characters and with stats like Grub (page 36), arrive and immediately attack.
- 6 The wight appears by the characters' camp and attacks them, but disappears as soon as it takes damage.

# LOCATIONS

## I. THE BURIAL MOUND

*A hill crowned by tall standing stones rises in a glade in the middle of the forest. The place is strangely quiet. However, you notice a faint but ominous odor – a putrid stench like that of rotten vegetables.*

- ◆ **Stone Slab:** A roughly hewn, square-shaped slab of stone, 2×2 meters in size, is embedded in the earth at the top of the hill. It has been slightly moved from its original position, and a small gap on one side reveals some form of cavity underneath it. The stone slab is heavy, but pushing it aside requires no die roll.
- ◆ **Tracks and Droppings:** Clear footprints can be seen in the grass of the hill. A player character who succeeds with a **BUSHCRAFT** roll also identifies small piles of wolf droppings and goblin excrement. The odor is coming from the latter.





## 2. SHAFT

An underground shaft opens beneath the stone slab. No bottom can be seen. A musty smell of stale air and dried-up corpses rises from the depths.

- ◆ **Long Fall:** It is five meters to the bottom of the shaft. Each player character must make an **ACROBATICS** roll to climb down. A rope gives a boon to the roll. On a failure the player character falls as per the rules on page 53 in the Rulebook.
- ◆ **Vaulted Cave:** If the player characters drop a torch or similar light source into the shaft, they can see that it leads down into a vaulted, earthen cave with some form of doorway in the north wall

## 3. ANTECHAMBER

A dome-shaped chamber with a floor of beaten earth. In the darkness far above, the opening to the surface looks like a faintly glowing square. In the north wall is a set of double oak doors with iron fittings. A silvery symbol stretches across both doors, which are flanked by statues of knights in antiquated armor.

- ◆ **Forced Oak Door:** The goblins have already forced open the oak door, which is slightly ajar when the player characters arrive.
- ◆ **Stylized Crown:** A successful **MYTHS & LEGENDS** roll identifies the symbol on the door as a stylized crown from the ancient time when the Misty Vale was ruled by a mighty dragon-worshiping kingdom.
- ◆ **Tracks In the Dirt:** Lots of footprints and drag marks can be seen in the dirt floor.
- ◆ **Sleeping Bats:** A cauldron of vampiric bats hangs in clusters from the chamber's ceiling. Detecting them requires a passive **AWARENESS** roll, which in turn makes it possible to **SNEAK** past them. If this fails, the bats attack. For stats, see page 99 in the Rulebook.
- ◆ **Goblin Poison Dagger:** A player character who makes a **SPOT HIDDEN** roll finds a curved goblin dagger in the dirt. The blade is coated with lethal viper venom with potency 9.
- ◆ **NORTH:** Double doors leading to the mound tunnels (#4).



#### 4. MOUND TUNNELS

*A dark, damp tunnel through packed earth that branches off in different directions. The air is chilly and filled with musty smells. Slithering roots, worms, and centipedes are hanging like stalactites from the ceiling and make the ground slippery.*

- ◆ **Random Event:** Roll D12 on the table on page 34 for each full stretch the characters spend here.
- ◆ **NORTH:** Opening to the guardhouse (#7).
- ◆ **EAST:** Damp earthen tunnel to the family crypt (#6).
- ◆ **SOUTH:** Double doors to the antechamber (#3).
- ◆ **WEST:** Damp earthen tunnel to the servants' crypt (#5).

#### 5. SERVANTS' CRYPT

*A dark and damp chamber. Dug-out burial niches cover the walls from floor to ceiling. Broken skeletons, moldered rags, and shards of crushed pottery can be seen all over the place.*

- ◆ **Vandalized:** The crypt has clearly been visited by grave robbers. Skeletons have been dragged onto the floor, jars have been crushed and clothes slashed.
- ◆ **Locked Portcullis:** A portcullis blocks the passage to the Lady's hall (#8). A broken key is stuck in the lock and the portcullis is impossible to unlock. It has armor rating 10 but can be forced by inflicting 30 points of damage or casting a spell such as PILLAR, but such noise will immediately attract the barrow wight.
- ◆ **Hidden Goblin:** Hiding behind the skeletal remains in one of the burial niches closest to the floor is a hyperventilating goblin named Grub. The player characters must search the niches specifically or make a SPOT HIDDEN roll to discover this last surviving member of Maladûk's expedition.
- ◆ **Random Event:** Roll D12 on the table on page 34 for each full stretch the characters spend here.
- ◆ **NORTH:** Damp earthen tunnel that turns east toward the Lady's hall (#8), blocked by a locked portcullis.
- ◆ **SOUTH:** Damp earthen tunnel that turns east toward the mound tunnels (#4).

**Grub's Help:** Poor Grub is scared out of his wits, and his only aim is to get out of the mound alive. His first impulse is to run, but if the player characters can PERSUADE him to calm down, he is willing to help them. Having observed the wights movements, he can inform them that it moves unhindered through the mound but seems unwilling to pass through the oak door leading out to the antechamber (#3). Grub has also taken a rusty iron ring with three large iron keys, two intact and one broken, from the guardhouse

(#7). The rest of the broken key is stuck in the door in #5. The other two go to the portcullises in #6 and #7. Only the lock in #6 can be opened with the key.

#### 6. FAMILY CRYPT

*A dark chamber with a packed dirt floor. Seven simple sarcophagi of stone are lined up along the walls. Several of them are open, and two skeletons have been thrown onto the ground.*

- ◆ **Vandalized:** Three of the seven sarcophagi have been opened and plundered by the goblins.
- ◆ **Treasures:** If the player characters examine the unopened sarcophagi, they will find four individually buried skeletons – several of them child-sized – dressed in the moldered remnants of beautiful ceremonial garments. They all wear gilded headbands worth 5 gold coins each, as well as jeweled rings worth 3 gold apiece.



Grub the goblin is a pitiful sight: dirty, wild-eyed, and panting hysterically. He wears battered and broken leather armor and reeks of fear and goblin bodily fluids.

**Movement:** 10    **Damage Bonus:** —    **HP:** 9

**Armor:** Leather (1)

**Skills:** Awareness 10, Evade 12, Sneaking 14

**Weapons:** Short sword (skill level 12, damage D10), shortbow (skill level 10, damage D10)



- ◆ **Locked Portcullis:** An iron portcullis blocks the passage to the Lady's hall (#8). It can be opened with one of the intact keys from Grub's iron ring, but it requires a successful **SLEIGHT OF HAND** roll – on failure the key breaks. The portcullis has armor rating 10 and can be forced open by inflicting 30 points of damage or casting a spell such as **PILLAR**, but such noise will immediately attract the wight.
- ◆ **Trap:** A trapdoor is hidden under a thin layer of earth in front of the barred portcullis. Spotting it requires searching the floor and making a **SPOT HIDDEN** roll. If this does not happen, the first character to approach the portcullis will fall through the trapdoor. The character falls into a pit with sharp wooden stakes at the bottom and takes 3D6 piercing damage. A successful **EVADE** roll halves the damage (rounding up).
- ◆ **Random Event:** Roll D12 on the table on page 34 for each full stretch the characters spend here.
- ◆ **NORTH:** Damp earthen tunnel that turns west toward the Lady's hall (#8), blocked by an iron portcullis.
- ◆ **SOUTH:** Damp earthen tunnel that turns west toward the mound tunnels (#4).



### THE LADY

The Lady is a translucent, faintly blue shimmering phantom of a tall warrior maiden in full-length chainmail and a gilded headband. Her face looks sad and dignified, but when she attacks it contorts into a terrifying death mask with empty eye sockets. The Lady is a ghost with stats as per page 87 in the Rulebook.

## 7. GUARDHOUSE

*A small room with a floor of beaten earth. The flickering light of a torch streams through a black iron portcullis in the far wall. Two mummified guards with rusted chainmail and long spears flank the barred gate.*

- ◆ **Rusted Portcullis:** The barred door is completely rusted out and impossible to open even with the key from Grub in #5. It has armor rating 10 and can be forced open by inflicting 30 points of damage or casting a spell such as **PILLAR**, but such noise will immediately attract the wight.
- ◆ **Weapons and Armor:** The mummified guards do not come alive, even if the player characters take their weapons and items. The rusty chainmail crumbles immediately if touched, but each guard has a long spear.
- ◆ **Random Event:** Roll D12 on the table on page 34 for each full stretch the characters spend here.
- ◆ **NORTH:** Rusty portcullis blocks the passage to the Lady's hall (#8).
- ◆ **SOUTH:** Opening to the mound tunnels (#4).

## 8. THE LADY'S HALL

*A small room with an oak table in the middle and burning torches on the walls. A mummified woman in gilded chainmail is sitting at the far end of the table. An iron-fitted oak door behind the mummy bears an ancient symbol in glittering silver.*

- ◆ **The Lady:** The mummified woman is the dragon knight's wife. She guards the entrance to her husband's final resting place and wakes as a ghost if the player characters try to open the oak door to #9 or touch the warhammer Fiendcrusher. She then demands that they leave the burial mound in peace. She speaks in an ancient tongue that can only be understood with a successful **LANGUAGES** roll. If the player characters persist in stealing the hammer or opening the door, her face contorts into a horrifying grimace before she attacks. If the player characters refrain from doing so, they may instead listen to the Lady's rather incomprehensible speech. The words for "dragon" and "empire" are mentioned repeatedly, as are the name Eledain, something about the struggle between corruption and the cleansing fire.
- ◆ **The Fiendcrusher:** The mummified woman's claw-like hands rest on a magnificent light warhammer set with jewels (mastercrafted with **STR** requirement 7 and durability 15). The warhammer is magical and glows red whenever the bearer is within 10 meters of a demon.
- ◆ **The Chainmail:** The gilded chainmail is light and flexible (armor rating 4, only gives bane to **SNEAKING** rolls).



- ◆ **Stylized Crown:** A player character who makes a MYTHS & LEGENDS roll can see that the symbol on the iron-fitted oak door is a stylized crown just like the one in the antechamber (#3).
- ◆ **Torches:** The torches burn with magical fire which automatically goes out if they are removed from the burial mound.
- ◆ **Random Event:** Roll D6+3 on the table on page 34 for each full stretch the characters spend here.
- ◆ **NORTH:** Iron-fitted oak door to the tomb of the dragon knight (#9).
- ◆ **EAST:** Damp earthen tunnel to the family crypt (#6), blocked by an iron portcullis.
- ◆ **SOUTH:** Iron portcullis to the guardhouse (#7).
- ◆ **WEST:** Damp earthen tunnel to the servants' crypt (#5), blocked by an iron portcullis.

## 9. TOMB OF THE DRAGON KNIGHT

*In the middle of a burial chamber with torches on the walls stands a podium with an ornate sarcophagus of stone. The floor, ceiling, and walls are all made of stone bricks. A painting of a ridden dragon can be seen on the far wall.*

- ◆ **The Opened Sarcophagus:** The stone coffin has been opened from the inside with tremendous force, and pieces of the shattered lid lie scattered on the floor.
- ◆ **Dragon Statuette/Demon Crown:** One of the pieces of the dragon statuette (page 8) can be found in the sarcophagus, if you chose to place it here. If not, the player characters can instead find a gilded crown imbued with a spell which halves all damage from attacks by demons (rounding up). This effect is explained by the runes on the crown, which can be read with a successful LANGUAGES roll.
- ◆ **Tomb Trap:** A successful SPOT HIDDEN roll reveals that the statuette/crown is connected to a mechanism that could be a trap. And sure enough – if anyone removes the artifact without carefully replacing it with an item of equal weight (normal item), requiring a successful SLEIGHT OF HAND roll, twenty blades shoot out from the sarcophagus in all directions. Everyone within 2 meters must succeed with an EVADE roll or take 2D6 piercing damage.
- ◆ **The Wight:** If the player characters have not already defeated the wight, or it has risen again, it attacks them here.
- ◆ **Fresco:** The dragon in the mural on the back wall has a knight on its back, wearing the same exact gear and horned helmet as the barrow wight.
- ◆ **Inscription:** Ancient runes are engraved on the wall beside the fresco. A player character who makes a LANGUAGES roll can make out something about “the Emperor’s gift” and a “holy wrath” that will consume all who dare touch said gift.
- ◆ **Random Event:** Roll D4+4 on the table on page 34 for each full stretch the characters spend here.
- ◆ **SOUTH:** Iron-fitted oak door to the Lady’s hall (#8).



### THE WIGHT

The wight is a huge warrior in antiquated plate mail and a horned great helm. The open visor reveals a grim skeleton face with empty eye sockets. It moves slowly and heavily through the mound to the awful sound of scraping metal.

The wight is protected by ancient draconic magic inside the mound. It takes damage as per the rules, but if defeated inside the gate in the antechamber (#3), it will rise again in room #9 within one shift (exactly when is up to you).

The wight has stats as per page 98 in the Rulebook. It has armor rating 8 and wields a morningstar.



# BOTHILD'S LODE

**A**t the end of a deep ravine on the fringes of the foggy Kummer Mountains lies Bothild's Lode, an abandoned and flooded dwarven mine, where

one dwarf's greed two hundred years ago unleashed an underground horror and sealed the fates of hundreds of her kinsfolk.

## THE SITUATION

The story of Bothild's desperate search for riches in the mine that bore her name is widely known. Bothild spurred her workers to dig deeper and deeper, until they finally broke through to a huge, underground mass of water. The mine was flooded, and a terrible beast was let loose. Some say Bothild knocked on the gates of the netherworld.

The player characters can learn about Bothild's Lode through rumors (page 17 and the adventure cards). The site is a possible location for one of the four statuette pieces (page 8), which in that case is found inside the sarcophagus in room #10.

Furthermore, the orc chieftain Maladûk has now made Bothild's Lode her unlikely fortress during the escalating conflict with Azrael Koth – something the player

characters can find out by questioning goblins or orcs from her clan during their travels in the Misty Vale (see random encounters in chapter 4). However, the player characters do not need this information to play Bothild's Lode.

When the player characters arrive, Maladûk is holding a war council with her subordinates. An encounter with the player characters can end in different ways, depending on the players' actions.

Meanwhile, the White Death, the monstrous sea serpent let in by Bothild's foolishness, slithers through the flooded tunnels of the mine. Let it show up from time to time – splashing in the water, lunging at someone, and disappearing again – to constantly keep the player characters on their toes.

Then there is the constant presence of the many dwarven spirits, the strongest of whom is Bothild's ghost, who can also know where to find a piece of Eledain's statuette. But in exchange for this information, she demands that the player characters first eliminate the White Death.



### LEAVING THE MINE?

If the player characters leave the mine to take a shift rest, roll a D6 per shift on the table on page 107 in the Rulebook.



## RANDOM EVENTS

For every stretch of time the player characters spend in a room, searching it or taking a stretch rest, you can roll on the table below. The room descriptions indicate

where random events can take place, and which die to roll. You can also simply choose a suitable event.

### ROLL EVENT

#### 1–6 Nothing happens.

- 7 **Rattling Chainmail.** The distinct rattle of chainmail is suddenly heard from a dramatically appropriate direction. These are echoes from the time when dwarves inhabited the caves. All player characters must make a WIL roll to resist fear.
- 8 **Dwarven Spirits.** The player characters feel a cold breeze down their necks and hear faint voices whispering, almost inaudibly, in an old Dwarvish dialect. All player characters must make a WIL roll to resist fear. Those who succeed can roll LANGUAGES to make out phrases such as “help me,” “I’m sinking,” “air,” and “white death.”
- 9 **Cascade.** There is a cracking sound inside the rock wall, which moments later bursts into a cascade of stone and water that hits a player character. The victim must make an EVADE roll – on failure they suffer 2D6 bludgeoning damage and must roll to resist cold (page 54 in the Rulebook).
- 10 **Lure of the Water.** A beautiful light is seen below the surface of the water. All player characters must make a roll against WIL not to be lured head-first into the water. Once underwater, the victims must hold their breaths to avoid drowning (page 53 in the Rulebook). The enchantment is lifted if the victim loses at least 1 HP.
- 11 **Collapse.** Part of the floor vanishes beneath a player character’s feet. It takes a successful EVADE roll not to be swept away by the swirling water and end up in another room – the GM decides which one.
- 12 **The White Death.** Suddenly the White Death (next page) bursts out of the water, performs a monster attack against a player character, and disappears back into the tunnels.

## THE WATER IN THE MINE

Large parts of the mine are filled with water, which allows the White Death to move freely. It also limits the player characters’ movements and creates tactical challenges. Since the water is freezing, the player characters must make a BUSHCRAFT roll to resist cold (page 54 in the Rulebook) for each stretch they spend in it. The water has three different depths, which are indicated on the map.

- ◆ **Shallow Water:** Here the cold water reaches no higher than the player characters’ chests. Dashing is impossible, but otherwise they can move normally.
- ◆ **Deep Water:** The player characters must swim to cross the water. In some places they can see the bottom. See the rules for swimming and drowning on page 53 in the Rulebook.
- ◆ **Bottomless Water:** There is no visible bottom beneath the surface – only darkness. Can only be crossed by swimming.

# LOCATIONS

## I. THE GATES OF BOTHILD

*The ravine ends in a rock wall where a stone gate, no doubt magnificent in its day, now hangs wearily on broken hinges. A faint light seeps through the gate whose beautiful runes have been destroyed by vandals.*

- ◆ **The Gate:** When the gate to Bothild’s Lode was sealed, its inscriptions were removed as well. The word “lode” has been erased and replaced with “folly”. Further insults carved by dwarven vandals can be read with a successful LANGUAGES roll: “White Death’s Triumph,” “Greed’s Price,” “Glittergrubber’s Folly.”
- ◆ **Scouts:** *The gate is watched by goblins from the garrison’s lookout posts (#6). The player characters can make a SNEAKING roll if they approach the gate carefully. If everyone succeeds, they slip in unnoticed. If they are discovered, the goblins will sound the alarm – read more under #2.*
- ◆ **EAST:** The stone gate leads to the entrance hall (#2).



## THE WHITE DEATH

A deathly pale, rough-scaled sea serpent with a thick, wide body and a flat head with milky eyes and three curved horns. The beast emerges silently from the water before letting out a terrible, guttural roar that reeks of centuries of death as it attacks. The White Death can be lured to the surface by lowering a suitable prey into the water. In its belly rests Bothild's mastercrafted battle axe Bothild's Broadaxe (STR Requirement 10, durability 12), adorned with runes that recount its owner's exploits.

**Ferocity:** 2    **Size:** Large

**Movement:** 18 (in water)    **Armor:** 3    **HP:** 56

**Tail:** If an attack aimed at the White Death's tail (rolled with a bane) draws blood (inflicts at least one point of slashing or piercing damage), roll D6 whenever the sea serpent is about to attack. If the result is 4–6, the beast hits itself instead of a player character. A **BEAST LORE** roll can make the player characters aware of this weak spot of sea serpents.

### MONSTER ATTACKS

#### D6 ATTACK

- 1 **Tail Swipe!** The sea serpent swipes its tail at a player character within 10 meters. The attack inflicts 2D8 bludgeoning damage and knocks the victim down.
- 2 **Devour!** The beast swallows the player character with the highest STR, inflicting 2D6 damage. The player character can keep attacking the sea serpent from within, where it has no armor rating. But for each round spent in the beast's belly, the victim suffers D6 damage on their turn (armor has no effect). The victim gets out once the monster is dead.
- 3 **Ferocious Bite!** The White Death bites a player character with its razor-sharp teeth. The attack inflicts 3D8 slashing damage.
- 4 **Drowning!** The sea serpent pulls a player character into the deep and the victim immediately begins to drown as per page 53 in the Rulebook. The player character cannot move or perform actions that require body movement, except trying to break free, which takes a STR roll with a bane. Others can help.
- 5 **Crushing Blow!** The beast rises high above the water and drops its heavy body on up to two player characters within 10 meters. Both victims take 2D6 bludgeoning damage and are knocked down.
- 6 **Constriction!** The White Death wraps its tail around a player character within 10 meters and tries to squeeze the life out of them. The attack inflicts 2D6 bludgeoning damage and an additional 2D6 whenever it is the victim's turn. The victim cannot move or perform actions that require body movement, except trying to break free, which takes a STR roll with a bane. Others can help.

## 2. ENTRANCE HALL

*There are deep wheel tracks in the stone floor of the gently sloping corridor, created by centuries of heavy and precious cargo. Just inside the broken stone gate is a portcullis, wedged half open. At the end of the corridor is a gate above which the ceiling glitters like a starry sky.*

- ◆ **Outer Gate:** Inside the gate it is easy to see that both doors have been torn off their hinges and the mechanism that once controlled them is destroyed. The gate cannot be closed.
- ◆ **Reliefs:** The walls are decorated with partially vandalized reliefs of Bothild's exploits and the dwarves' work in the mine.
- ◆ **Inner Gate:** If the scouts have raised the alarm (see #1), the inner gate is closed when the player characters get there. The gate is stiff but can be pushed open with a successful STR roll with a bane (others can help). The player characters can also **PERSUADE** the goblins at Bothild's Square (#3) to let them in (also with a bane). If the alarm has not been raised, the inner gate is ajar.

◆ **Ambush:** Bothild had the ceiling decorated with crystals to create the illusion of a starry sky, which conceals the arrow slits of the garrison (#6). If the alarm has been raised, or if the player characters make a lot of noise, the guards in the garrison will attack. They are as many as the player characters and attack with surprise. Let player characters who are actively watching the ceiling roll **AWARENESS** to see the holes in the ceiling and notice movement up there. The first guard pours a cauldron of boiling, stinking goblin stew through the hole. Any player character in the room who has not explicitly said they are sticking to the walls is hit and takes D10 damage. The attack can be dodged, but not parried. Then the other guards fire their short bows. They attack with a boon, while the player characters get a bane on attacks against them. Only ranged combat is possible. The player characters can escape the ambush by pushing open the gate to #3 or **PERSUADING** the goblins to let them in.

- ◆ **EAST:** Stone gate to Bothild's Square (#3).
- ◆ **WEST:** Broken stone gate that leads out of the mine (#1).



## THE GATE AREA



### 3. BOTHILD'S SQUARE

*The night sky stretches out and disappears upwards as the corridor gives way to a large open room. There is a big headless statue with a double-headed axe raised towards the ceiling. The air is cold and dank, and a dreamy haze rests over the room.*

- ◆ **Goblins:** There is a group of goblins, twice as many as the player characters. If the player characters **PERSUADED** them to let them in, the goblins will lead the way to Maladûk in the blast furnace (#11). If combat breaks out and the player characters gain the upper hand, the goblins retreat to the stables (#5) and then to the garrison (#6).
- ◆ **Statue:** The statue Bothild erected of herself was destroyed when the gate to Bothild's Lode was sealed after the disaster. The head is long gone. A keen observer will notice four long, thin braids over the chest.
- ◆ **Reliefs:** See the entrance hall (#2).
- ◆ **NORTH:** Door to the cart stalls (#4).

- ◆ **EAST:** Broken stone door to the mine tunnels (#7). Above the door it says “Bothild’s Domain” in Dwarvish (LANGUAGES for non-dwarves).
- ◆ **SOUTH:** Opening to the stables (#5).
- ◆ **WEST:** Opening to the entrance hall (#2).

#### 4. CART STALLS

*Wide stalls separated by meter-high stone walls line the north wall of the room. Vandalized reliefs of dwarves loading carts with gleaming silver ingots can be seen on the walls. A dying fire of broken cart parts smolders in the center of the room.*

- ◆ **Reliefs:** The silver ingots are real, but thin, and have for some reason been left alone by the goblins. They can be removed quietly with **SLEIGHT OF HAND** (one action) or loudly by inflicting 10 points of damage (armor rating



5). Rolling a demon triggers random event #9. There are seven ingots in total, and they are worth 50 silver each.

- ◆ **Carts:** A number of broken carts are stored here. Parts of them can be used as rafts for crossing the deeper waters of the mine.
- ◆ **Random Event:** Roll D4+4 on the table on page 40 for each full stretch that the player characters spend here (only random events #7 and #8 can occur).
- ◆ **WEST:** Curved stone staircase leading up to the garrison (#6).
- ◆ **SOUTH:** Opening to Bothild's Square (#3).

## 5. STABLES

*There is a pungent smell of wet fur and dung. The walls are decorated with soiled images of dwarves leading horse-drawn carts through dramatic landscapes. Something glints in the darkness of the old stables, and a deep growl is heard.*

- ◆ **Worgs:** The stables are now home to the goblins' worgs. They are half as many as the player characters (rounded up). The worgs don't attack unless provoked but will protect the goblins (if they retreat) as well as the worg cubs (see below).
- ◆ **Worg Cubs:** In one of the stalls are three worg cubs. The player characters can find them with a successful **SPOT HIDDEN** roll or by specifically looking in the stalls.
- ◆ **Reliefs:** A successful **MYTHS & LEGENDS** roll allows the player characters to identify one of the Misty Vale's adventure sites in the mosaics. The mosaic grants a boon on the **BUSHCRAFT** roll for leading the way to the site.
- ◆ **WEST:** Curved stone staircase leading up to the garrison (#6).
- ◆ **NORTH:** Door to Bothild's Square (#3).

### THE GOBLINS

The goblin scouts are chattering, unsightly creatures with stinking breath and ill-fitting leather armor. They all bear the black mark of Maladûk on their right shoulder.

**Movement:** 10    **Damage Bonus:** —    **HP:** 9

**Armor:** Leather (1)

**Skills:** Awareness 10, Evade 10, Sneaking 12

**Weapons:** Short Bow (skill level 12, damage D10), Short Sword (skill level 10, damage D10)

## 6. THE GARRISON

*This large room is divided by two rows of half-moon shaped, knee-high pedestals. There are evenly spaced holes in the stone floor, as well as a wide channel leading to a large, sizzling cauldron hanging over a fireplace along the east wall. The room reeks of sulfur and rancid meat.*

- ◆ **Goblins:** The goblins in the garrison are as many as the player characters. If the player characters manage to **PERSUADE** them, the goblins can put down their weapons and take them to Maladûk.
- ◆ **The Skyfire:** The cauldron over the fireplace contains a stinking, boiling hot goblin stew that can be poured on intruders in the entrance hall through holes in the floor. Read more under #2.
- ◆ **The Gates:** The remains of the mechanical wonders which allowed the dwarves to open and close the inner and outer gates as well as the portcullises are still here, but nothing works anymore.
- ◆ **Random Event:** Roll D4+4 on the table on page 40 for each full stretch that the player characters spend here (only random events #7 and #8 can occur).
- ◆ **NORTH:** Curved stone staircase leading down to the cart stalls (#4).
- ◆ **SOUTH:** Curved stone staircase leading down to the stables (#5).

### WORGs

**Ferocity:** 1    **Size:** Normal

**Movement:** 20    **Armor:** —    **HP:** 18

#### MONSTER ATTACKS

##### D6 ATTACK

1–2 **Ravenous Howl!** The worg lets out a ravenous howl. All player characters within 10 meters must make a **WIL** roll to resist fear.

3–4 **Pounce!** The raging worg pounces at a player character and presses them against the ground. The attack inflicts 2D8 bludgeoning damage.

5–6 **Worg Bite!** The worg seizes the victim in its slaving maw and swings them back and forth. The attack inflicts 2D10 piercing damage and the victim is hurled 2D4 meters, landing prone.



## 7. MINE TUNNELS

*The tunnel is cold, damp, and smells musty. The ceiling is high, and tiny droplets of water form a ghostly haze that makes it hard to see more than a few meters ahead. Dwarven artwork on the walls bears witness to the former grandeur of this place.*

- ◆ **Random Event:** Roll D12 on the table on page 40 for each full stretch that the player characters spend here.

## 8. THE GLIMMERSHAFT

*The tunnel ends in an arched gateway. Beyond it is a flooded shaft. A huge chain runs from the ceiling into the water below. Ancient runes glitter above the gateway, and over the water floats a pale, blurred figure, almost as if it were part of the underground fog.*

- ◆ **Bothild's Ghost:** The ghost is terribly bored and complains to the player characters. She also says the mine holds hidden treasures and a piece of the dragon emperor's statuette (if that is the case) but will not tell them where unless they first avenge her death. Once the player characters have defeated the White Death (and can prove it by bringing back a trophy or Bothild's axe), she reveals how the door to Bothild's Rest (#10) can be opened (if they have not offended her). However, she does not mention the traps inside the mausoleum. Bothild's ghost will attack the player characters if they aggravate her too much but will not leave this place.
- ◆ **The Runes:** The runes (LANGUAGES) form the word "Glimmershaft," the rich vein of silver that was depleted far too quickly and thus indirectly led to the catastrophe.
- ◆ **SOUTH:** Opening to the mine tunnels (#7).

## 9. ANTECHAMBER

*The half-submerged rock chamber is illuminated by the glittering stars reflected on the water. A stylized portrait of a female dwarf with a raised axe and a silver apple in her hands adorns a door of stone whose arch is inscribed with glittering runes. Three severed hands are lying on the floor in front of the door.*

- ◆ **Door to Bothild's Rest:** The writing around the door reads "Honor, Wealth, Mother", which can be translated with LANGUAGES. The axe, the silver apple, and Bothild in the portrait are pressure plates that can be pressed, which the player characters realize if they do just that (and thereby trigger the axe trap, see below) or succeed with a SPOT HIDDEN roll. The door is locked and can be opened by speaking the three words in the

order they are written while pressing the reliefs of the axe, the silver apple, and Bothild herself, in that order.

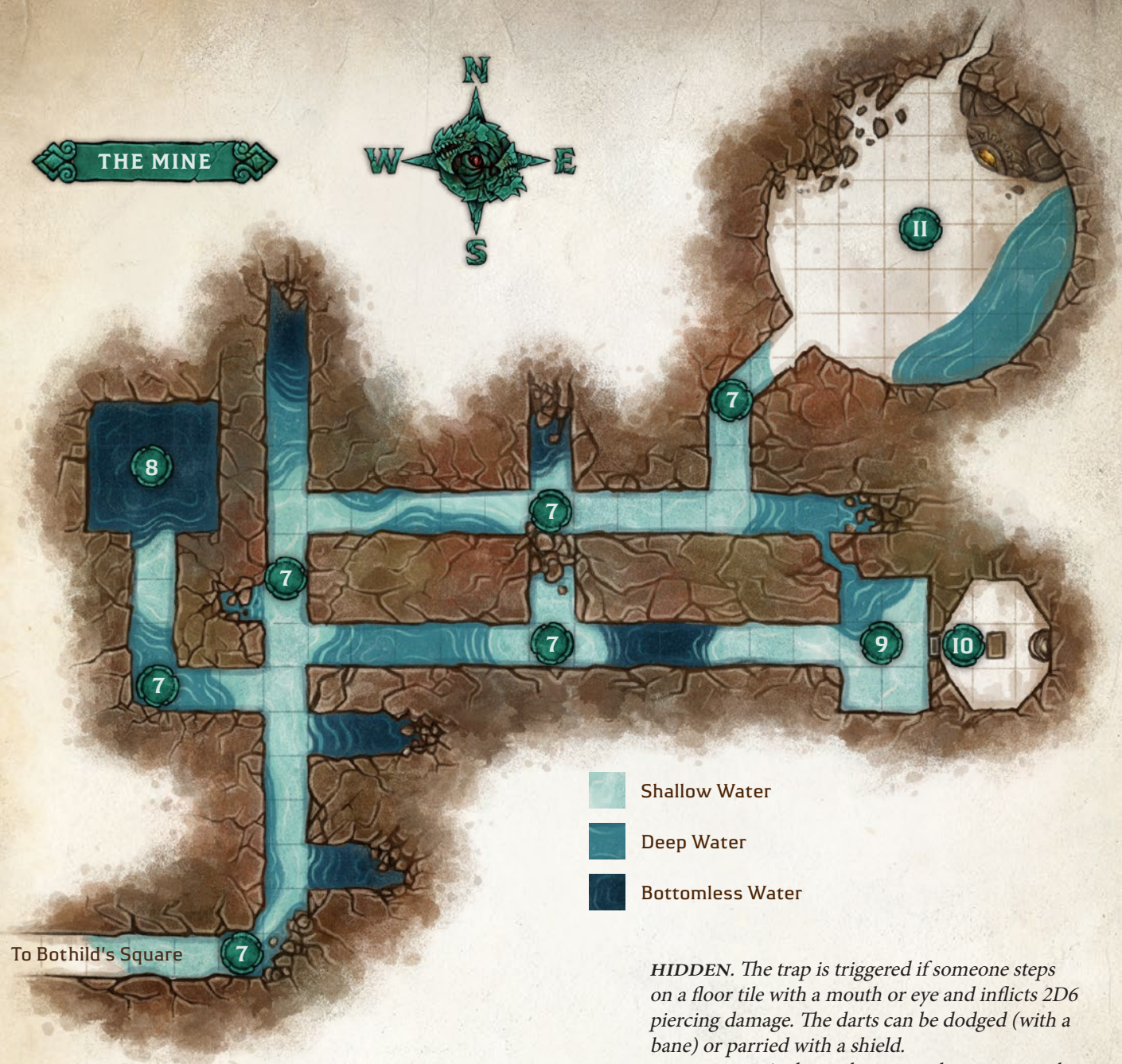
- ◆ **Severed Hands:** The three hands are in different stages of decay. The oldest is practically mummified. They seem to have belonged to a dwarf, a human, and a goblin.
- ◆ **Axe Trap:** Pressing the plates in the wrong order, or without speaking the correct words, triggers an axe trap in the ceiling. It inflicts 2D8 slashing damage but can be dodged with a successful EVADE. The axe trap can be triggered multiple times.
- ◆ **Opening:** Partially underwater in the east corner of the room (a player character must look in that exact spot or roll SPOT HIDDEN) is a large crack where water has seeped through. It leads to another part of the mine tunnels (#7).
- ◆ **Random Event:** Roll D12 on the table on page 40 for each full stretch that the player characters spend here.
- ◆ **WEST:** Opening to the mine tunnels (#7).
- ◆ **EAST:** Stone door to Bothild's Rest (#10).



### BOTHILD'S GHOST

The ghost is a blurred echo from the moment of Bothild's death at the jaws of the White Death. The gaping wound between her neck and shoulder draws all attention from other details, such as the short, scraggly hair, the razor-sharp fringe, and the rat tail-like temple braids. She has also adopted a raspy, hissing voice for dramatic effect. She hates orcs and goblins too much to ever share her secret with them. Bothild has the stats of a ghost as per page 87 in the Rulebook.





## 10. BOTHILD'S REST

It smells of damp, algae, and emptiness as the door slides open. A sarcophagus is standing upright in the far corner of the room, behind an altar of white stone inscribed with half-finished runes. The dwarf woman from the door is also seen on the lid of the sarcophagus. The floor is made up of tiles with stylized mouths, eyes, hands, and feet, and littered with masonry tools.

- ♦ **Traps:** Bothild wanted to rest undisturbed and therefore filled her mausoleum with a series of traps, but only a few were completed in time.

- **Dart Trap:** The north and south walls are decorated with half a dozen portraits of Bothild where the eyes or mouth are holes for darts. A person examining the wall can notice the holes with *SPOT*

*HIDDEN*. The trap is triggered if someone steps on a floor tile with a mouth or eye and inflicts 2D6 piercing damage. The darts can be dodged (with a bane) or parried with a shield.

- **Spear Trap:** A player character who examines the altar without touching it can roll *SPOT HIDDEN* to notice that its base seems to be movable. The altar balances on an axle. If someone touches it, it tilts to the side as eight sharp spears shoot out from all sides of the altar. The spears inflict 2D8 piercing damage on everyone within 2 meters. The trap can be dodged, with a bane.

- ♦ **Sarcophagus:** The sarcophagus that was supposed to be Bothild's final resting place can easily be opened. It contains treasures equivalent to four treasure cards and a piece of the dragon statuette – if you decided it should be here.

- ♦ **Random Event:** Roll D4+4 on the table on page 40 for each full stretch that the player characters spend here (only random events #7 and #8 can occur).

- ♦ **WEST:** A heavily ornamented stone door leads out to the antechamber (#9).



## II. FORGE

*A brick furnace covered in glittering runes stretches from the floor to the ceiling, spreading its light throughout the vast mountain hall. It smells of burnt flesh and hair. In the middle of the room, gathered around a mine cart, is a group of orcs engaged in a heated argument.*

- ♦ **Maladûk:** The orc chieftain is currently discussing her next move with her officers Uth-Kardan and Kothatuk. The three of them are protected by goblin scouts, as many as the player characters.
- ♦ **The Boars:** The orcs have a wild boar roasting in the furnace and another two hanging next to it. The boars would make good bait for the White Death.
- ♦ **SOUTHWEST:** A cave opening leads out into the mine tunnels (#7).



**MALADÛK**

The broad-jawed, broader-shouldered Maladûk is an impressive sight with her large fangs and numerous trophies of vanquished foes covering her body. She paints herself in deep red colors and speaks with a calm that conceals her determination and explosive brutality

**Mov.:** 12 **Damage Bonus STR:** +D6 **HP:** 24

**Armor:** Chainmail (4) **WP:** 15

**Skills:** Awareness 16, Brawling 14, Evade 14

**Abilities:** Defensive, Robust × 4, Veteran

**Weapons:** Long spear (skill level 16, damage 2D8)

- ♦ **NORTH:** A large cave opening leads out to a hidden cleft in the Kummer Mountains. This is where Maladûk and her men entered.

### Meeting Maladûk

Whether the player characters show up alone or accompanied by goblins, Maladûk and her subordinates react by drawing their weapons. They demand to know who the characters are and what they are doing here. Maladûk is very suspicious, and it takes a **PERSUASION** roll to placate her.

If the roll succeeds, Maladûk can be reasoned with. If the characters are looking for the dragon statue and explain this to Maladûk, she proposes an alliance against Azrahel Koth. The orc chieftain can tell them about Bothild's ghost in room #8 and the antechamber (#9) of her tomb, in case the characters have not been there, and warn them of the White Death. Maladûk can also tell them the legend of Um-Durman (page 9) and pass on rumors about several adventure sites where parts of the dragon statuette may be found. An alliance with Maladûk can also prove useful in the final battle against Azrahel Koth – read more on page 115.

If the roll fails, Maladûk demands that the player characters drop their weapons and let themselves be taken captive for further questioning, which may well result in violence. If the characters allow themselves to be interrogated and answer truthfully, they can make another attempt to **PERSUADE** Maladûk each shift. While being interrogated, the player characters are not allowed to rest, sleep, or eat, and suffer a condition each shift.

In the unlikely event that the player characters kill Maladûk, they will have lost an important potential ally. The orcs of the Misty Vale will splinter into lots of smaller clans squabbling with each other, many of them harboring a burning hatred towards Maladûk's killers...

**No Campaign?** If you are playing *Bothild's Lode* as a stand-alone adventure with no ties to the campaign *The Secret of the Dragon Emperor*, Maladûk and her retinue have simply come to Bothild's Lode to claim its hidden treasure. They are not keen on sharing it.

### OFFICERS

**Mov.:** 10 **Damage Bonus STR:** +D6 **HP:** 16

**Armor:** Studded leather (2)

**Skills:** Awareness 12, Evade 10

**Weapons:** Scimitar (skill level 14, damage 2D6)





# TEMPLE OF THE PURPLE FLAME



**T**he Temple of the Purple Flame is a demonic temple from the time of Sathmog's reign (page 6) and was called Korash-Bal in the old language. For centuries it has sat overgrown and

abandoned in the Magna Woods. But a portal to Sathmog's world still stands ajar, and the demon cultists are not the only ones in search of its secrets.

## THE SITUATION

The player characters can hear of the Temple of the Purple Flame in Outskirt. The name is widely known because of the murals on the building's exterior, but almost no one has ventured inside the gates. The temple is said to hold untold treasures and forbidden knowledge, but also to be guarded by an ancient evil. This is a possible location for one of the four pieces of the dragon statuette (page 8), which in that case can be found in the demonic realm (#12).

Sathmog has recently sent a group of cultists to investigate the temple. If you are playing *The Secret of the*

*Dragon Emperor*, their goal is to find one of the statuette pieces. Otherwise, they are just looking for lost knowledge in general.

Three of the cultists went through the portal in the bowels of the temple while the others were struck by fear and waited outside. When two of them returned from the demonic realm, horrifically twisted, the others chose to flee while the former stayed behind in the innermost chamber of the temple. The player characters can encounter the fleeing cultists in various parts of the temple.

Furthermore, the demonic influence of the other world has caused an unnatural and chaotic increase in animals and plants in and around the temple. The doors are open, but it is also possible to climb the wall into the herb garden (#4) if the characters investigate the area surrounding the temple.



### LEAVING THE TEMPLE?

If the player characters leave the temple to take a long rest, roll D6 per shift on the table on page 107 in the Rulebook.





### DEMON CULTISTS

A group of cultists, as many as the player characters, are on their way out of the temple. There used to be five more of them – one died in the trapdoor in the altar room (#5), three went through the portal (#11), of whom one never returned and two returned changed, and one died in the conflict with them before the others managed to escape. The surviving cultists are wounded, terrified and desperate. They have lost several torches and food rations and just want to get out of the temple. They all wear black robes.

One cultist has a key to the door of the staircase in the guardroom (#6). They know there is supposed to be a bone mask that protects its wearer from demonic influence somewhere in the temple. They see it as a holy relic but have not been able to find it. They are not necessarily hostile to the player characters, especially if the characters are friendly and helpful. Their loyalty to Sathmog and the cult has dwindled a bit over the course of the mission. They may reveal that Annabella in Outskirt is a member of their cult.

**Movement:** 10    **Damage Bonus:** —    **HP:** 12

**Armor:** —

**Skills:** Evade 10, Awareness 10

**Weapons:** Handaxe (skill level 14, damage 2D6), sling (skill level 14, damage D8)

## RANDOM EVENTS

For each stretch of time the player characters spend in a room, perhaps searching for something or taking a stretch rest, you can roll on the table below or select a suitable event. The room descriptions indicate where random events can occur.

### D12 EVENT

1–6 **Nothing happens.**

7 **Wandering Cultists.** The cultists are on their way out of the temple when they suddenly run into the player characters. The risk of combat is high, but they can be reasoned with.

8 **Fighting Cultists.** The player characters hear the sound of combat from an adjacent room. It is the cultists who are fighting a giant spider or murderous briars (next page).

9 **Cultists Attack.** The cultists have spotted the player characters and decided to attack, preferably surprising them with a sneak attack or ambush.

10 **Terrible Roar.** The player characters hear the roar of a terrible beast. It is coming from the manticore in the vaulted hall (#8). All player characters must make a WIL roll to resist fear.

11 **Giant Spider.** The player characters are attacked by a giant spider enlarged by the energies of the demonic realm. For stats, see page 89 in the Rulebook.

12 **Murderous Briars.** The walls of the room are covered with giant briars that come to life and attack a player character who gets too close. See next page.

## LOCATIONS

### I. OUTSIDE THE TEMPLE

*A large and impressive but severely dilapidated stone temple. Its towers and spires have collapsed and much of the building is covered with abundant vegetation dominated by huge briars with formidable thorns. The stone gate stands slightly ajar. The remains of murals with a pattern of violet flames can be seen on the walls beside the gate.*



## MURDEROUS BRIARS

The demonic energies leaking out of the portal have caused the briars around the temple to grow huge and develop an appetite for fresh meat. Anyone who gets too close risks being attacked. The briars lack consciousness and act on instinct alone.

**Ferocity:** 2    **Size:** Large

**Movement:** —    **Armor:** —    **HP:** 26

**Combustible:** Takes double damage from fire attacks.

**Resistance:** Takes half damage from piercing and bludgeoning weapons.

### D6 ATTACK

### MONSTER ATTACKS

1 **Spore Cloud!** The briars spray a cloud of purple spores that cause a terrible itch. The effect is equivalent to a paralyzing poison with potency 14 against all player characters within 10 meters.

2 **Sharp Thorns!** The sharp thorns of the briars tear the victim's skin. The attack inflicts 2D8 piercing damage.

3 **Strangling Branches!** Thin branches wrap themselves around all adventurers within 6 meters. The victims take D8 bludgeoning damage and are grappled. Breaking free requires a successful STR roll (counts as an action, others can help) or an attack that inflicts at least 6 points of damage on the briars. A grappled character cannot perform any action that requires body movement.

4 **Lashing Attack!** A thick branch lashes out with tremendous force at a player character within 10 meters. The attack inflicts 2D6 bludgeoning damage and knocks the victim down.

5 **Deadly Embrace!** A tangle of branches tries to squeeze the life out of a player character within 10 meters. The victim takes 2D8 bludgeoning damage and is grappled. Breaking free requires a successful STR roll with a bane (others can help) or an attack that inflicts at least 6 points of damage on the briars.

6 **Face Attack!** An unfortunate player character within 10 meters is attacked by a branch that finds its way into the victim's mouth and nose. The attack inflicts D12 points of damage, and the victim must make a WIL roll to resist fear.

- ◆ **NORTH:** Open doors to the vestibule (#2).
- ◆ **NORTHWEST:** A crumbled wall overgrown with enormous briars. Trees can be glimpsed behind it. Climbing the wall requires an ACROBATICS roll with a boon, but the briars are alive and will attack the player characters. See above. On the other side of the wall is the herb garden (#4).

## 2. VESTIBULE

*This large vestibule has a high ceiling and is dominated by heavy, hexagonal stone pillars. The dim light from outside falls on flaking murals of demonic monsters tearing vanquished dragons to shreds in a landscape lit by a violet sun.*

- ◆ **Random Event:** Roll D12 on the table on page 48 for each full stretch that the player characters spend here.
- ◆ **NORTH:** Stone double door to the altar room (#5), slightly ajar.
- ◆ **WEST:** A short corridor to the courtyard (#3) through which sunlight enters.
- ◆ **SOUTH:** Open stone doors to the outside of the temple.

## 3. COURTYARD

*A large open garden without a roof. It is overgrown with huge briars, blossoming ornamental trees, and unkempt grass along the paths. The scent of flowers is soothing.*

- ◆ **Giant Blueberries:** Knee-high blueberry bushes hang heavy with 4D6 berries the size of eyeballs. Each berry is a tiny item but counts as a full meal – however, anyone who eats them gets a bit groggy and suffers the Dazed condition.
- ◆ **Random Event:** Roll D12 on the table on page 48 for each full stretch that the player characters spend here.
- ◆ **WEST:** Opening to the herb garden (#4), hidden behind some trellises covered in twining vines. Can be discovered if the player characters look in exactly the right place or roll SPOT HIDDEN.
- ◆ **NORTHEAST:** Half-broken wooden double door to the altar room (#5).
- ◆ **SOUTHEAST:** Short corridor to the vestibule (#2).
- ◆ **NORTH:** Opening to a short corridor leading to the guardroom (#6), hidden behind briars along the wall. Can be discovered if the player characters look in exactly the right place or roll SPOT HIDDEN.





**HAFARMAL**

Dressed in natural-colored clothes, including a robe and cloak. Has a hoarse voice and is constantly smoking a pipe. Unbeknownst to himself, his eyes have been turned completely black by his proximity to the portal. Hafarmal can heal injured player characters and knows about the secret passage in the north wall of the courtyard (#3).

Hafarmal has encountered the cultists and does not like them disturbing the peace. He is aware of the portal in the cellar (#11) and knows how to close it but wants it to stay open. He can be **PERSUADED** to change his mind.

**Movement:** 10    **Damage Bonus:** —    **HP:** 12

**Armor:** —    **WP:** 15

**Skills:** Animism I3, Mentalism I6, Myths & Legends I4, Bushcraft I5

**Spells:** Flick, Sense Magic, Birdsong, Slow Fall, Dispel, Treat Wound, Animal Whisperer, Farsight, Ironfist, Levitate, Telepathy.

**Weapon:** Staff (skill level I2, damage D8)

#### 4. HERB GARDEN

A smaller part of the garden, hidden behind low walls and overgrown trellises. It is dominated by lush plants, herbs, and spices. Bumblebees are buzzing. A person in natural-colored clothes is pulling weeds.

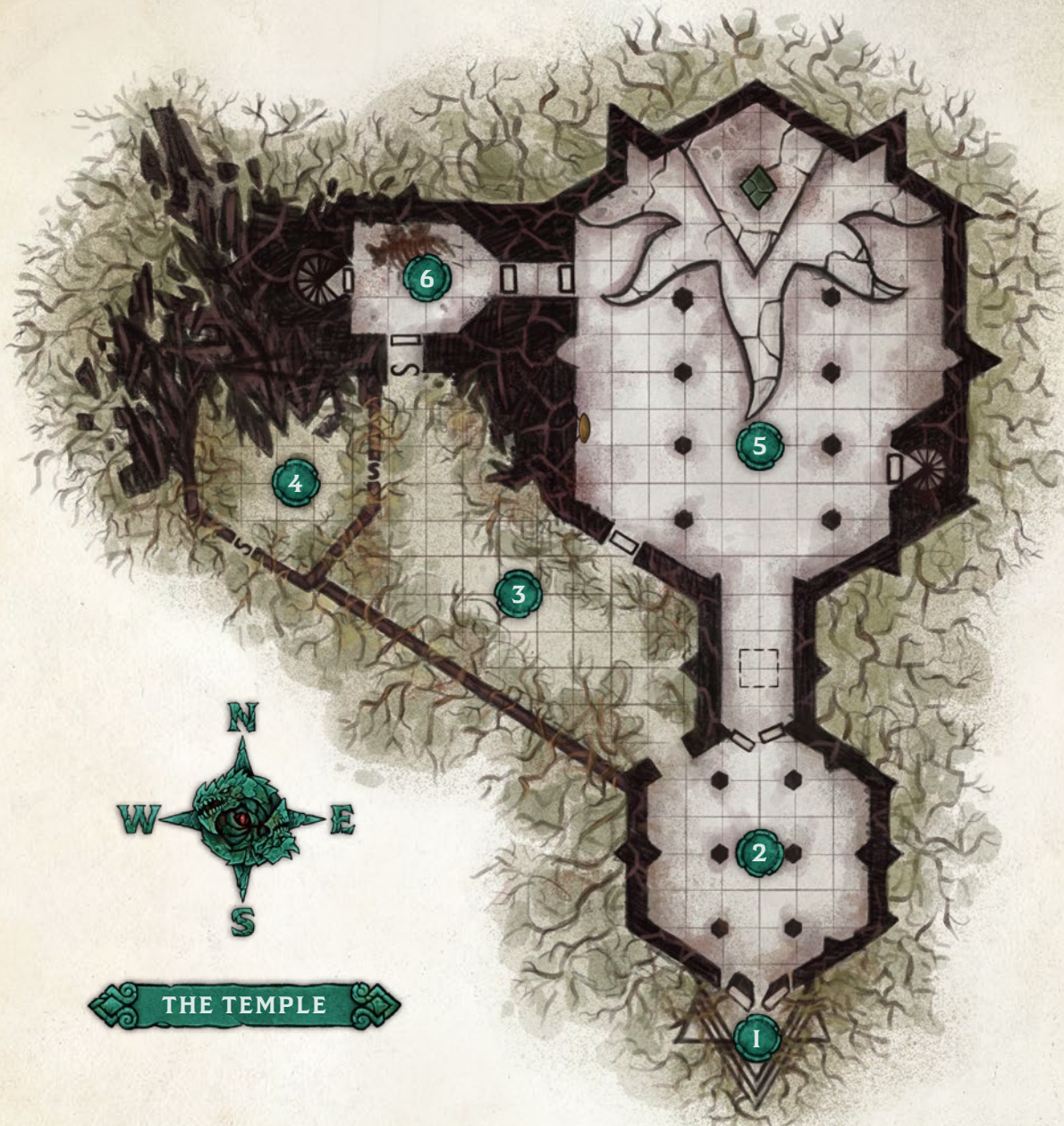
- ◆ **Hafarmal:** The person is Hafarmal, an old elf who has come to the garden to harness the growth-stimulating power seeping out of the portal. The tobacco he grows is particularly potent.
- ◆ **SOUTHWEST:** The wall is damaged and overgrown with climbable vines and leads out of the temple.
- ◆ **EAST:** Overgrown passage to the courtyard (#3).

#### 5. ALTAR ROOM

A passage opens into a large, spacious room under a domed ceiling. There is a high altar in the northern part of the room. The air smells dry and dusty. Light streams down from an opening in the center of the dome, where creeping vines have broken through.

- ◆ **Trapdoor:** In the south passage is a trapdoor that is slightly ajar. The player characters notice it if they explicitly examine the floor or move carefully and succeed with a **SPOT HIDDEN** roll. Anyone who falls through the trapdoor takes 3D6 bludgeoning damage and ends up in the sacrificial pit (#7).
- ◆ **The Altar** is carved from a block of greenish-black stone. Reliefs on each side show demons battling dragons under a violet sun.
- ◆ **The Bone Mask:** If the four suns on the altar, one on each side, are pressed simultaneously, a hatch opens in the altar. The player characters notice that the suns can be pressed if they try, or if they examine the altar and roll a successful **SPOT HIDDEN**. In the compartment behind the hatch is a frightful-looking mask of yellowed bone. The mask protects the wearer with **PROTECTOR** (power level 2) and **PERMANENCE**. It draws WP from its wearer, who must also succeed with a **WIL** roll to remove it. One attempt is allowed each shift.
- ◆ **Gong:** There is a gong of patinated brass hanging on the west wall. Hitting the gong may attract cultists or wandering monsters – roll on the Random Events table.
- ◆ **Random Event:** Roll D12 on the table on page 48 for each full stretch that the player characters spend here.
- ◆ **SOUTH:** Half-open stone gate to the vestibule (#2).
- ◆ **EAST:** Narrow door to a worn spiral staircase leading down to the vaulted hall (#8).
- ◆ **SOUTHWEST:** Half-broken wooden double door to the courtyard (#3).
- ◆ **WEST:** Iron door to the guardroom (#6).





## 6. GUARDROOM

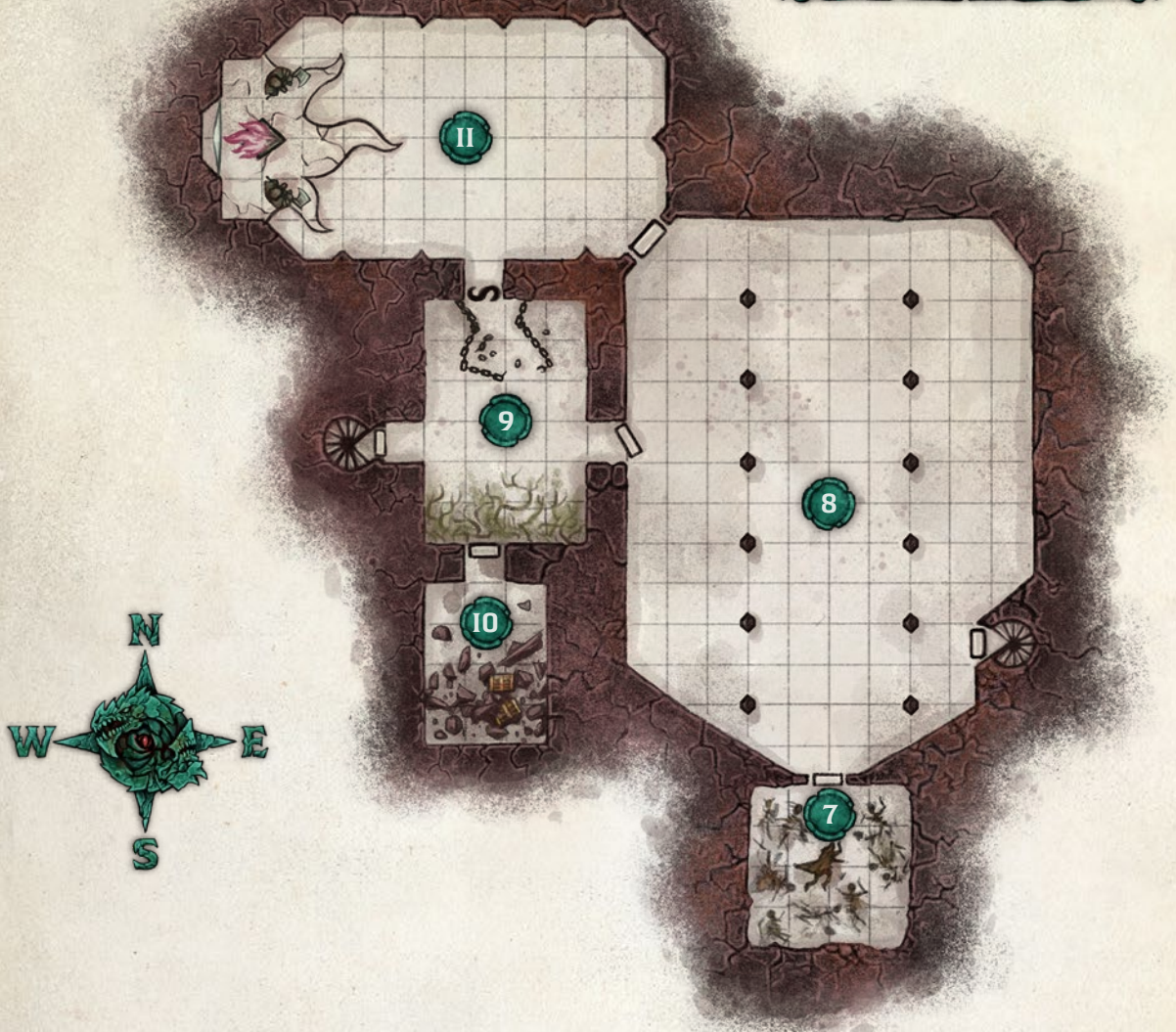
*A dark, enclosed space with a high ceiling. It smells strongly of iron and rust. Vines have crept in through cracks in the wall.*

- ◆ **Skeleton:** The remains of a large six-legged beast are bound in shackles, attached to the wall by thick chains. A successful **BEAST LORE** roll suggests that the skeleton does not come from any natural animal in the known world. The player characters have never seen anything like it.

- ◆ **Random Event:** Roll D12 on the table on page 48 for each full stretch that the player characters spend here.
- ◆ **Oil Lamp:** An oil lamp has tipped onto the floor, but is still half-full and can be lit.
- ◆ **EAST:** Iron door to the altar room (#5).
- ◆ **SOUTH:** Short corridor to the courtyard (#3).
- ◆ **WEST:** A locked door to a narrow spiral staircase leading down to the crossroads (#9). The door can be picked or smashed open (armor rating 10, 30 HP). One of the cultists has the key.



## THE UNDERCROFT



### 7. SACRIFICIAL PIT

A dark pit with roughly carved stone walls. Several humanoid skeletons in varying degrees of decay lie scattered on the floor, but they are moving. A recently deceased corpse is lying in the middle of the room. The air reeks of death.

- ◆ **Skeletons:** The skeletons have been raised by the reopening of the portal. They are the remains of human sacrifices whom the ancient demon cultists threw into the pit after ceremonies at the altar. When the dead speak to them, the player characters must make a **WIL** roll to resist their fear. The skeletons are conscious, miserable, and vengeful – they want the temple destroyed and/or the portal closed so they may rest in peace but bear no ill will towards the player characters. They know how to obtain the bone mask from the altar.
- ◆ **Corpse:** The fresh body is a cultist who fell to his death through the trapdoor. The body has not come back to life. He has a short sword, a dagger, and a backpack with a rope and two torches.
- ◆ **Treasures:** Treasures equivalent to one treasure card can be found among the junk on the floor.
- ◆ **UP:** A trapdoor that is slightly ajar. Climbing up requires a rope.
- ◆ **NORTH:** A low iron door to the vaulted hall (#8). It has rusted shut and must be pried open, which makes lots of noise. The door has armor rating 6 and 30 HP.



## SKELETONS

Like skeletons in the Rulebook, but conscious. They are unarmed.

## 8. VAULTED HALL

A vast and dark hall. Pillars and low arches make it hard to see even with a light source. Water drips down from the ceiling and forms puddles along the uneven floor tiles. A scratching sound is heard from further in the hall. It smells of wild animals and droppings.

- ◆ **Manticore:** A manticore prowls the room. Enlarged and twisted by the energies of the demon world, it is too big to leave through any of the room's exits.
- ◆ **EAST:** A narrow door to a worn spiral staircase leading up to the altar room (#5).
- ◆ **SOUTH:** Low iron door to the sacrificial pit (#7). It has rusted shut and must be pried open, which makes lots of noise. The door has armor rating 6 and 30 HP.
- ◆ **WEST:** A half-open iron door leads to the crossroads (#9).
- ◆ **NORTHWEST:** A large iron gate with a relief of a violet flame leads to the portal (#11).

## MANTICORE

The manticore has stats as per the Rulebook, but with 56 HP and Ferocity equal to the number of player characters minus one (minimum 1).

## 9. CROSSROADS

There are chains on the floor, attached to the wall. You smell a musky scent, like that of wild animals. Vines have crept in through cracks in the stone along the south wall.

- ◆ **The chains** are mostly broken, with only one shackle still intact. The key is lying next to it.
- ◆ **Random Event:** Roll D12 on the table on page 48 for each full stretch that the player characters spend here.
- ◆ **EAST:** Half-open iron door to the vaulted hall (#8).
- ◆ **WEST:** A narrow spiral staircase leads up to the guardroom (#6).
- ◆ **NORTH:** Behind the chains' bracket is a hidden door to the portal (#11). The player characters find it if they look

in that exact place, or if they search the room and roll a successful **SPOT HIDDEN**.

- ◆ **SOUTH:** Hidden behind the vines is a secret door to the treasure chamber (#10).

## 10. TREASURE CHAMBER

A chamber with a low ceiling. Part of the ceiling has collapsed, and the floor is covered with stones and gravel.

- ◆ **Treasure:** Among the stones on the floor, the player characters can find treasures equivalent to three treasure cards and an old worn grimoire containing **FETCH**, **FLICK**, **DISPEL**, **MAGIC SHIELD**, **IGNITE**, **HEAT/CHILL**, **GUST OF WIND**, **FIRE BLAST**, **TIDAL WAVE**, and **SALAMANDER**.
- ◆ **NORTH:** Door to the crossroads (#9).

## II. THE PORTAL

An ornate chamber with murals and lavishly decorated columns along the walls. The rock seems half-molten, semi-organic, like the inside of a fossil monster. On a marble altar burns a violet fire. Two tall figures with axes are standing at the altar. The north wall, behind the altar, vibrates like a mirror of water.

- ◆ **The Fire** burns without fuel. The light it gives off is not very bright, but anyone touching the flames suffers D6 points of damage. The fire can be extinguished with **DISPEL** (power level 3), which in turn closes the portal. If the player characters do not know that spell, Hafarmal can be persuaded to help them. Otherwise, the portal remains open for now.
- ◆ **Cultists:** The people at the altar are the two cultists who went through the portal and returned. Speaking in raspy voices, they ask if the player characters have also been summoned by Sathmog and offer them the opportunity to go through the portal to become part of his realm.
- ◆ **The Portal:** Behind the altar, surrounded by ornaments that could be the spine of an unknown beast, a view opens up of a semi-organic city under a purple sky that moves with the observer, projected at skewed angles. It is possible to go through the portal to the demonic realm (#12).
- ◆ **Murals:** The paintings on the walls depict demonic beasts and priests with dark auras sacrificing bound dragons under a violet sun
- ◆ **SOUTHEAST:** Iron door to the vaulted hall (#8).
- ◆ **SOUTH:** Narrow door to the crossroads (#9).
- ◆ **NORTH:** Portal to the demonic realm (#12).





### TWISTED CULTISTS

The twisted cultists are over two meters tall and unnaturally thin, and their iron armor has fused with their bodies. Their eyes are completely black, and they are surrounded by a purple aura.

**Mov.: 12 Dmg Bonus STR: +D4/D6 HP: 24**

**Armor: 4**

**Skills:** Awareness 10, Brawling 12, Evade 12

**Weapon:** Battleaxe (skill level 13, damage 2D8)

**Demonic Toughness:** When a twisted cultist reaches zero HP for the first time, it rises again on its next turn, now with D6 HP and a demonic wrath that increases its damage bonus to +D6.

## 12. THE DEMONIC REALM

*An oily black maze of semi-organic shapes. Violet and purple suns shine in an orange sky, casting their light on towering structures without exterior walls. Too many dimensions, too many angles and corners. A cacophony of voices, too faint to make out what is being said. The pungent smell of blood and decay.*

- ♦ **Sathmog's Realm:** There is no map of the demon prince's city, as its geometry cannot be understood by creatures from our world. Once a player character has entered the demon city, it takes a number of WIL rolls to find their way out again, and failed rolls have negative effects. Even if several characters go through the portal at the same time, they must walk through the demon city alone. The wearer of the bone mask from the altar room (#5) gets a boon on their rolls. See the tables to the right. Time moves at a different pace in the demon city, so a lot of time may have passed in the real world by the time a player character returns. If too

many rolls fail, the character may be stuck here forever. A character who has visited the demon city may suffer permanent demonic alterations.

### SUCCESSFUL WIL ROLLS

- First** The player character finds something valuable. If you chose to place a piece of the dragon statuette here, it is found by the first character who succeeds with a WIL roll. If not, draw a treasure card.
- Second** The player character finds the portal again and returns to #11.

### FAILED WIL ROLLS

- First** The player character gets lost. A shift of time passes in the real world.
- Second** The player character wanders deeper into the maze. A day passes in the real world, and the player character must roll D6 on the demonic alterations table.
- Third** The player character is about to lose themselves in the demon prince's realm. A week passes in the real world, and the player character must roll D10 on the demonic alterations table.
- Fourth** The player character meets the demon prince Sathmog himself and becomes part of his realm, forever.

### DEMONIC ALTERATIONS

#### D6/D10 DEMONIC ALTERATION

- 1-4** Nothing happens.
- 5-6** The player character's eyes turn completely black. This permanently gives them WIL +1 (max 18) but -1 to all CHA-based skills (min 3).
- 7-8** The player character's body grows and becomes unnaturally elongated. This permanently gives them STR +1 (max 18) but -1 to all CHA-based skills (min 3).
- 9-10** The player character fuses with their armor or clothes. This provides a natural protection with armor rating equal to the armor (min 2) and increases maximum HP by the same amount, but -2 to all CHA-based skills (min 3).





# TOWER OF SIGHS



**O**ut of the cold mists of the Haunted Marshes rises the ruins of a mighty tower, built at the time of the Dragon Empire as an outpost against the wilderness. After the fall of the empire, the tower served as a meeting place for warring orc clans, until a terrible

massacre made them abandon the site. Now the tower is haunted by the sighing and wailing spirits of slain orcs. No one in their right mind ever goes there – not until word of a great treasure spreads through the Misty Vale. The treasure, however, is not what it is rumored to be...

## THE SITUATION

In the days of the old draconic empire, the Tower of Sighs was located on an island in a shallow lake. In a cave on the island was a spring whose waters made it impossible to tell lies. The knights of Eledain built a watchtower on top of the spring and set up a temple in the cave. At the altar in front of the spring, the knights swore oaths to the emperor and the empire.

After the collapse of the empire, the temple fell into disrepair and came to be used as a neutral meeting place for various orc clans who had heard tales of the Truth Temple in the tower's cellar. When one clan decided to lure their enemies into a trap, a violent battle broke out and a fire spell destroyed large parts of the tower. Several orc leaders were trapped in the cave and died of starvation. Since then, the place has been haunted by the restless spirits of the dead.

Long afterwards, the broken tower was found by the wandering giant Glam-Glam. He set up a lair on the

ruined ground floor and took to hunting and pillaging in the area. He was recently joined by a gang of bandits who had heard rumors of a treasure in the tower's cellar.

The bandits and their leader Ursic offered Glam-Glam a share of their loot if he would remove the stones blocking the way to the cellar. The giant accepted but is more cunning than the bandits think. He has been dragging out the clearing work and getting the bandits to share their stolen goods. That way, he does not have to plunder the land himself and incur the wrath of the peasants.

Ursic has started thinking about killing the giant and clearing the last blocks of stone from the entrance themselves. But her bandits need help to defeat Glam-Glam.

Rumors in Outskirt speak of a treasure in a ruin in the Haunted Marshes, and there are whispers of brigands plaguing the swamp (page 17). The Tower of Sighs is a possible location for one of the four pieces of the dragon statuette (page 8) – if so, it can be found in the forgotten temple (#3).



### ENCOUNTER IN THE SWAMP

The player characters can encounter the bandits even before they reach the Tower of Sighs. You can also replace this encounter with a regular random encounter in the Haunted Marshes (page 31).

The Haunted Marshes is a vast wetland full of buzzing insects, croaking toads, and squawking marsh birds. Low trees with spidery aerial roots form a forest crisscrossed by channels and muddy paths. Suddenly, two voices are heard from amongst the thickets.





*"We won't make it to the tower before dark and you're walking so slowly," says one. The other replies, "Ursic will kill us if we don't get back tonight. Can't you carry the keg now? It's so darn heavy."*

The voices belong to two young men in light leather armor. The player characters can roll **SNEAKING** and follow the bandits to the Tower of Sighs. If they fail, or deliberately make themselves known, the two bandits draw their swords and position themselves back-to-back.

The bandits defend themselves if attacked but would rather negotiate. Their names are Rilke and Feder. Feder asks where the player characters are headed and wonders if they would be interested in a profitable proposition. He says they belong to a small *"adventuring party"* that has gotten a whiff of treasure in a tower.

The problem is that the treasure is guarded by a giant, a treacherous figure who at first offered to help dig up the treasure but is now only delaying the work. The expedition's leader, Ursic One-Ear, has been talking about hiring help to slay the giant. Are the player characters interested? Feder and Rilke can introduce them to Ursic, who will surely give them a share of the treasure in exchange for their help.

If the player characters accept, Feder and Rilke can lead them straight to the island with the Tower of Sighs. Otherwise, they will have to find the way on their own.



## TOWER OF SIGHTS





# LOCATIONS

## I. THE ISLAND AND THE BANDIT CAMP

*A great rock surrounded by low trees rises from the swamp. At the top of the cliff is a large tower of red stone. The narrow staircase that once led up to the entrance has been razed and there are gaping holes in the side of the building. The wind carries sighs and bloodcurdling wails from the tower.*

- ♦ **Tower of Sighs:** The tower is the highest point in the swamp and can be seen from afar. By now the wails of the undead have made the bandits very nervous.
- ♦ **Bandit Camp:** Ursic and the other bandits (as many as the characters but at least three, in addition to Ursic, Feder and Rilke) are in the camp with two tents and a small fire, between the tower and the grove where the path reaches the island.
- ♦ **The Giant in the Tower:** Glam-Glam is sleeping on the ground floor of the tower.



### BANDITS

Ursic's bandits are a worn-out bunch, scared and nervous after a long stay on the Isle of Sighs. They are getting tired of Ursic's obsession with the treasure and morale is low.

**Movement:** 10 **Damage Bonus:** — **HP:** 12

**Armor:** Leather (1)

**Skills:** Awareness 10, Brawling 12, Evade 10

**Weapons:** Short sword (skill level 12, damage D10), short bow (skill level 12, damage D10)

**Discussions:** If the player characters are accompanied by Feder and Rilke, or if they come alone but in peace, Ursic invites them to sit down. She offers them a third of the giant's treasure if they help drive him away. With a successful **BARTERING** roll, she can agree to share it equally. However, she will let the player characters take all the risks and betray them once the treasure is retrieved.



### URSIC ONE-EAR

A tall, red-haired woman in her forties. She is missing her left ear and has an ugly scar on her neck, as if she has narrowly escaped the gallows. If the player characters are willing to fight Glam-Glam, Ursic will negotiate with them, but intends to betray them so she will not have to share the treasure. If the player characters ignore the bandits, she will keep them in the tower and attack them later if they get out. Read more under Aftermath on page 59.

**Mov.:** 12 **Damage Bonus** STR: +D4 **HP:** 28

**Armor:** Leather (1) **WP:** 16

**Skills:** Awareness 14, Brawling 14, Evade 13

**Abilities:** Berserker, Robust × 6, Veteran

**Weapons:** Broadsword (skill level 15, damage 2D6), light crossbow (skill level 12, damage 2D6)





## GLAM-GLAM THE GIANT

The giant is completely focused on survival, something he knows will become more difficult as more settlers arrive in the valley. He works in the tower with a powerful spear, which he also uses as a weapon. Glam-Glam has the stats of a giant as per page 88 in the Rulebook.

If the player characters disturb him, Glam-Glam gets angry and shoos them out, but he is not really looking for a fight. A successful **PER-SUASION**, **BLUFFING**, or **BARTERING** roll makes him willing to talk. He is fed up with the bandits and suggests that the player characters take their place. He offers to open the way down to the cellar and the treasure – if they catch a boar for him first.

The giant's plan is to drag this out as long as possible and have the player characters perform various chores for him. For him to finally give in and clear the cellar stairs, the player characters must offer Glam-Glam something significant in exchange, such as a job and a home in Outskirt.

## 2. TOWER OF SIGHS

*This must once have been a mighty fortress, four stories high and built of red stone. The roof is flat and surrounded by battlements, but the tower is badly damaged. One broken wall is wide open and blackened with soot. There are stones scattered across the ground around it, as if a huge fireball once blasted through the wall. Up close one can hear distinct sighs that make one's blood run cold.*

- ◆ **Ground Level:** The ground floor of the tower is covered in broken masonry. In one corner Glam-Glam has set up a sleeping area with branches and animal skins. There are clean-picked bones from cows and pigs, but also some assorted valuables (draw two treasure cards).
- ◆ **The Giant:** This is where Glam-Glam is usually found, sleeping. The player characters can get past him with a successful **SNEAKING** roll, otherwise he wakes up.
- ◆ **Staircase:** In the middle of the ground floor is the entrance to the basement. A spiral staircase once ran through the tower's center – the way up has collapsed, and the way down is blocked by a massive boulder. That is where the sighs are coming from.
- ◆ **The Way to the Cellar:** The boulder must be removed in order to enter the cellar. The easiest way is to get Glam-Glam to do it. Otherwise, it must be chipped away, which takes at least a shift of hard work and of course wakes up the giant. Pickaxes, chisels, and sledgehammers can be found on the second floor.
- ◆ **Rope Ladder:** There is a rope ladder hanging at the entrance of the tower. It leads up to the collapsed upper floors and onto the roof.
- ◆ **Upper Floors:** The rope ladder goes up through a hole in the floor to the second and third levels. There is nothing of interest there except some loot the bandits have tucked away (the equivalent of two treasure cards) in a locked chest. It must be picked or smashed open (armor rating 5, 20 HP). The latter wakes the giant. Leaning against a wall are various stone-working tools – pickaxes, digging bars, and sledgehammers.
- ◆ **Roof:** On the roof are two simple benches. The bandits sometimes keep a lookout here.

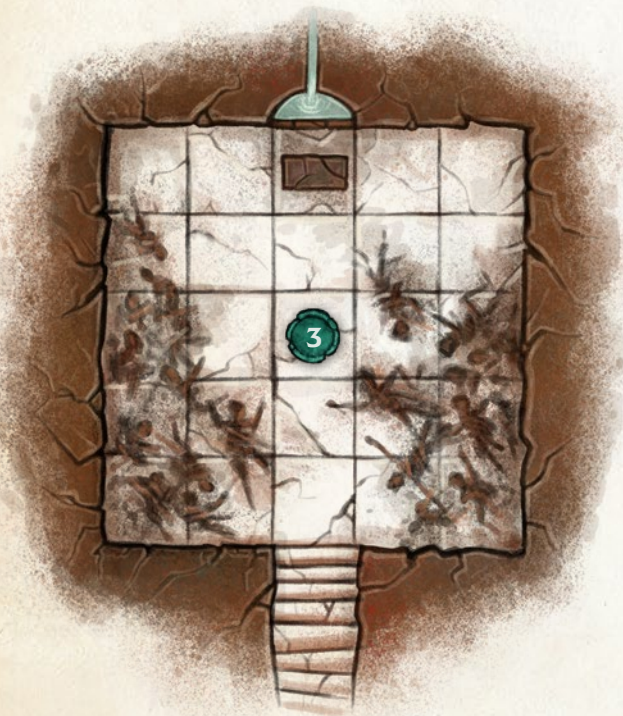


### 3. THE FORGOTTEN TEMPLE

*When the last stone is rolled aside, the sighs stop. Everything turns still and silent. An owl hoots far away in the swamp. A translucent figure steps into the light.*

- ◆ **Staircase Down:** Under the last boulder on the ground floor is a spiral staircase, carved into the rock.
- ◆ **Temple Hall:** After fifty steps the staircase opens into a square room. The bare rock walls were once covered with tapestries, but now only threads and dust remain.

#### THE FORGOTTEN TEMPLE



- ◆ **Banner:** Against a wall stands an object that has inexplicably withstood the ravages of time – a war banner depicting a grinning wolf, mounted on a pole of patinated bronze. All orcs within sight get a boon on all attacks if it is carried by an orc, and a bane on all attacks if it is carried by a non-orc. The banner is worth a lot to the orc chieftain Maladûk.
- ◆ **Altar:** Against the far wall is an altar, carved from the same red stone as the tower itself. If a piece of the dragon statuette is found here, it is standing on the altar, otherwise it is empty.
- ◆ **Spring:** Behind the altar a spring wells up into a semi-circular basin. Anyone who drinks from the spring and then swears an oath can never break that oath. The water has no effect if it is moved from the spring.
- ◆ **Skeletal Remains:** Bones and skulls are strewn all over the floor, under tattered clothes, with orcish gold jewelry glittering among them. These are the remains of orcs who starved to death down here. Draw two treasure cards to determine what is found here.
- ◆ **Wraiths:** As the player characters enter the room, about twenty translucent figures rise from the skeletal remains. Silently they make their way up the stairs and disappear.
- ◆ **Acha Bonebreaker:** A single wraith lingers in the room. It is an orc woman in an ankle-length robe, with heavy jewelry around her neck and a tiara on her head. She speaks to the player characters in an archaic dialect (roll **LANGUAGES** to understand), “I am Acha Bonebreaker of Clan Takrûk. In gratitude for freeing us, I give you three gifts (two if the statuette piece is not here).” She points at the banner. “This is the Banner of Takrûk, which can aid an orc commander in righteous battle.” She points at the spring. “This is the Fountain of Truth. Drink from it and swear an oath that cannot be broken.” If the statuette is here, she then points at the altar. “This is a relic from the days of the Dragon Empire. Farewell!”
- ◆ **The Dead Depart:** Acha follows the other spirits upstairs. As they leave the tower, the spirits dissolve and scatter like stardust across the island. All is quiet.

### AFTERMATH

If the player characters made a deal with Ursic to fight the giant, they will be betrayed. Ursic was expecting to find a great treasure of gold under the tower and thinks the characters are lying. The situation may deteriorate into violence. However, if the player characters have an arrangement with Glam-Glam, he can come to their rescue.





# ORACLE CAVE



A child has been abducted from Outskirt and the trail leads to the Oracle Cave, a winding cave system beneath the Iron Forest. Few ever venture there due to rumors that an ancient horror dwells in its

depths – some age-old creature from before humanity's arrival in the Misty Vale that is said to possess hidden knowledge. People call the place the Oracle Cave.

## THE SITUATION

The player characters can hear about the disappearance of young Roric and the Oracle Cave through rumors in Outskirt (page 17 and the adventure cards). The place is a possible location for one of the four pieces of the dragon statuette (page 8), which in that case is found in the she-spider's lair (room #10).

Roric is a little boy of six who has been abducted from Outskirt. He was playing outside the family farm when he was taken by brigands, who brought him to the Iron Forest. There they were ambushed by giant spiders who captured the bandits and the boy and brought them to the old she-spider Saak'shal – the one that people in the Misty Vale call the Oracle.

When the player characters arrive at the Oracle Cave, they should not have figured out that there are giant spiders involved. Ideally, this should only become clear after they find spiderwebs down in the caves. This is a deep cave



system, and the player characters will need a light source in each room unless they want to feel their way through total darkness.

## LOCATIONS

### I. ENTRANCE

*A dark hole, wide enough for several people to walk next to each other, gaping straight down into the earth. The cold of the underground flows from the opening.*

- ◆ **Primitive Altar:** Small wooden bowls filled with fruits and pieces of dried meat have been lined up on a rock just inside the entrance – small offerings from locals to appease the oracle. Occasionally, the she-spider

Saak'shal emerges from her lair and answers questions in return.

- ◆ **Blood Trails:** If the player characters examine the floor or roll **SPOT HIDDEN** in the cave, they find several trails of blood in the tunnel – from both animals and humanoids.
- ◆ **NORTH:** A natural opening in the rock wall leads to the cave tunnel (#2).



## RANDOM EVENTS

For each full stretch the player characters spend in certain rooms, perhaps searching for something or taking a stretch rest, you can roll on the table below or

select a suitable event. The room descriptions indicate where random events can occur.

### D10 EVENT

#### 1–5 Nothing happens.

6 **Scratching Sound.** The player characters hear a scraping, scratching sound echoing through the tunnels. If they try to trace the sound, they find that it is coming from small passageways and cavities they themselves cannot enter.

7 **Rockfall.** Rocks and dirt crash down from the ceiling. A player character must roll **EVADE** and suffers 2D6 bludgeoning damage on failure.

8 **Mysterious Mushroom.** A dark, foul-smelling mold growing on the cave wall is spewing toxic spores. A player character is exposed to a lethal poison with potency 14.

9 **Wounded Brigand.** Suddenly a dark figure comes rushing toward the player characters, shouting about "*the beasts in the dark.*" All player characters must make a **WIL** roll to resist fear. It is not a monster, however, but one of the brigands who abducted Roric. He has managed to escape the spiders but is out of his mind and attacks the player characters. He is white as a sheet and stares at them with mad eyes. A successful **PERSUASION** roll calms him down, in which case he tells them about the spiders' attack and that Roric can be found deeper in the cave. The man has stats as a bandit as per the table on page 105 in the Rulebook, but only has 2 HP left.

10 **Spiderlings.** A swarm of spiders, ranging in size from a clenched fist to a large cat, skitter out of every nook and cranny and immediately attack the player characters. These are the spawn of the old she-spider, see page 64 for stats. The spiders disappear after one round of fighting.

## 2. CAVE TUNNEL

*The tunnel runs deep into the rock and slopes steeply downwards. It is cold, damp, and pitch black. The cave walls are dripping with moisture and there is a musty smell of algae.*

- ◆ **Random Event:** Roll D10 on the table above for each full stretch the player characters spend in a tunnel.
- ◆ **NORTH, SOUTH:** Tight openings to narrow passageway (#3).

## 3. NARROW PASSAGEWAY

*This passageway is so narrow that you must crawl and climb to get through. The tunnel seems to go on forever into the darkness.*

- ◆ **Narrow Passage:** Passing through a narrow tunnel requires an **ACROBATICS** roll. A player character who leaves all their items (not counting any weapons in their hands) gains a boon on the roll. On failure, the character gets stuck and suffers a condition of their choice. Another **ACROBATICS** roll can be made each stretch. Others can help.
- ◆ **Random Event:** Roll D10 on the table above for each full stretch the player characters spend in a narrow tunnel.

## LEAVING THE CAVE?

If the player characters leave the cave to take a long rest, roll D6 per shift on the table on page 107 in the Rulebook.

## 4. THE FORK

*The tunnel opens into a larger space with two paths ahead. There is a dark figure lying on the floor.*

- ◆ **Dead Orc:** The figure is the corpse of a massacred orc who was devoured by the offspring of Saak'shal. Their arms and legs are torn off, and in some places the bones have been picked clean.
- ◆ **The Mark of Maladûk:** If the player characters search the corpse or roll **SPOT HIDDEN**, they find valuables equivalent to one treasure card and scraps of armor branded with the mark of Maladûk (page 8).
- ◆ **Random Event:** Roll D10 on the table above for each full stretch the player characters spend here.
- ◆ **NORTH, EAST:** Tunnels to the underground river (#5). A rushing sound is heard.
- ◆ **WEST:** Opening to the cave tunnel (#2).



## ORACLE CAVE



### 5. UNDERGROUND RIVER

*The tunnel is crossed by raging black water that disappears into the darkness to the east. The passage continues on the other side of the river, which is about four meters wide.*

- ◆ **Treacherous Crossing:** The river's current is strong and its water freezing (BUSHCRAFT roll to resist cold). Swimming across requires a SWIMMING roll with a bane. Those who fail are swept away to the underground lake (#6) and must make another SWIMMING roll to avoid drowning. Player characters can try to jump across the river (page 43 in the Rulebook), use magic, or cross by other means. Make sure to reward resourceful players.



## 6. UNDERGROUND LAKE

*An underground lake spreads out like a cold, black mirror. The darkness makes it hard to see where the cave ends and the lake begins.*

- ◆ **The Eel Beast:** *Something lurks beneath the surface. A hungry sea serpent dwells in the lake and attacks anyone who gets in the water. A player character watching the lake for a while can roll AWARENESS to notice something moving in the water.*
- ◆ **Slippery Rocks:** The edges of the lake are dark and slippery. A player character wishing to pass the lake without getting wet must roll ACROBATICS (not an action) to avoid falling in. The same applies to characters trying to get out of the water. One attempt is allowed per round.

## 7. THE RELIC CAVE

*Along the walls of the cave lie old swords and armor covered in dust and dirt. Yellowed bones and blankly glaring skulls can be seen here and there.*

- ◆ **The Weapons:** Most of the gear is broken beyond repair, but the player characters can find a broadsword, a flail, a chainmail, and an open helmet that are still in usable condition. A successful MYTHS & LEGENDS roll reveals that these are ancient relics, likely from the draconic empire of Eledain.
- ◆ **Treasures:** *If the player characters search the cave and succeed with a SPOT HIDDEN roll, they find valuables equivalent to one treasure card among the dirt on the floor.*
- ◆ **Random Event:** Roll D10 on the table on page 61 for each full stretch the player characters spend here.
- ◆ **EAST:** Narrow passageway (#3) leading directly to the keep (#12).
- ◆ **SOUTH:** Tunnel to the underground lake (#6).
- ◆ **WEST:** Tunnel to the spiderlings' lair (#8).

## 8. THE SPIDERLINGS' LAIR

*The tunnel opens into a cramped cave chamber whose walls, floor, and ceiling are covered in thick white webs. Suddenly a swarm of spiders bursts out of every nook and cranny of the room – the smallest are the size of a fist, the largest as big as well-fed cats.*

- ◆ **The Spawn of Saak'shal:** In this lair dwell the youngest offspring of the old she-spider Saak'shal – a swarm of spiderlings (see page 64 for stats). They attack instantly.
- ◆ **Relics:** *If the player characters search the cave and succeed with a SPOT HIDDEN roll, they find valuables equivalent to one treasure card among the dirt on the floor.*

### THE EEL BEAST

The sea serpent in the lake looks like a large, pale eel. Its glistening body is fast and strong and would like nothing more than to wrap itself around the player characters' legs and drag them into the deep.

**Ferocity:** 2    **Size:** Normal

**Movement:** 18 (in water)    **Armor:** —    **HP:** 32

#### MONSTER ATTACKS

##### D4 ATTACK

- 1 **Tail Swipe!** The sea serpent swipes its tail at a player character within 10 meters. The attack inflicts 2D6 bludgeoning damage and knocks the victim down.
- 2 **Ferocious Bite!** The sea serpent bites a player character with its razor-sharp teeth. The attack inflicts 2D8 slashing damage.
- 3 **Drowning!** The sea serpent pulls a player character into the deep and the victim immediately begins to drown as per page 53 in the Rulebook. The player character cannot move or perform actions that require body movement, except trying to break free, which takes a STR roll with a bane. Others can help.
- 4 **Constriction!** The eel beast wraps its tail around a player character and tries to squeeze the life out of them. The attack inflicts 2D4 bludgeoning damage and an additional 2D4 every time it is the victim's turn. The victim cannot move or perform actions that require body movement, except trying to break free, which takes a STR roll with a bane. Others can help.

- ◆ **Random Event:** Roll D10 on the table on page 61 for each full stretch the player characters spend here.
- ◆ **NORTH:** Tunnel to the offspring's lair (#9).
- ◆ **EAST:** Tunnel to the relic cave (#7).
- ◆ **SOUTH:** Tunnel to the underground river (#5). A rushing sound is heard.
- ◆ **WEST:** Opening to a narrow passageway (#3).



## SPIDERLINGS

**Ferocity:** No. of PCs–1 (min. 1)    **Size:** Swarm

**Movement:** 18    **Armor:** —    **HP:** 24

**Resistant:** The spiderlings attack as a swarm and are handled as a single creature. The swarm takes half damage (rounded up) from attacks with physical weapons, including magical ones. Fire has the normal effect.

### MONSTER ATTACKS

#### D4 ATTACK

- 1 **Climbing Horror!** The spiderlings come pouring toward the player characters and climb all over their bodies. Everyone within 10 meters suffers a fear attack.
- 2 **Caught in Web!** The spider swarm targets an unfortunate victim who is completely covered in sticky webs and unable to move or perform actions that require body movement. Breaking free requires a successful STR roll (an action). Others can help.
- 3 **Joint Attack!** The spiderlings make a joint attack against the player character with the lowest CON. The attack inflicts 2D4 slashing damage and the victim suffers a fear attack. Armor has no effect.
- 4 **Mass Attack!** The spider swarm spreads out and attacks all player characters within 10 meters. Each victim takes D6 piercing damage. Armor has no effect.

Lurking in dark crevices, they wait for the player characters to start exploring the room before they attack. The attack counts as an ambush (page 43 of the Rulebook) and the player characters get a bane on their AWARENESS rolls.

- ◆ **Cocoons:** The she-spider's offspring have gathered dead humans and orcs in thick web cocoons to be eaten later. The bodies have no visible injuries as they were killed by spider venom, which a successful HEALING roll can reveal. Player characters who examine the corpses can find valuables equivalent to one treasure card.
- ◆ **The Surviving Brigand:** Suddenly, the body inside one of the cocoons wakes up and cries out in terror. All player characters must make a WIL roll to resist fear. But the "corpse" is alive – it is one of the brigands who abducted Roric. He begs the player characters to cut him loose. "Please, before they come back! I'll do anything! Don't leave me here!" If the bandit is freed, he will break any promises and escape at the first opportunity. If pressed, he admits to having participated in the abduction of Roric, but claims it was not his idea.
- ◆ **SOUTH:** Tunnel to the spiderlings' lair (#8).
- ◆ **WEST:** Tunnel to the she-spider's lair (#10).



## 9. THE OFFSPRING'S LAIR

*Hanging from the damp ceiling of the cave are half a dozen white cocoons of cobwebs, each the size of a full-grown human.*

- ◆ **The She-Spider's Offspring:** In this lair dwell the older offspring of the ancient female – giant spiders with stats as per page 89 in the Rulebook. They are half as many as the player characters, rounded up.

## 10. THE SHE-SPIDER'S LAIR

*The dim light barely illuminates what appears to be a vast cave chamber. The far wall is covered in cobwebs from which a small cocoon is dangling. You see the outline of something very large moving in the shadows, and then a faint voice speaks inside your heads, as if whispering in both ears at once.*





### THE SHE-SPIDER SAAK'SHAL

Saak'shal is an ancient spider with cloudy gray eyes whose edges are covered with crusts of old pus and dirt (it is possible to **SNEAK** past her). She moves jerkily but quickly and is almost twice the size of normal giant spiders. She performs the same monster attacks as them (page 89 in the Rulebook), but with an extra die of damage.

**Ferocity:** No. of PCs–1 (min. 1)    **Size:** Large

**Movement:** 18    **Armor:** —    **HP:** 84

*“Little creatures... Why have you invaded our home?”  
Out of the abyss climbs a hideously large spider, thick  
as two fat horses and with just as many legs. The spider  
braces itself against the walls as she looms over you.*

- ◆ **Saak'shal:** The ancient she-spider has inhabited the caves beneath the Iron Forest since long before the first humans arrived in the Misty Vale. Realizing that the player characters must be capable to have made it this far, she wants to know who they are and what they are doing here. Saak'shal can read their minds and snarls at them if they lie. She does not really want to fight but defends herself ferociously if attacked.
- ◆ **Roric:** The terrified child is hanging in the cocoon of cobweb behind the she-spider, saved for later as a particularly delicious treat. It is possible to **SNEAK** over there if Saak'shal is distracted, but she reacts with violent fury if she notices it.
- ◆ **Negotiation:** If the player characters explain that they are looking for young Roric and/or a piece of Eledain's dragon statuette, Saak'shal offers them a deal – they will get what they want if they first kill a group of orcs who have settled in another part of the cave (location #12, the keep). She will keep her promise if they carry out the mission.
- ◆ **The Statuette Piece:** If you want to place a piece of Emperor Eledain's statuette here (page 8), Saak'shal reveals that she has it. Even if there is no statuette piece, the old she-spider can tell the player characters where to find one, in exchange for them carrying out her mission.

- ◆ **Legends:** Saak'shal knows all there is to know about the Misty Vale and can pass on the legend of Um-Durman (page 9) as well as the rumors about the other adventure sites (page 17).
- ◆ **The She-Spider's Treasure:** At the bottom of the cave are countless treasures that Saak'shal has amassed over the years. The entire treasure is equivalent to six treasure cards but cannot be accessed without killing the ancient spider.
- ◆ **EAST:** Tunnel to the woven bridge (#11).
- ◆ **SOUTH:** Tunnel to the offspring's lair (#9).





## II. WOVEN BRIDGE

*The tunnel opens into a seemingly bottomless shaft. A dark abyss gapes before you. Thick cobwebs form a bridge to the other side where a passage continues into the mountain.*

- ♦ **The Cobweb Bridge:** The bridge of cobwebs sways under the weight of the player character. Describe how the thick, sticky web is all that separates them from the chasm below. The web is strong and will not give way but climbing over the bridge is difficult and requires a successful **ACROBATICS** roll. On failure the victim slides toward the abyss but can save themselves with **EVADE**. Each of the other player characters on the bridge also gets one attempt to catch the falling person with **ACROBATICS**. If all attempts fail, the victim falls 12 meters into an underground lake and takes 3D6 falling damage.
- ♦ **EAST:** Passageway to the keep (#12).
- ♦ **WEST:** Passageway to the she-spider's lair (#10).

## 12. THE KEEP

*The passage turns into a steep stairway in a narrow, carved tunnel that leads sharply upward. After a few minutes of arduous ascent, the tunnel opens to reveal a small keep with an extensive view of the Iron Forest. Orcish grunts can be heard from the lookout on the other side of a wall.*

- ♦ **The Keep:** The outpost dates back to the old draconic empire, which a successful **MYTHS & LEGENDS** roll can reveal.
- ♦ **Agra and the Orcs:** The orc warrior Agra and her patrol of orcs (as many as the player characters) have been in the Iron Forest for a few days, trying to find pieces of Eledain's statuette for their chieftain Maladûk. They came to the keep from the forest and have sent some scouts into the cave, but none have returned. Now they are discussing their next move. Agra reacts violently if she spots the player characters, but she can be reasoned with (**PERSUASION** or **BLUFFING**). If the player characters are allied with Maladûk and convince Agra of this, she is willing to cooperate.
- ♦ **No Campaign?** If you are playing *The Oracle Cave* separately, with no connection to the *The Secret of the Dragon Emperor* campaign, Agra is only here to find the cave's hidden treasures.
- ♦ **SOUTH:** Stairway down to the Iron Forest.
- ♦ **WEST:** Tunnel to the woven bridge (#11).



### AGRA

Agra is a large, muscular, and scarred orc. She has spent most of her life fighting and is feverishly loyal to Maladûk. She hopes to prove her competence and conviction by finding the dragon emperor's statuette.

**Mov.: 10    Damage Bonus STR: +D6    HP: 16**

**Armor:** Chainmail (4)

**Skills:** Awareness 12, Brawling 14, Evade 10

**Weapon:** Scimitar (skill level 14, damage 2D6)

### ORC WARRIORS

**Mov.: 10    Damage Bonus STR: +D4    HP: 12**

**Armor:** Studded leather (2)

**Skills:** Awareness 10, Evade 8

**Weapon:** Scimitar (skill level 12, damage 2D6)





# TROLL'S SPIRE



**O**n a mountaintop in the Misty Vale rises the ruins of Troll's Spire, an ancient tower from Eledain's dragon-worshipping empire. By day the ruins are embraced

by blooming roses of red and black, and by night the tower glitters like a silver spire in the moonlight. It is said that there are wraiths and trolls guarding treasures from ages past.

## THE SITUATION

During Eledain's reign, sorcerers would come to Troll's Spire to gaze at the night sky and catch falling stars. From these star stones they extracted strong metals and bright, beautiful jewels which were used for all sorts of magical purposes.



When the dragon realm was ravaged by internal strife, a vault was built in the tower's basement to protect precious artifacts. But when the empire finally collapsed, the tower also fell into disrepair and was eventually forgotten. Magical rose bushes were all that lived and thrived there.

Some years ago, a troll named Harga settled in the tower to learn more about healing herbs, poisons, and potions. Unfortunately, the tower was already home to someone else – an angry flock of harpies roosting on the roof. The troll and the harpies have been sworn enemies ever since. After a number of brazen thefts, Harga has barricaded herself in the tower and set up a few traps to scare off intruders.

Troll's Spire is a possible location for one of the four pieces of the dragon statuette (page 8), which in that case is found in the crypt (location #8).

## LOCATIONS

### I. THE RED GATE

*Before you stands a crumbling tower from a bygone age. The ruins are wrapped in a crimson and black cloak of roses and sharp thorns, and the sweet scent of the flowers lies heavy on your senses. The entrance is blocked by a massive gate of red oak. The tower has a few windows, but none at ground level.*

- ♦ **The Roses:** The roses bloom all year round, nourished by magical energies. The player characters must make a CON roll each round they come within one meter of the roses and become Dazed on failure. The effect can be avoided by holding their breath (page 53 of the Rulebook).

- ♦ **Occupants:** If the player characters peer toward the top of the tower and succeed with an AWARENESS roll, they see movement on the roof and in the windows of the laboratory (#5).

- ♦ **NORTH:** Door to the tower's hallway (#2). The door is locked from the inside (40 HP, armor rating 12).

- ♦ **UP:** With a successful ACROBATICS roll, a player character can climb the rose bushes to the kitchen (#4) on the second floor. The climber is exposed to the scent of the roses and takes D6 piercing damage from the sharp thorns. It is not possible to climb higher than the second floor.



## RANDOM EVENTS

For each full stretch the player characters spend in certain rooms, perhaps searching for something or taking a stretch rest, you can roll on the table below or

select a suitable event. The room descriptions indicate where random events can occur.

D8 EVENT

1–4 **Nothing happens.**

- 5 **Falling Rock.** A heavy rock comes crashing down toward a player character, who must make an **EVADE** roll and suffers 2D4 bludgeoning damage on failure.
- 6 **Spiders Everywhere.** The player characters disturb a nest of large spiders. They swarm all over their bodies and under their clothes. All player characters in the room must make an **EVADE** roll. Those who fail take D4 damage (armor has no effect) and suffer a condition of their choice.
- 7 **Harga's Warning.** Suddenly a loud voice booms from the upper floors of the tower: *"I can hear you down there. Get out of my house or I'll turn you all into toads!"* It is Harga who is trying to scare away the intruders.
- 8 **Voice From the Past.** Ghostly whispers from the age of the dragon empire fill the room. All player characters must roll **WIL** to resist fear. Anyone who succeeds with a **LANGUAGES** roll understands what the voice is saying: *"Over moon, under ground, fall the stars."*

## 2. HALLWAY

The hallway is full of rubble and debris from the collapsed walls and upstairs floor of the tower. Large flies are buzzing lazily in the still, humid air.

- ◆ **Ambrosius the Toad:** Harga's guard toad Ambrosius is hiding in his nest among the stones in the western corner and attacks the player characters if they examine the rubble.
- ◆ **Random Event:** Roll D6 on the table above for each full stretch the player characters spend here.
- ◆ **NORTH:** Staircase leading up to the next floor's abandoned residence (#3).
- ◆ **SOUTH:** Door out of the tower (#1). It is bolted but can be easily opened from the inside.
- ◆ **WEST:** Under the toad's nest in the western corner is a hatch down to the tower's crypt. The player characters will find it if they look in that exact spot or search the room and succeed with a **SPOT HIDDEN** roll. On the hatch is an ornate symbol (Eledain's dragon symbol, which a **MYTHS & LEGENDS** roll can reveal) and an iron ring to open it with, which requires a **STR** roll with bane. The hatch can also be smashed open (20 HP, armor rating 10). Beneath the hatch a short spiral staircase leads down to the iron door (#7).

## 3. ABANDONED RESIDENCE

The room is dominated by a huge fireplace and an ancient table of red oak. On the table are four clay jugs and two wooden plates. The floor is covered with broken furniture and other debris. There are four doorways out of the room, one in each direction.

## LEAVING THE TOWER?

If the player characters leave the tower to take a long rest, roll D6 per shift on the table on page 107 in the Rulebook.

- ◆ **Rake:** Harga has placed a rake among the debris on the floor, hoping someone will step on it. The first player character who enters the room triggers the trap and must roll **EVADE** not to get hit and take D6 bludgeoning damage. The player characters notice the rake if they move carefully into the room and succeed with a **SPOT HIDDEN** roll.
- ◆ **Skeleton Trap:** The table setting is a trap. A thin rope is strung from the jugs and plates to a sack in the ceiling. If the player characters touch these items, a skeleton armed with shield and scimitar comes crashing down. Everyone in the room must make a **WIL** roll to resist fear. The skeleton is held together by strings and is completely harmless, but let the players draw the initiative anyway and describe how they respond to this threat. The skeleton does nothing. The trap can be avoided if the player characters examine the table or ceiling and succeed with a **SPOT HIDDEN** roll.
- ◆ **Random Event:** Roll D8 on the table above for each full stretch the player characters spend here.
- ◆ **NORTH:** Stairs leading up to Harga's laboratory (#5).
- ◆ **EAST:** Door to a privy. The stench is palpable – it takes a **CON** roll to avoid being Dazed.



## THE FIRST FLOOR

- ♦ **SOUTH:** Slightly open door to the kitchen (#4). When the door opens, a bucket is emptied over the person opening it. The bucket is full of itching powder that Harga has made and makes the victim Angry. The trap can only be avoided if the first person to enter the kitchen actively examines the door and rolls a successful **SPOT HIDDEN** before opening it.
- ♦ **WEST:** Door to a simple bedroom, now empty and deserted.



### AMBROSIUS THE TOAD

The horned toad Ambrosius is the size of a dog and the result of Harga's experiments. He guards against intruders, but also takes care of the flies that were interfering with the troll's magical research. Ambrosius keeps still and quiet; only when he has eaten can he be heard croaking contentedly.

**Ferocity:** No. of PCs-1 (min. 1)    **Size:** Small

**Movement:** 8    **Armor:** —    **HP:** 24

**Play Dead:** If Ambrosius loses half his HP, he rolls over on his back and plays dead. He attacks again when the opportunity arises.

#### D4 ATTACK

#### MONSTER ATTACKS

- 1 **Headbutt!** The toad jumps up and headbutts a player character, inflicting 2D4 bludgeoning damage and knocking the victim down.
- 2 **Venomous Bite!** Ambrosius bites a player character in the leg. The bite inflicts D10 slashing damage and a victim who takes at least one point of damage is also injected with a paralyzing poison with potency 12.
- 3 **Spit Attack!** Ambrosius aims a huge gob of spit at a player character within 10 meters. The spit inflicts D6 damage and a victim who takes at least one point of damage is also affected by a paralyzing poison with potency 12.
- 4 **Disarming Tongue!** The toad launches its long tongue at a player character within 6 meters, snatching a weapon from the victim's hand. The weapon lands in Ambrosius's nest.



#### 4. KITCHEN

*What was probably once the kitchen has been stripped of all utensils. An open window is covered with red rose bushes and a sweet stench invades your nostrils.*

- ♦ **Random Event:** Roll D8 on the table on page 68 for each full stretch the player characters spend here.
- ♦ **NORTH:** Door ajar to the abandoned residence (#3). A bucket is placed on top of the door (unless the trap in room #3 has been triggered).

#### MEETING HARGA

Harga defends herself if attacked but does not really want to fight. Instead, she offers the player characters a deal. There are great treasures in a crypt beneath the tower and Harga says she can take them there – in exchange for a small favor. A pack of screeching harpies has settled on the roof of the tower, and Harga wants the player characters to drive the creatures away or kill them. The harpies have stolen a key to the crypt. If the player characters retrieve it, Harga promises to show them the way to the treasure.

**Over Moon, Under Ground:** During the conversation, Harga hums an old verse: “Over moon, under ground, fall the stars.” The player characters may have heard it before (random encounter #8). If the player characters ask about the verse, she waves it off and says it is just an old rhyme that got stuck in her head.

**Consequences:** If the player characters kill or drive away at least half of the harpies on the roof (#6) and find the key in their nest, Harga keeps her word and shows the way to the hatch in the hallway (#2). If they killed Ambrosius, Harga gets a bit surly but does not seem too concerned. What Harga knows but does not tell them is that the crypt (#8) is a trap – there are dangerous undead down there, and it takes cunning to get out. Harga hopes that the player characters will die in the crypt, so she can come back later and grab the treasures herself.

**Combat?** The player characters might just kill Harga. In that case it becomes much harder for them to find the crypt and make it back alive.

#### 5. HARGA'S LABORATORY

*The room is cluttered with bottles, flasks, pots, jugs, mortars and pestles, ladles, dried herbs, and glass beakers containing parts of various monsters – everything you could possibly need to make all sorts of strange potions. Smoke from the fire in the center of the room rises through several cracks in the ceiling. Up there you can see the open sky through red and black roses.*



#### HARGA

Harga is a very small old troll who reeks of smoke and wears a headscarf and a tunic of multi-layered fabric. She does not use monster attacks but is handled as a regular NPC. Harga can sell potions to the player characters at the price listed in the Rulebook (page 79). If they pay her well, Harga can also teach them her skills and magic.

**Mov:** 8   **Damage Bonus STR:** +D4   **HP:** 28

**Armor:** —   **WP:** 16

**Skills:** Animism 16, Mentalism 17, Evade 8, Healing 15

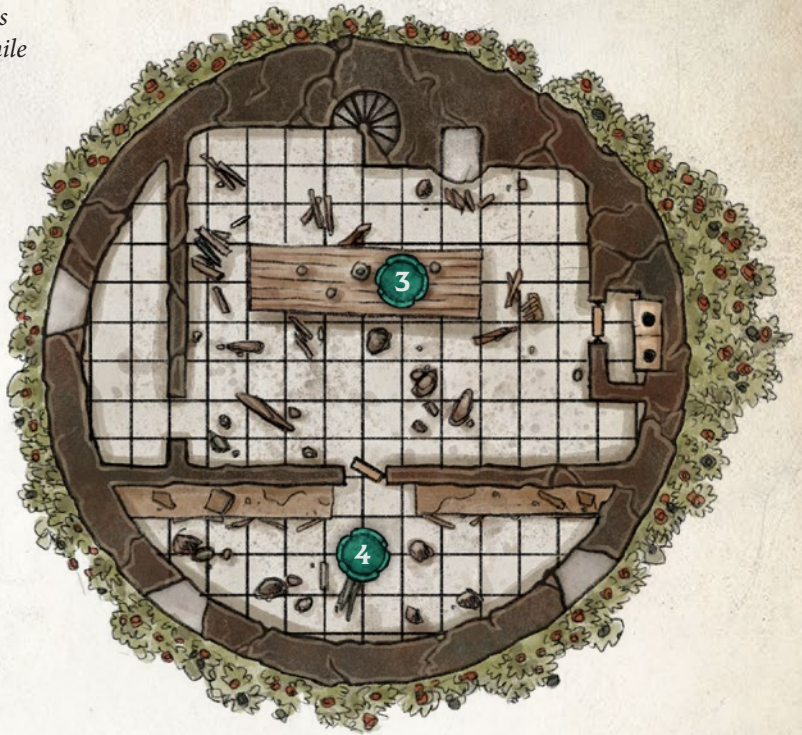
**Spells:** Fetch, Light, Open/Close, Sense Magic, Dispel, Ensnaring Roots, Lock/Unlock, Power Fist, Stone Skin, Mental Strike, Scrying, Telepathy, Dominate

**Gear:** Ladle (skill level 13, damage D8)



## THE SECOND FLOOR

- ◆ **Harga:** The troll has made the ancient laboratory her own over many long years and it very much reflects her personality. When the player characters arrive, she is scared and hides among the rubble. If they stay a while and start poking around, she makes herself known: “What are you doing in my house? Leave at once, or I’ll make you disappear for good!”
- ◆ **Potions and Other Items:** Among the bottles, the player characters can find five doses of herbal concoction (boon on rolls for resisting disease), three doses each of lethal, paralyzing, and sleeping poison (all with potency 12), four doses of healing potion (heals 2D6 HP), two doses of a potion with the same effect on the user as the **ELEVATE** spell (power level 1), an hourglass, some parchment, a quill, five rations of food, and Harga’s grimoire which contains all her spells. The player characters can find these if they search the laboratory for one stretch.
- ◆ **NORTH:** Stairs leading down to the abandoned residence (#3).
- ◆ **UP:** Hole in the ceiling to the harpies’ nest (#6).



## THE THIRD FLOOR





## 6. THE HARPIES' NEST

The top of the tower lies open to the sky. The sweet stench of roses is almost overwhelming. Huge black and red rose bushes cling to the walls. In the middle you see a shallow pool of dirty rainwater with big, dark feathers floating on the surface.

- ◆ **Roses:** Up here it is impossible to avoid the scent of the roses. The player characters must make a CON roll each round and become Dazed on failure. The effect can be avoided by holding their breath (page 53 in the Rulebook).
- ◆ **Harpies:** The three harpies Thistle, Prickle, and Thorn are hiding among the rose bushes, ready to ambush anyone who comes up here.
- ◆ **Nest:** The harpies have their nest deep in the rose bushes. Finding it requires a SPOT HIDDEN roll. Each roll takes one round and exposes the player characters to the scent of the roses. The nest contains the key to the iron door (#7) and valuables equivalent to three treasure cards.
- ◆ **DOWN:** Hole in the floor to Harga's laboratory (#5).

### THISTLE, PRICKLE, AND THORN

The harpies roosting atop the tower are the three sisters Thistle, Prickle, and Thorn – cunning creatures who use their home as a lookout when searching for prey. They live safely among the rose bushes, happily bathing in the pool of rainwater and perfuming themselves with rose nectar. They are immune to the scent of roses. They have stats as harpies as per the Rulebook, page 92. If two of them are killed, the last one will retreat to the highest point of the tower and may attack again.

## 7. IRON DOOR

A black iron door blocks the way. The lock is shaped like a stylized dragon's head.

- ◆ **The Iron Door:** Made of iron that fell from the sky. Can be opened with the key in the harpies' nest (#6). The lock is magical and must be DISPELLED with power level 3 before it can be picked or opened with LOCK/OPEN. Breaking down the door is very difficult (100 HP, armor rating 20).

### THE ROOF



- ◆ **Dragon Fire:** Any attack on the door or unsuccessful attempt to pick its lock triggers a FIREBALL (power level 2, damage 3D6) that shoots out of the dragon's mouth.
- ◆ **EAST:** Door to the crypt (#8). It is pitch dark on the other side.
- ◆ **UP:** Stairs leading up to the hallway (#2).

## 8. CRYPT

A great circular hall lies before you. At its center stands a stone pedestal with a case at the top. Through the dust on the floor, you see a beautiful mosaic of four scenes divided into equal sizes. Two of the scenes show magnificent dragons and the other two show hideous monsters. There are three dark alcoves to the north, south and east.

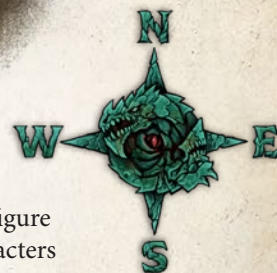
- ◆ **Total Darkness:** The player characters need a light source in order to see anything in the crypt.
- ◆ **The Mosaic:** The four parts of the floor mosaic are pressure plates. If the total weight placed on plates A and D (the demons) differs from that of B and C (the dragons), the mechanism is activated and two rounds later an undead guardian in the northern alcove wakes up and attacks. If the weight changes again without achieving balance between dragons and demons, another guardian



wakes up. Let the players figure out how to balance the weight and reward their ingenuity. One method is for two characters of roughly the same weight (in your estimation) to step on separate plates (of different types) at exactly the same time, which requires an **ACROBATICS** roll (with a boon) from both of them.

- ♦ **Undead Guardians:** In each of the three alcoves stands a mighty skeleton champion, put here to guard Eledain's treasures forever. They are awakened by an imbalance of weight in the floor mosaic or if someone tries to break down the iron door. Once awake, they raise their weapons with a rattle and fight until they are defeated, or the player characters leave the tower.
- ♦ **The Pedestal:** The wooden case on the pedestal is beautifully decorated with the symbols of the dragon empire, which a successful **MYTHS & LEGENDS** roll can reveal. The case is open and contains two large octagonal sapphires worth 50 gold coins each and other valuables equivalent to three treasure cards. If you chose to place a piece of the dragon statuette in Troll's Spire, it is here as well.
- ♦ **WEST:** The iron door (#7). Once the player characters have entered the crypt, the iron door slides shut and cannot be opened. There is no keyhole on this side, and the door cannot be unlocked or opened with **LOCK/OPEN**. The door can be broken (100 HP, armor rating 20), but it takes time and wakes up all three skeleton champions. This side of the iron door is adorned with a beautiful relief of stars and planets. At the top is the

## THE CRYPT



moon, and at the bottom is an armored figure that looks like Eledain. If the player characters examine the relief closely or succeed with **SPOT HIDDEN**, they notice an octagonal socket above the moon and another below the Eledain figure. If the sapphires from the case are placed in the two sockets, they get stuck, and the door slides open. The sapphires can only be removed once the iron door has been closed.

### UNDEAD GUARDIANS

**Mov.:** 10 **Damage Bonus STR:** +D6 **HP:** 24

**Armor:** Chainmail (4) **WP:** 15

**Skills:** Awareness I2, Brawling I4, Evade 8

**Abilities:** Defensive, Double Slash, Robust × 4, Veteran

**Weapons:** Longsword (skill level I6, damage 2D8), large shield

**Resistance:** All piercing damage is reduced by half (rounded up).

**Immunity:** Skeletons are immune to fear and **PERSUASION**.

### ENDING

To get out of the crypt, the player character is greatly helped by recalling the rhyme "Over moon, under ground, fall the stars." If the players cannot figure out how to get out, you can have Harga rescue them (she can open the door from the other side with **DISPEL** and **LOCK/OPEN**). It is unintentional – Harga thinks the player characters are dead and comes to loot the crypt. She can also appear just as the player characters exit the crypt on their own. Harga may attack the player characters if they are badly wounded. Otherwise, she flees and vows revenge.



# DEAD EYES CAVE

**O**n a lonely cliff in the eastern Kummer Mountains lies the Dead Eyes Cave. It is a place shunned by all, where nothing grows and from which no

seeing creature ever returns, for a basilisk has claimed it as its lair. The basilisk has recently attacked a farm and could pose a serious threat to Outskirt.

## THE SITUATION

The basilisk has attacked Hildi's farm southeast of Outskirt, killing nearly everyone there – except Hildi herself and her niece Gunhill. The player characters can hear about this in Outskirt (see the rumor table on page 17 and the adventure cards). The basilisk then retired to its lair on Mount Oculus.

The mountain is so named because it resembles an eye. Because of the basilisk's breath, almost nothing grows in its vicinity. The basilisk rests at the bottom of the cave but can slither out through a number of narrow shafts and cran-nies. Gunhill, Hildi's niece, has gone to the cave intent on killing the beast.

Cultists in the service of Azrahel Koth have also made their way to the cave in search of pieces of the dragon statuette (or other treasures if you are not playing *The Secret of the Dragon Emperor*). If a piece of the statuette is placed here, it can be found in the basilisk's lair (room #6).



### ENCOUNTER WITH HILDI

On the way to Mount Oculus, about an hour's walk from the cave, the player characters pass Hildi's farm. Hildi is the only one at the farm during the beast's attack that survived, and several fresh graves can be seen in the nearby field. Hildi is blind but describes what she heard and smelled. People and animals screamed as a horrible stench filled the air. She tried to escape but got stopped by the beast and was sure she was going to die, but it left her and the chicken coop alone. She heard it slither off in the direction of the mountain and thinks it came from the cave at the top. Hildi also says that her niece Gunhill, who was out hunting at the time of the attack, has now gone to the cave to kill the beast. Hildi begs the player characters to look for Gunhill.





# LOCATIONS

## I. OUTSIDE THE CAVE

*A thick mist blankets the top of Mount Oculus. In the middle of the rock formation that gave the mountain its name, where the pupil would be, is the cave entrance. It is pitch black in there and a musty smell emanates from the opening.*

- ◆ **Carcasses:** The ground is littered with the bloody, torn-apart remains of prey dragged here from Hildi's farm. They seem to have belonged to large animals. A player character who succeeds with a **BEAST LORE** roll recognizes them as the carcasses of sheep and horses.
- ◆ **NORTH:** Path to the cave entrance (#2).

## 2. CAVE ENTRANCE

*Inside, the cave is dark and cool. The mist from outside covers the floor and the musty smell is even stronger. The walls consist of rough, mossy stones.*

- ◆ **Dead Cultist:** Inside the cave entrance lies a dead Sathmog cultist in black clothes. His eyes have been torn out and his body is completely stiff. Player characters who examine the corpse can find the mark of Sathmog on his forearm and two large bite marks on his neck.
- ◆ **Trail on the Ground:** A player character who investigates the cave and succeeds with **SPOT HIDDEN**, or specifically looks for tracks, finds the trail of something large that has been dragged north from here (toward #3).
- ◆ **Random Event:** Roll D8 on the table to the right for each full stretch the player characters spend here.
- ◆ **NORTH:** Damp and dark tunnel to the snake pit (#3).
- ◆ **SOUTH:** Passage out of the cave (#1).
- ◆ **WEST:** Tunnel to the cultist camp (#4). The flickering light of a fire can be seen from there.

## 3. SNAKE PIT

*The musty smell grows into a pungent stench in this cave. The floor slopes down towards a pit whose bottom seems to be moving in a slithering fashion. Now you realize that the entire floor is covered with snakes. The only way north is a narrow ledge along the rock wall.*

- ◆ **Snakes:** Climbing past the snake pit requires an **ACROBATICS** roll. On failure the player character falls in and must roll against **WIL** to resist fear. The victim immediately suffers D6 piercing damage from snake bites and an additional D6 damage on each subsequent turn. Armor has no effect. Climbing out of the pit requires another **ACROBATICS** roll.

## RANDOM EVENTS

For each full stretch the player characters spend in certain rooms, perhaps searching for something or taking a stretch rest, you can roll on the table below or select a suitable event. The room descriptions indicate where random events can occur.

### D8 EVENT

1–4 **Nothing happens.**

5 **Rockfall.** The basilisk moves through one of the cave's many shafts and the player characters see something scaly slithering somewhere high above. Rocks come crashing down and everyone in the room must succeed with an **EVADE** roll or suffer D4 bludgeoning damage.

6 **Lost Cultists.** Two cultists have wandered into the cave looking for their comrades and gotten lost. They are startled when they see the player characters and attack immediately. For stats, see page 76. These cultists are not blindfolded.

7 **Rank Breath.** The basilisk passes the player characters in a shaft, and they can smell its rank breath. The player characters must roll against **CON** and become Dazed on failure.

8 **Vision.** A player character gets the feeling of being watched and has a vision of two staring ice-blue eyes, which terrifies them. The victim must roll against **WIL** to resist fear.

- ◆ **Viper:** In a crevice in the rock wall on the north side of the snake pit is a nest with a viper that awakes from its slumber and attacks any player character passing by.
- ◆ **Random Event:** Roll D8 on the table above for each full stretch the player characters spend here.
- ◆ **NORTH:** A dark tunnel on the other side of the snake pit leads to Gunhill's camp (#5).
- ◆ **WEST:** Tunnel to the cultist camp (#4). The flickering light of a fire can be seen from there.
- ◆ **SOUTH:** Damp tunnel to the cave entrance (#2).

## LEAVING THE CAVE?

If the player characters leave the cave to take a long rest, roll D6 per shift on the table on page 107 in the Rulebook.



### VIPER

A thick viper, almost two meters long, coiled in a nest in the rock wall. It has a black pattern, glowing yellow eyes, and fangs dripping with venom. Mechanically, the snake is handled as an animal (page 99 in the Rulebook), not a monster.

**Movement:** 8    **Damage Bonus:** —    **HP:** 16

**Skills:** Evade 15

**Attack:** Bite (skill level 14, damage D6 + lethal poison with potency 15)



### DEMON CULTISTS

To protect themselves against the basilisk, the cultists have blindfolded themselves. Consequently, they act as if in complete darkness (page 52 in the Rulebook) and must roll AWARENESS before each attack. They have already lost a member of their group and are very afraid but dare not flee – failing their task will incur the wrath of Azrahel Koth, who they fear even more than the beast. They are now considering their next move. They know they are facing a deadly basilisk and may reveal this to the player characters if pressed. They all wear black robes.

**Movement:** 10    **Damage Bonus:** —    **HP:** 12

**Armor:** —

**Skills:** Awareness 10, Evade 10

**Weapon:** Scimitar (skill level 14, damage 2D6)

## 4. CULTIST CAMP

*In the middle of this cave is a campfire whose smoke makes its way through cracks in the ceiling. The light from the fire falls on skulls and bones scattered all over the floor, and on a group of people dressed in black around the fire, all wearing blindfolds. On the floor next to them is a cage with what looks like chickens inside.*

- ◆ **The cultists** are as many as the player characters. Since they are blindfolded, the player characters get a boon on SNEAKING past them. If the player characters are detected, the cultists attack immediately.
- ◆ **Chickens:** The cultists have brought two chickens in a cage because basilisks fear these birds (page 78).
- ◆ **The Sword:** A person searching among the bones can find a mastercrafted broadsword with a SPOT HIDDEN roll.
- ◆ **Random Event:** Roll D8 on the table on page 75 for each full stretch the player characters spend here.
- ◆ **EAST:** Passage to the snake pit (#3).
- ◆ **SOUTH:** Damp tunnel to the cave entrance (#2).

## 5. GUNHILL'S CAMP

*A cave chamber with several large boulders. The floor is covered with loose stones and the northern wall consists of a great pile of fallen rocks. By the eastern wall is a blanket and what looks like a backpack.*

- ◆ **Bear Trap:** A bear trap has been set up at the entrance. The player character who goes first triggers the trap, which inflicts D8 slashing damage unless the victim succeeds with an EVADE roll. The player characters can notice the trap in time if they move very carefully into the room and succeed with SPOT HIDDEN.
- ◆ **Gunhill:** Hildi's niece has made camp here and hides behind a boulder as the player characters approach. As soon as someone triggers the bear trap, she jumps out with sword drawn and blindfold in place. Hildi is suspicious – she has heard the cultists and thinks the player characters are part of their group but can be calmed down with a PERSUASION roll.
- ◆ **Random Event:** Roll D8 on the table on page 75 for each full stretch the player characters spend here.
- ◆ **NORTH:** Behind the pile of fallen rocks is the basilisk's lair (#6). Clearing the rocks takes a stretch and requires a successful STR roll (multiple attempts are allowed), but the basilisk on the other side will notice. There is a hidden passage through the rocks which can be accessed with an ACROBATICS roll, and Gunhill knows about it. The hidden passage can also be found with a SPOT HIDDEN roll.
- ◆ **SOUTH:** Dark tunnel to the snake pit (#3).



## DEAD EYES CAVE



### GUNHILL

Hildi's niece has come here in the hope of stopping the monster. Her long hair is streaked with foul-smelling dirt and there are scratches on her body. She is stubborn, thirsts for revenge, and will do anything to kill the basilisk. She is blindfolded and whispers when she speaks.

Gunhill has seen the basilisk and can describe it if the player characters gain her trust. She wears a blindfold because she saw the cultist in room #2 drop dead after staring into the creature's eyes. She also saw another cultist scare the beast away using a chicken. After talking to Gunhill, the player characters can figure out that the beast is a basilisk with a **BEAST LORE** roll. Gunhill can also show them the hidden passage through the rocks.

**Mov.:** 12 **Damage Bonus** AGL: +D4 **HP:** 12

**Armor:** Leather (1)

**Skills:** Awareness 12, Evade 14

**Weapons:** Short sword (skill level 12, damage D10), short bow (skill level 13, damage D10)



## 6. THE BASILISK'S LAIR

*A large, dark cavern filled with a stench so strong it burns your nostrils. The ground is covered with skeletal remains and rotting, torn-out eyes. In the middle of the room sits a terrible creature, a cross between a snake and a rooster of inordinate size.*

- ♦ **The Basilisk:** This is the beast's nest, and it attacks as soon as it detects the player characters. It does this automatically if they come through the rocks, but characters using the hidden passage can make a SNEAKING roll to remain undetected.
- ♦ **Treasures:** Scattered among the bones on the floor behind the basilisk are valuables equivalent to three

treasure cards. If a piece of the dragon statuette is placed in this adventure, it is here as well.

- ♦ **SOUTH:** Opening to Gunhill's camp (#5).

### BLINDFOLDED

If the player characters blindfold themselves (as Gunhill and the cultists did), they are immune to the basilisk's gaze (monster attack #6), but also act as if in complete darkness (page 52 in the Rulebook).

## THE BASILISK

The basilisk in the Dead Eyes Cave is unusually large – a terrifying beast with a reptilian body, a rooster's head, and huge, murderous claws.

**Ferocity:** No. of PCs–1 (min. 1)    **Size:** Large

**Movement:** 16    **Armor:** 6    **HP:** 48

**Afraid of Chickens:** Basilisks are terrified of chickens. Their Ferocity decreases by one (to a minimum of 1) if such a bird can be seen within 10 meters, and they dare not attack a person who carries a hen or rooster. A player character can recall this weakness with a successful BEAST LORE roll.

### D6 ATTACK

### MONSTER ATTACKS

- 1 **Slash Attack!** The basilisk slashes its terrible claws at two player characters. Each attack inflicts 2D8 slashing damage.
- 2 **Peck!** The beast thrusts its vile bird's head forward and pecks at a player character with its razor-sharp beak. The attack inflicts 3D8 piercing damage.
- 3 **Cock-a-Doodle-Do!** The basilisk lets out a cacophonous crow that pierces the player characters and makes their ears bleed. Everyone within 10 meters must roll against CON (not an action). On failure the victim falls to the ground, becomes Dazed, and loses their next turn.
- 4 **Whip Attack!** The basilisk uses its snake-like tail as a whip in a sweeping attack that hits all adventurers within 4 meters. Each attack inflicts D10 bludgeoning damage, and anyone hit is knocked down.
- 5 **Poison Cloud!** The basilisk spews a greenish-yellow cloud that reeks of poison and corrosive stomach acids. All player characters within 10 meters are affected by a lethal poison with potency 15.
- 6 **Petrifying Gaze!** A blue glow lights up in the basilisk's eyes as it turns its vicious bird's head towards the player character who currently has the highest HP. If the victim can see (i.e., is not blind or blindfolded), they must make a roll against WIL (not an action). On failure their body turns to stone and the victim can no longer move or perform any actions whatsoever, but also cannot take damage. A petrified victim dies after 2D6 rounds, but the petrification can be reversed with a successful WIL roll. While still alive, the victim may roll once per turn. The DISPEL spell (Power level 1) can also undo the petrification, but only if the victim is still alive.





# FORT MALUS



**T**he ruins of Fort Malus have been hidden since the fall of the great dragon Empire. According to legend, they are home to an enchanted apple tree that bears fruit of the purest gold, planted by the last

Baron Stoneoak. Now dragon knights of the Keepers of the Immaculate Flame (page 8) have found their way to Fort Malus in search of its precious treasures.

## THE SITUATION

The dragon knights Tylos, Isadelia, Niklion have been traveling the Misty Vale, trying to find ruins from the time of the dragon empire and reclaim them in the name of Eledain. They are accompanied by a band of adventurers who serve as their guards and henchmen.

When their group recently found the legendary Fort Malus, someone was already there – the demon cultists Blutuld and Ossiar who were looking for pieces of the dragon statuette (page 8). The dragon knights captured Blutuld and put him in irons, while Ossiar managed to escape.

Fort Malus was a disappointment to the dragon knights. They did find the mythical apple tree in the courtyard, but it bore only a handful of apples. The fruits were golden in color and delicious in flavor, but not of actual gold as the stories had told. Beneath the keep was a locked cellar – perhaps that was where the real treasures were kept?

Inscribed on the cellar door was an Elvish poem which the three knights could not read, so Tylos left Fort Malus in search of a suitable translator. He eventually found the elf Iliel

in the Iron Forest, and when she would not cooperate, Tylos forced her to come with him to Fort Malus where she too was shackled. Now her two companions Aldonil and Orifin are looking for her (see random encounter #11 on page 30).

Having been interrogated and no longer serving any purpose, Blutuld was burned at the stake. Since Iliel refused to cooperate, the dragon knights had their henchmen dig their way down through the floor, while Tylos left Fort Malus once again to find more “volunteers” to help (see random encounter #9 on page 30). Niklion oversees the digging while Isadelia works on Iliel. Blutuld’s comrade Ossiar is hiding in the surrounding forest, hoping to rescue his friend.

Some treasures can indeed be found behind the magically sealed cellar door (room #10) – including one of the four pieces of the dragon statuette (page 8) if you chose to place it here – but also a nature spirit named Rotlaug, who was enslaved by House Stoneoak to give life to the magical apple tree.

The fruits were never of real gold, but they are numerous and so satiating that a single apple is enough food for a whole day. Over the centuries in the vault, Rotlaug has withered along with the apple tree – but also plotted his terrible revenge...



### LEAVING THE FORT?

If the player characters leave the fort to take a long rest, roll D6 per shift on the table on page 107 in the Rulebook.



## RANDOM EVENTS

For each full stretch the player characters spend at some locations, searching for something or taking a stretch rest, you can roll on the table below or select

a suitable event. The location descriptions indicate where random events can occur, and which dice you should roll.

### ROLL EVENT

- 1 **Niklion.** The dragon knight Niklion peers out of one of the keep's windows or takes a stroll around the courtyard. The player characters must make a **SNEAKING** roll to avoid detection.
- 2–4 **Nothing happens.**
- 5 **Hornets.** A swarm of hornets living in the ruin attacks a player character. The victim must make an **EVADE** roll or be badly stung, which inflicts 2D6 damage and gives the victim a bane on all actions for one a shift.
- 6 **Rotlaug's Plea.** Rotlaug reaches out with his mind and sends a chaotic series of sensations to a player character: the earthy smell of a root cellar, a magnificent tree with golden fruits, an intense sense of captivity and longing for freedom, a trembling voice whispering in an ancient tongue (**LANGUAGES**: "Help me, free me").
- 7 **Collapsing Ceiling.** The ruins of Fort Malus are in poor condition. A player character must succeed with an **EVADE** roll or suffer D8 bludgeoning damage as a boulder falls from the ceiling.

# LOCATIONS

## I. SURROUNDING AREA

*It is dark under the storm clouds that cover the Misty Vale. Raindrops and leaves perform a rustling, splashing dance in the gusty wind. Also joining in are the cones of light beaming at the forest from the top of the wall, from lanterns carried by guards peering outward but longing inward, to the warmth of the keep.*

- ♦ **The Cultist:** Ossiar has come to Fort Malus to free his imprisoned friend. He sneaks up and eavesdrops on the player characters' conversation and can then be discovered with a (passive) **AWARENESS** roll. If spoken to, he makes himself known. The same happens if he is not detected, but only after he has heard enough to understand that the player characters are not allied with the knights.

**Negotiation:** Ossiar claims to be an explorer and wants help freeing his friend Blutuld from two ruthless knights – the friend can be recognized by a scar running from his forehead down his cheek over his left eye. Ossiar can arrange a diversion that gives the player characters a boon on **SNEAKING** into the courtyard. With a successful **PERSUASION** roll, he can also be convinced to participate in a joint attack on the fortress.



OSSIAR

Ossiar poses as a timid explorer but is a fanatical follower of Sathmog. His only goal is to free Blutuld, with or without the player characters' help. Ossiar has the mark of Sathmog tattooed on his forearm. If the player characters confront him about this, he tries to run away.

**Movement:** 10    **Damage Bonus:** —    **HP:** 12

**Armor:** Leather (1)

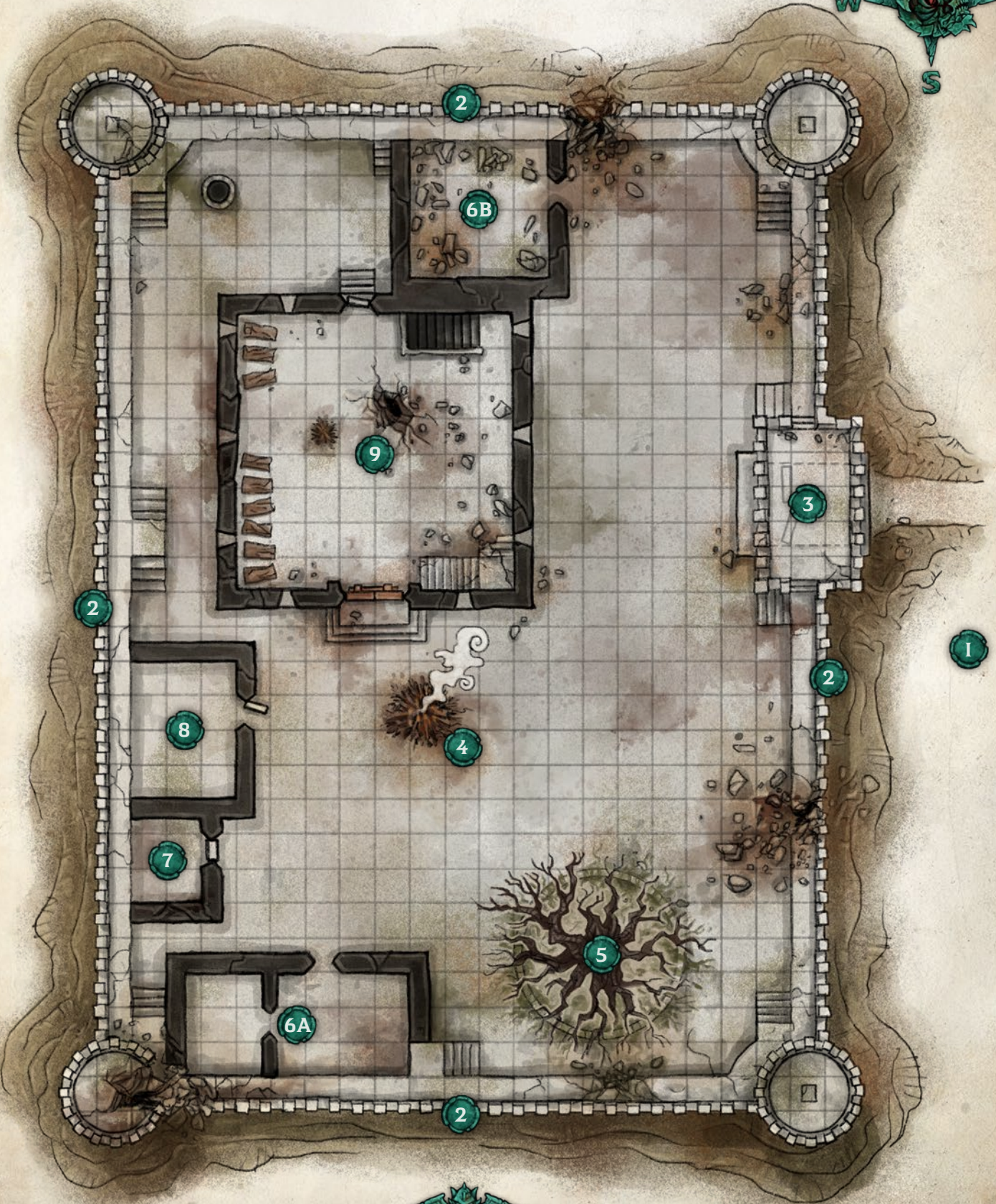
**Skills:** Awareness 10, Myths & Legends 12

**Gear:** Short sword (skill level 12, damage D10), sleeping fur, two rations of food, 7 silver coins





## FORT MALUS







## THE ADVENTURERS

The dragon knights have hired a band of adventurers to help with the excavation and guard the fortress. Perhaps it would be more accurate to call them raiders, and cold-blooded ones at that. They were promised a fifth of the allegedly plentiful loot and they are not leaving without it! The guards are as many as the player characters, but at least two and no more than four.

**Mov.:** 10 **Damage Bonus STR:** +D4 **HP:** 13

**Armor:** Studded leather (2)

**Skills:** Awareness I2, Evade I0

**Gear Adventurer 1:** Broadsword (skill level I4, damage 2D6), heavy crossbow (skill level I3, damage 2D8), D8 silver coins

**Gear Adventurer 2:** Long spear (skill level I3, damage 2D8), longbow (skill level I4, damage D12), D8 silver coins

**Gear Adventurer 3:** Handaxe (skill level I4, damage 2D6), light crossbow (skill level I3, damage 2D6), D8 silver coins

**Gear Adventurer 4:** Battleaxe (skill level I4, damage 2D8), short bow (skill level I2, damage D10), D8 silver coins

## 2. THE WALL

The wall around Fort Malus is as tall as three full-grown humans – cracked, weathered, and covered in vines, but still sturdy. Two large cracks, probably big enough to get through, can be seen in the northern and eastern walls.

- ♦ **Sneaking:** Reaching the wall undetected requires a SNEAKING roll. Under cover of darkness, the roll is made with a boon. Through the cracks, the player characters get a view of the courtyard with the bonfire and see light shining from the two sheds (#7 and #8) and the keep (#9). Getting in through the cracks is easy.
- ♦ **Guards:** Two adventurers are patrolling the top of the wall. They have orders to attack any creature approaching from the outside, and if someone calls out

## ATTACK!

If the player characters want to attack the castle directly, they have a tough battle ahead of them. Two adventurers are patrolling the top of the wall. In the event of an attack, they immediately raise the alarm and are joined by the other adventurers in the next round, and the two dragon knights in the round after that.

to them, they immediately sound the alarm and await reinforcements. They are only looking outward, so player characters in the courtyard will not be detected as long as they do not make any noise.

- ♦ **Climbing:** Climbing the wall requires an ACROBATICS roll. Once at the top, it takes another SNEAKING roll to avoid being spotted by the guards.

## 3. GATEHOUSE

The fortress's five meter high and equally wide double gate of bronze must once have been an impressive sight. Now its surface is as green as the moss that has taken hold along the edges. The outline of a coat of arms – a tree with golden apples – is barely visible. The gate is slightly ajar.

- ♦ **Gate:** The patinated double gate is ajar, simply because it can no longer be closed. Opening it enough to slip through requires a roll against STR, but this triggers a jarring squeak that is noticed by anyone currently outside.
- ♦ **Coat of Arms:** A MYTHS & LEGENDS roll reveals that the coat of arms on the gate belongs to House Stoneoak, which was powerful in the days of the dragon empire.

## 4. THE BONFIRE

A bed of embers smokes and smolders in the courtyard. The fire must have been huge, a real bonfire.

- ♦ **The Bed of Embers** measures three meters in diameter and is still hot. Anyone rummaging around in the smoldering ashes must make a BUSHCRAFT roll or take D3 fire damage.
- ♦ **The Skull:** A person who digs through the charcoal finds a human skull. An examination of the skull combined with a successful HEALING roll reveals an injury to the bone – a gash running from the forehead down under the left eye.
- ♦ **Random Event:** Roll D6 on the table on page 80 for each full stretch the player characters spend here.

## 5. THE STONE TREE

A half-dead tree behind a meter-high stone wall. It does not look like much – a sprawling, bone-dry crown covered in



wrinkled bark, bare but for a handful of small, yellow-red fruits. The surrounding wall is overgrown with thorns so dense that the circle of marble at its top is barely visible.

- ♦ **The Tree:** Anyone who examines the tree up close and succeeds with a BUSHCRAFT roll can see that the tree is withered, but small pale green buds on some of the lower branches show that it is still alive.
- ♦ **The Fruits:** D4 scattered fruits hang from the branches. They look like small apples, golden in color and delicious. One golden apple is enough food for an entire day but counts as a tiny item in terms of encumbrance.
- ♦ **The Marble Circle:** Carved into the marble surface at the top of the wall are ancient letters which can be read with LANGUAGES: "The golden tree will be forever in the care and possession of House Stoneoak; such is the agreement with the tree's keeper and soul, Rotlaug, bound to this place in perpetuity."
- ♦ **Random Event:** Roll D6 on the table on page 80 for each full stretch the player characters spend here.

## 6A & 6B STORAGE SHED

Darkness and silence are all that can be sensed from the dilapidated shed. The doorless entrance gapes like a monster's maw, waiting for delicious visitors.

- ♦ **Random Event:** Roll D6+1 on the table on page 80 for each full stretch the player characters spend in here.

## 7. ILIEL'S CELL

A lantern lights up the interior of the small shed. Light seeps out through cracks in the brickwork and where the centuries-old roof tiles have fallen in. As you approach the moss-covered facade, you hear tense, hissing voices – no words can be made out, at least not until you are just outside.

- ♦ **Eavesdropping:** Getting close enough to eavesdrop without being detected requires a SNEAKING roll. If it succeeds, two female voices are heard – one irritated and threatening, the other defiant. A few words can be made out:  
**Isadelia:** "Why refuse? If [mumble] just translate [mumble] on the cellar door, you are free to get your [mumble] out of here!"  
**Ilriel:** "No, let me go [mumble] If you [mumble] nicely, I might [mumble] you. But [mumble] coercion and threats, never!"
- ♦ **Isadelia:** Shortly after the dialogue above, Isadelia turns around and slams open the door. If the player characters are in her line of sight, she spots them immediately, but if they stick to the shadows, they remain undetected

– she locks the door behind her and strides purposefully towards the keep (#9) without looking back.

- ♦ **The Symbol:** Isadelia has the symbol of Eledain fully visible on her cloak and cloak buckle. The player characters can identify it with a MYTHS & LEGENDS roll.
- ♦ **The Door:** The door to the shed is old and leaky, but the heavy lock works and picking it requires a SLEIGHT OF HAND roll. It is possible to break the door (10 HP, Armor Rating 6), but not without alerting the enemy.
- ♦ **The Roof:** It is also possible to enter from the roof, thanks to the many missing roof tiles. It takes an ACROBATICS roll to get up and in without accident; on failure the climber suffers a four-meter fall. If Isadelia is still in the shed, it also takes a successful SNEAKING roll to avoid detection.
- ♦ **Ilriel:** If the player characters enter, a proud and imposing elven woman rises to her feet. Her ankles are shackled, and her hands tied behind her back. She offers to tell them everything she knows in exchange for her freedom.
- ♦ **Random Event:** Roll D6+1 on the table on page 80 for each full stretch the player characters spend in here.



ILIEL

If the player characters free her, Ilriel explains that she was taken to Fort Malus against her will by what she believes to be dragon knights. They want her to translate the ancient writing on a door in the keep. Another prisoner was held in the adjacent building – she does not know who it was, but judging by the sounds, smells, and agonized screams that reached her a few hours ago, she assumes that the person is dead.

**Mov.: 12    Damage Bonus AGL: +D4    HP: 12**

**Armor: —**

**Skills:** Awareness 12, Bows 14, Evade 14, Swords 13

**Weapons: —**



## 8. BLUTULD'S CELL

The door to the larger shed is wide open and a faint light spills out onto the grass. Otherwise, it looks just like the building next to it, with its mossy stone facade and broken roof.

- ♦ **Knapsack:** Blutuld's knapsack is still here, next to the shackles that previously held him. It contains a sleeping fur, a field kitchen, and a shovel, as well as a nine-hole ocarina shaped like a grinning demonic rooster.



### THE DRAGON KNIGHTS

The young and ambitious knights Isadelia and Niklion are exploring Fort Malus on their own initiative. They want to reestablish Eledain's empire and hope to find a gold treasure that they can offer to the dragons of the Dragonfang Peaks. The goal is all that matters – if the player characters seem more capable than her current guards, Isadelia offers them the job instead.

**Mov.:** 10 **Damage Bonus** STR: +D4 **HP:** 15

**Armor:** Plate (6) **WP:** 14

**Skills:** Brawling 14, Evade 12

**Abilities Isadelia:** Defensive, Double Slash, Veteran

**Abilities Niklion:** Lightning Fast, Veteran

**Gear Isadelia:** Longsword (skill level 16, damage 2D8), large shield, sleeping fur, D8 gold coins

**Gear Niklion:** Heavy warhammer (skill level 16, damage 2D10), sleeping fur, D8 gold coins

**The Crystals:** The knights also carry four of the crystals needed to open the door to the keep's cellar (all except the yellow one). Which of them has the crystals is up to you, depending on what is most appropriate

- ♦ **Secret Compartment:** Anyone who searches the knapsack and succeeds with a **SPOT HIDDEN** roll finds a secret compartment in its leather hem. Hidden inside is a small silver coin with the symbol of Sathmog on one side.
- ♦ **Random Event:** Roll D6+1 on the table on page 80 for each full stretch the player characters spend in here.

## 9. THE KEEP

How high it once was is impossible to say, but now the ground floor is all that remains of the keep. Light seeps out through tall, narrow window openings partly covered by creeping vines, and the patinated bronze door is closed. The noise of pickaxes hitting stone echoes from inside, sometimes accompanied by the impatient shouts of a gruff male voice.

- ♦ **The Door:** The bronze door is barred from the inside. It is very difficult to break down (80 HP, armor rating 18) and any attempt to do so is heard by everyone nearby.
- ♦ **Backdoor:** The smaller door leading the other way, to a small courtyard with a dry well, does not close all the way. However, it takes a successful **SNEAKING** roll for it to be opened without a revealing squeak.
- ♦ **Through the Roof:** In the southeast corner of what used to be floor on the second level, the stairway opening still remains. Since the weathered facade is easy to climb, the **ACROBATICS** roll is made with a boon.
- ♦ **The Dragon Knights:** Unless someone has sounded the alarm, both dragon knights can usually be found in the great hall of the keep. They are not very alert but will attack any intruder on sight. However, both Isadelia and Niklion do leave the hall from time to time, which could be a good moment for the player characters to strike – together they pose a serious challenge in combat.

## THE PRICE OF DIGGING

Digging oneself through the floor and into the cellar takes one shift and a successful **CRAFTING** roll. A new attempt is allowed each shift, but the noise might attract dangerous creatures from the Iron Forest. Roll on the table below once per shift of digging.

### D6 CREATURE

1–3 **Nothing happens.**

4 **Greedy goblins**, twice as many as the player characters (stats as scouts, page 90 in the Rulebook).

5 **Angry orcs**, as many as the player characters (stats as warriors, page 95 in the Rulebook).

6 **The ravenous troll Yx** (stats as per page 97 in the Rulebook).



## THE INSCRIPTION

The drop is east of the heart,  
but not in the center  
The heart is not by the leaf,  
but just east of the sun  
The sun is neither in the far west  
nor the far east  
The moon is next to the drop alone  
The leaf is west of the heart

**The Correct Order:** Leaf/Green, Sun/Yellow, Heart/Red, Drop/Blue, Moon/Off-White



- ♦ **The Adventurers:** The adventurer or adventurers who are not guarding the wall are digging their way through the floor on the orders of the dragon knights. There is a sledgehammer and a pickaxe in the room. Player characters who find the door's riddle as unsolvable as the dragon knights can keep digging. See the sidebar "The Price of Digging".
- ♦ **Cellar Door:** The massive ironclad cellar door is patinated, but not as much as the door to the keep. It has no normal lock and cannot be picked or opened with UNLOCK. Breaking it down is almost impossible (100 HP, armor rating 25). The best way to open it is to decipher the inscription and place the crystals in the correct order.
- ♦ **The Inscription:** On the upper part of the cellar door there is an inscription in an ancient language, and below it a tree with a leafy crown. A closer look reveals five horizontal indentations at chest height, each one round and about the size of a silver coin. A bright yellow crystal lens has already been placed in the leftmost indentation but is easily removed. It takes a LANGUAGES roll to decipher the text – see the sidebar above.

## 10. CELLAR

*Once the crystal coins are placed in the right order, the whole door flares up with an inner light that shines through the lenses with blinding intensity. The door slides open by itself. The musty smell of the darkness beyond the threshold mixes with an acrid, pungent stench. A croaking, chuckling voice says: "Rotlaug is free! Make way, time to make things grow."*

- ♦ **Rotlaug:** The nature spirit Rotlaug is as crooked as a dwarf birch, with skin as rough and pale as the bark of a birch tree. His face is dominated by a wide, toothless mouth. His nose is like a small bud and his eyes like tiny peppercorns. As for his goals in life, he has only two: to be free and take revenge for all his years in captivity (see below).

- ♦ **The Cellar:** A crypt with a stone floor (about 6×6 meters) and a low ceiling. Almost everything that was down here has crumbled into dirt.
- ♦ **Treasures:** Most of House Stoneoak's fortune was eaten up by the conflicts that marked the final years of the empire, but in a cracked urn the player characters can find valuables equivalent to four treasure cards. If a piece of the dragon statuette was placed in this adventure, it is here as well.

**Rotlaug's Revenge:** If Rotlaug is freed, he walks out into the courtyard, surrounded by the swarming hornets who have awaited their master's return, and unleashes all his life-giving power. He becomes part of the apple tree, which quickly grows many times larger and attacks Fort Malus – its branches and roots crashing into the ruins as they cling to the walls and ceilings. Meanwhile, grass shoots up between growing cracks in floors and foundations. Wildflowers sprout, bud, and bloom all over the courtyard.

If one or both of the dragon knights are still around when this happens, they try to stop Rotlaug, but are soon crushed by vengeful roots. The adventurers flee for their lives. If any player character tries to stop or harm Rotlaug, they too are attacked by ferocious branches and roots, which counts as a monster attack that inflicts 3D8 bludgeoning damage. Rotlaug cannot be defeated in combat by any means available to the player characters.

A few minutes later, Rotlaug's revenge is complete – Fort Malus has been turned into an overgrown ruin, hard to distinguish from the forest that surrounds it. If there are treasures left in the ruin's cellars, the player characters can still access them. At the center of the ruin sits the now enormous apple tree, with 4D6 golden apples ready to be plucked. An additional 4D6 fruits can be harvested every autumn.







# THE VILLAGE OF THE DAY BEFORE



**S**even centuries ago, there lived a man named Kato the Curious, a magician who served the dragon emperor Eledain but betrayed his ruler's trust. When his disloyalty was discovered, Kato's tower and

the surrounding village of Blackridge were consumed by dragon fire. Rumor has it that he now haunts the ruins of his tower. The village has resisted looting over the centuries but is said to be home to all manner of treasures.

## THE SITUATION

In the winter of his life, the dragon emperor's loyal sorcerer Kato the Curious, charged in vain with securing immortality for his master, decided to try to cheat death himself. To this end he made a deal with the demon Ix, a servant of Sathmog, in exchange for treason on Kato's part.

Kato, who was close to Eledain's court, sowed lies and discord that contributed to the empire's downfall. His contract with Ix was as complex as it was convoluted, written on a long scroll of tanned skin in a demonic language whose grammar and vocabulary relied on ambiguous phrasing to allow for ironic consequences in contracts with mortals.

Instead of making Kato immortal, Ix fulfilled his part of the bargain by trapping his tower and the village of Blackridge in a sphere of disjointed time where the last hour of the sorcerer's life constantly repeats itself. Coincidentally, this is also the final hour for all the villagers of Blackridge, as Kato's betrayal had just come to the emperor's attention and a flight of dragons had been sent to obliterate the wizard's tower and the village as punishment and as a warning to others.

The dragons approaching in v-formation can be seen from Blackridge throughout the time loop, getting closer and closer, until the dragon riders order the village's destruction and jets of flame erupt from the dragons' mouths. The cycle begins anew at the moment of Kato's death. Anyone who dies a violent death in the time loop wakes up exactly where they were when it began.

The sphere around Blackridge can be entered from the outside, but once a person crosses the event horizon it is impossible to escape. The villagers relive the same hour

over and over with no memory of the repetitions, while the player characters and other outsiders retain their memories from one cycle to the next.

Numerous adventurers have ventured into Blackridge over the years, lured by rumors of treasure. They all found themselves trapped with no means of escape, forced to live out their lives inside the sphere. Although the time loop constantly resets, it is possible for outsiders to die of old age. The lives in question tend to be short. The unbalanced diet, strange sleep cycle, distorted sense of time, stress, and severe mental strain usually lead to a relatively quick death in the grip of madness. Few survive the first two years.

To complete the adventure, the player characters must figure out what is going on and master the time loop's peculiar mechanisms, make it all the way up to Kato's chamber at the top of the tower, and either destroy the artifact that





## THE TIME LOOP

In the dragon empire, each day was measured in units of 96 *dontes*, based on the number of teeth with which all dragons are born. At the center of Kato's tower is a sundial which can be seen from any unobstructed location in Blackridge. One *donte* equals one stretch.

Each cycle of the time loop spans four *dontes* – that is, one hour for the player characters. As GM you can track time in the game by measuring real time with a suitable tool – for example, the hour-long cycle for the player characters could equal 15 minutes for the players. You can track time secretly during the first cycle, and openly during all subsequent ones. Alternatively, you as GM can simply decide how fast the cycle's hour passes.

The cycle begins around 5 pm, in early autumn. Towards the end of the cycle, the sky grows increasingly dark, and the dragons' roars get louder and louder, eventually becoming deafening at nightfall. The fire of a dozen dragons suddenly erupts in the darkness, and the entire population of Blackridge perishes in the blaze – including the player characters.

The player characters then wake up unscathed in the place where they crossed the event horizon, and the next cycle begins. However, experiencing many cycles will slowly break them down – whenever a new cycle begins, each player character suffers a condition of their choice. With time running out, there is little opportunity for recovery, except in the time pocket at Mormel's Monument (location #8).

maintains the sphere – the parchment scroll which forms the contract between Ix and Kato – or make a deal with the demon prince for free passage out of there.

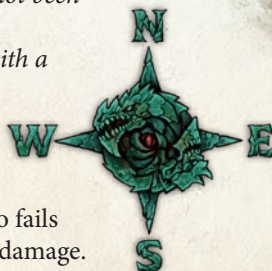
This adventure is a possible location for one of the four pieces of the dragon statuette (page 8), which in that case is found at the top of the tower (location #11).

# LOCATIONS

## I. BARRICADE

*In a valley between two hills, the road is blocked by a barricade that seems to be a mixture of orc palisades, dwarven structures, elven ironwork, thorny hedges of the kind grown by halflings, and other things of indeterminate origin. Texts in unknown languages have been painted on the various parts of the barricade.*

- ♦ **Old Construction:** With a successful MYTHS & LEGENDS roll, the player characters realize that parts of the barricade are very old – many of the peoples who left their mark here have not been seen in the region for hundreds of years.
- ♦ **Warnings:** Player characters who succeed with a LANGUAGES roll find that all the texts on the barricade are warnings urging visitors to turn back immediately.
- ♦ **Climbing:** Climbing the barricade requires an ACROBATICS roll. Anyone who fails still makes it across but suffers D4 piercing damage.
- ♦ **Razing:** The barricade has armor rating 12 and 100 HP.



## THE VILLAGE OF THE DAY BEFORE





## 2. THE EVENT HORIZON

*Before you the air shimmers with all the colors of the rainbow. You glimpse a village on the other side of the barrier, but the view is too blurred to make out any details. Near the shimmering barrier stands a particularly well-dressed mallard with a book in his hands.*

- ♦ **The Barrier:** A player character who touches the barrier feels a tickling sensation. If the characters continue forward, they pass smoothly through the barrier – now their first cycle in Blackridge begins, and this is where they wake up if they die (page 87).
- ♦ **The Scholar:** The mallard at the barrier is the scholar Canutus Boetii. He can explain that various peoples who lived here for centuries built the barricade to prevent visitors from crossing the magical barrier around Blackridge.

**Dragon Droppings:** If the player characters want more information and succeed with a **PERSUASION** or **BLUFFING** roll, Canutus tells them that he has tested various substances for their effect on the magical barrier and is happy to demonstrate the only one that had any effect at all.

From a box he takes out some dry grains and sprinkles them on the barrier. They start to glow before accelerating to great speed and disappearing from view.

Canutus says the grains are some of the rarest things he owns – *guano draconis*, fossilized dragon droppings retrieved from the lair of a long dead dragon. If the player characters force or push Canutus through the event horizon, he gets very angry and refuses to help them.

## 3. THE EDGE OF THE VILLAGE

*Having passed through the shimmering barrier, you find yourself on the edge of a small village. A flock of sheep amble around a bit further away. A simple path leads to the village, which consists of a few modest houses centered around a tall, black tower. On the other side of the village is a rocky outcrop with what looks like large reliefs carved into the stone.*

*No matter what time of year or day it was outside the barrier, it is late afternoon and autumn in here. The air is cool, the trees dressed in autumn colors, the light fading. Crows are circling above the tower. What looks like a large flagpole, but horizontal, sticks out from its top.*

- ♦ **The Event Horizon:** Behind the player characters is the Misty Vale as it was seven centuries ago. The barricade of rubble can no longer be seen, nor can the shimmering barrier. The event horizon, despite its invisibility, cannot be crossed in the opposite direction. Things slow down around anyone approaching



CANUTUS BOETII

Canutus Boetii is an academic who has been experimenting on the event horizon. In addition to helping the player characters, he can teach them his skills for a suitable fee.

**Movement:** 8    **Damage Bonus:** —    **HP:** 10

**Armor:** —

**Skills:** Beast Lore 17, Evade 8, Healing 14, Languages 16, Myths & Legends 15

**Gear:** Knife (skill level 8, damage D8), books, knapsack, field kitchen, sleeping fur, 7 gold coins

it, until no further forward movement is possible. **DISPEL** has no effect.

- ♦ **Dragon Pole:** If the player characters ask about the pole sticking out of the tower and succeed with **BEAST LORE**, they realize that it is a landing spot for visiting dragons. What is strange is that such things have not been built on rooftops since the days of the dragon empire.
- ♦ **The Approach of the Dragons:** If the player characters are actively looking around, you can have them make an **AWARENESS** roll. Whoever succeeds sees some kind of flying creatures approaching from the horizon in V-formation. At the moment, they are too far away to be identified.



#### 4. VILLAGE SQUARE

*The village square is small and paved with stones whose different colors form the image of a rearing dragon. The tall black tower rises nearby, casting its shadow over the place. A farmer with a walking stick waddles up to you, eager to talk.*

- ♦ **Farmer Rax** is upset that his flock has strayed from its paddock after part of the fence gave way. He is keen to ask the newcomers if they happened to see the animals on their way here and offers one of his wife's freshly baked plum pies as payment for helping him catch the runaway sheep.
- ♦ **Tracking the Flock:** The player characters can track down Farmer Rax's missing sheep with a successful HUNTING & FISHING roll. In that case they see a ram and seven ewes dart through the dung heap (location #10), chased by Rax's herding dog. Immediately thereafter, they all take to the air.

**The Grim Fate of the Sheep:** Shortly before the end of the time cycle, a ram and seven ewes come flying at high speed a couple of meters above the square. One by one, they crash into the facade of the Blazing Breath Inn. They are followed closely by a speckled sheepdog flying at the same speed.

The collisions cause some damage to the inn, and the animals themselves burst like balloons stuffed with ground meat. It is not a pretty sight and causes such a commotion in the square that the wails of the onlookers drown out the wingbeats of the approaching dragons. Before long the village and all its inhabitants are cremated.

If the players ask where the flying animals came from, a successful AWARENESS roll can reveal that they came from the direction of the tower.

#### WHAT THE VILLAGERS KNOW

The inhabitants of Blackridge speak an archaic but perfectly understandable version of the common tongue. Any NPC the player characters encounter can tell them that the village is called Blackridge, mention a year more than seven centuries before the player characters' time, and explain that the village is a fief granted to Kato the Curious, a powerful wizard who enjoys the special trust of dragon emperor Eledain who rules this land, and that Kato got his widely recognized nickname because he "likes to look inside people." If the player characters start talking about time capsules and such, they just shake their heads.

#### 5. THE BLAZING BREATH

*The village square is dominated by a large but dilapidated building in the shadow of the tower. Several windows have been boarded up. Above the door hangs a badly painted sign which, with a little imagination, can be assumed to portray a jet of fire spewed from a dragon's mouth.*

- ♦ **Ukka and Thorendil:** There are about ten guests at the inn. All of them are ordinary villagers, except two – a burly orc and a lanky man playing dice at a table. During the first time cycle they are very quiet, only making cryptic comments like "you better make yourselves at home" and "this table is ours, remember that."

**Subsequent Cycles:** Ukka and Thorendil are outsiders who have been stuck in the time sphere for the last ten months. But they do not mention this, or what is about to happen – the dragon attack and the restarting of the cycle – during the player characters' first cycle. During subsequent cycles they are less secretive and can be made to reveal everything they know with PERSUASION or BLUFFING rolls. Offering them a strong drink adds a boon to the roll.

They both believe the secret of the time sphere is hidden at the top of the tower, along with the unseen Kato, but the staircase leading there is too long to climb before the time cycle resets. Both have tried several times, but despite running as fast as they could they never made it more than halfway.

#### UKKA AND THORENDIL

Ukka was sent here by Maladûk to find pieces of the dragon emperor's statuette (or the treasures in Kato's tower, if you are not playing *The Secret of the Dragon Emperor*). Thorendil is an ambitious sorcerer's apprentice who shortly afterwards was sent by Azrahel Koth for the same purpose.

During their first few cycles they fought each other as sworn enemies, before realizing the futility of killing each other repeatedly with nothing to show for it. After that they embarked on a stormy romance that ended in mutual bitterness after only a few weeks. Since then, they have agreed that the most tolerable way to spend their time is playing dice at the Blazing Breath while becoming increasingly intoxicated.

There they are burned to death with each new cycle, only to wake up at the edge of the village (on the opposite side from the player characters) and immediately head back to the inn.





**UKKA**

Ukka rules her own clan under Maladûk and accepted the mission to strengthen her position in the orc hierarchy. Her dream is to gather enough support to challenge Maladûk to single combat, but now she has fallen into deep despair, certain that the outside world goes on without her and that all her ambitions have come to nothing. She is big and burly and in poor mental health. Towards the end of the cycle, she becomes very talkative and sentimental if any player character seems willing to listen.

**Mov.: 8    Damage Bonus STR: +D4    HP: 14**

**Armor:** Chainmail (4)

**Skills:** Evade 8

**Weapon:** Scimitar (skill level 15, damage 2D6), 3 silver coins

## 6. RAX'S FARM

*One of the village's few farms is larger than the others. Next to the farmhouse is a small grove of plum trees that shows signs of harvest, such as baskets and ladders leaning against the trees. A nearby paddock with a partially broken fence stands empty. A trail of hoof prints leads away from there.*

- ♦ **Malyn:** Rax, his wife Malyn, and their seven sons farm the land around Blackridge and keep livestock. Malyn has used the freshly picked plums to bake a huge pie. It has just been taken out of the oven and left to cool on a windowsill. Only Malyn and her youngest boy are there, as the others are out searching for the missing sheep (see location #3).

## 7. DWELLINGS

*Around the square are a handful of humble dwellings. Dirty children are glaring at you.*



**THORENDIL**

Thorendil is a careerist who, by volunteering to search for the Dragon Emperor's statuette, hopes to compensate for lacking the patience required to study black magic in a serious way. He is tall and skinny, with yellowish skin due to the damage his liver has taken from his time in Blackridge. His restless nature is tortured by the conditions of the time sphere, and his manic episodes become more severe with every cycle and depending on how long it has been since he last slept. During these episodes he often bursts into hysterical laughter that soon turns into crying spells.

**Mov.: 10    Damage Bonus: —    HP: 13**

**Armor: —    WP: 16**

**Skills:** Elementalism 13, Mentalism 12, Evade 8

**Spells:** Fetch, Dispel, Ignite, Fireball, Frost, Shatter, Gust of Wind

**Gear:** Staff (skill level 12, damage D8), 4 silver coins

- ♦ **Inhabitants:** The houses are home to a small number of families who live a simple existence in the shadow of the tower. The families tend to be large and poor, and the children take every opportunity to beg.

## 8. MORMEL'S MONUMENT

*Someone has carved reliefs into a rock on the outskirts of the village. A closer look reveals that they show an unusually large dwarf in various situations, accompanied by dwarven writing.*

- ♦ **The Reliefs:** A successful MYTHS & LEGENDS roll (boon for dwarves) reveals that the reliefs depict the



legendary dwarf warrior Mormel the Tall and several of his great deeds – such as Mormel’s triumph over the Penraclian Lindworm, his famous Five Feats and, most impressively, his tragic courting of the elven princess Siri, also immortalized in numerous plays and poems. In the lower part of the relief are some notes that read: “Do NOT go near the east side of the tower without a nose clip” and “Gorm likes plums.”

**The Time Pocket:** At the site of the monument, a circle about 20 meters in diameter, an anomaly has emerged in Ix’s spell – a kind of temporal backwash, where time stands completely still and is not affected by the cycles.

The player characters can realize this with a (passive) AWARENESS roll – the outside world looks completely frozen, which the player characters can use to rest and recover without the time cycle moving forward.

Until now, the only person to take advantage of this was Mormel the Tall, who came to Blackridge a few hundred years ago as part of a bet. He built a camp here and made a decent life for himself that lasted two decades, until he lost his mind, wandered off in the time sphere, and finally died of natural causes.

With nothing else to do, he spent his static time carving a monument to himself and his life’s work into a rock formation.

## 9. THE TOWER

*The tower rises nearly 50 meters from the ground and is made of ominous black basalt. On the side facing the square is a sundial, and on the east side is a protruding bar of polished steel with what looks like a feeding trough.*

*The tower door is a sturdy old thing clad in steel plates and studs, with skillfully crafted, dragon-shaped hinges. There is no door handle on the outside. A bell in the form of a gaping dragon’s maw with a clapper for a tongue is mounted next to it.*

♦ **The Tower Guardian:** If the player characters ring the bell, the door is opened by Gorm – the tower guardian. When he sees the guests, he suddenly gets distracted, sniffs the air, and as his eyes cross and drool starts running down his chin, his face takes on a blissful expression. (This is caused by the sweet scent of Malyn’s plum pie, but let the players figure it out for themselves.)

Gorm lets out a deep sigh as he remembers his task and asks what business the player characters have at the tower. Gorm will not let anyone in without a bribe in the form of plums, followed by a successful PER-SUASION or BLUFFING roll. Fighting him is certainly possible, but at the cost of precious time. Gorm blocks the door and there is no way to get past him, even for player characters covered in dragon dung (page 92).

♦ **Stairs:** Beyond the hallway is a spiral staircase so long it is difficult to reach the top before the end of the cycle. It takes five successful ACROBATICS rolls to make it in time. As soon as a roll fails, the cycle ends and the dragons attack, no matter how much time has passed for the players. Observant player characters may notice notches in the walls where previous adventurers marked their personal records.

The floors of the tower are taken up by Kato’s reference library, laboratories, and rooms where he vivisects all kinds of creatures in his pursuit of eternal life. The place reeks of rotten flesh. If the player characters make a stop here, they must make a roll against WIL to resist fear, but with a successful SPOT HIDDEN they can find surgical instruments and books that give boons on HEALING rolls when performing surgery.

♦ **Climbing:** Climbing the outside of the tower requires five successful ACROBATICS rolls (one every ten meters) with a bane. On failure, the player character falls, likely to their death.



**GORM**

Gorm is an aged cave troll wearing a livery of black and scarlet velvet. His belt is full of various scalpels, severed hands and legs, whole heads, and other trophies from uninvited guests who disturbed the peace. Gorm has stats as a troll, as per page 97 in the Rulebook.



## THE WAY TO THE TOP

The most sensible way for the player characters to reach Kato's topmost chamber is to bribe Gorm with Malyn's plum pie and use dragon droppings to make it all the way up in time. One or both of these ingredients can be moved to the temporal backwash around Mormel's monument (#8) and thus be saved from one cycle to the next.

## 10. DUNG HEAP

*On the east side of the tower, under the protruding bar at its top, is a large heap of stinking sludge. The smell is so pungent it makes your eyes water. All vegetation near the dung heap has been reduced to putrid slime.*

- ♦ **The dung heap** is the droppings of many a visiting dragon that has landed on the bar above and eaten while its owner visited Kato. *Guano draconis* is a highly alkaline substance that has had a corrosive effect on the surrounding landscape. The area is generally shunned by the villagers.

**Dragon Droppings:** As Canutus Boetii may have demonstrated to the player characters (see location #2), the dragon droppings are interfering with the artificial time inside the event horizon. This means that objects affected by the droppings can move very fast. Player characters who smear themselves with dragon dung perceive the world around them in slow motion. This gives them plenty of time to reach the top of the tower before the cycle ends. As GM, you may then stop keeping track of time. However, the effect of the dragon droppings only lasts for a short while and wears off just as the player characters reach the top of the tower.

**The Flock of Sheep:** Near the end of the time cycle, farmer Rax's (location #4) runaway sheep are chased here by the sheep dog he let loose. In a panic, they run straight through the dung pit with the dog right behind them. Then the animals accelerate to such a high speed that they take to the air, flying a good distance before crossing the square and meeting a terrible end as they crash into the inn.

## II. THE TOWER ROOM

*You enter a large chamber at the top of the tower, filled with all sorts of books, boxes, and other strange objects. On the floor lies an old man, dressed in a long wizard's robe. Next to him sits a naked human-like creature whose skin glows like the surface of the sun, hard to look at without being*

## THE TOWER ROOM



*blinded. The creature's eyes are empty, black sockets from which sulfurous smoke is billowing. The man on the floor crawls slowly towards a letter lying in front of the crackling fireplace in the corner. When the man sees you, he points to the letter and mumbles: "burn the contract... throw it on the fire...". The other creature smiles at you. "Nice of you to drop in. To whom do I have the honor of speaking?"*

- ♦ **Kato the Curious:** Kato is very old and in a bad way, as the demon Ix just told him that his tower is about to be attacked by dragons and explained the fine print of the contract he signed. Kato has had a stroke and spends the time cycle trying to crawl to the spot in front of the fireplace where Ix placed his contract. But he can never





get there in time. At the end of the cycle, he is badly burned by dragon fire, and then the cycle begins anew. Other than imploring the player characters to burn the contract, Kato is incapable of communication.

- ♦ **The Demon Ix:** One aspect of Ix – it has several – is sitting cross-legged on the stone floor to watch Kato's final moments of humiliation and torment. This is how the demon gets its nourishment. Ix reacts with curiosity when the player characters show up and defends himself if they act aggressively. See more below.
- ♦ **Treasures:** The room contains treasures equivalent to five treasure cards, as well as Kato's grimoire which contains the spells **TRANSFER**, **MAGIC SEAL**, **CHARGE**, **STONE SHIELD**, **FIREBIRD**, **GNOME**, and **SALAMANDER**. If a piece of the dragon statuette was placed in this adventure, it is here as well, hidden in a box.

**Negotiation:** Ix asks why the player characters have come and is happy to answer all their questions. The demon stops time by snapping his fingers, so the conversation can continue without a time limit. Ix addresses each character individually, praising their merits and qualities.

The demon will not let the player characters burn the contract on the floor but offers them free passage out of the time sphere (with whatever treasures they can find in the tower room) in exchange for “a favor” at some point in the future. Ix refuses to explain exactly what this entails and will not back down from his condition under any circumstances.

If the player characters accept, the world around them fades away and they find themselves standing outside the event horizon just as their own former selves vanish into it. The mallard Canutus Boetii stares at them with a terrified look on his face, pinches his nose at the sulfurous stench that surrounds them, and runs off in a panic.

**Burning the Letter:** The player characters can try to burn the letter by distracting Ix. This requires a successful **BLUFFING** or **PERFORMANCE** roll by one player character and a successful **SNEAKING** by another. The letter is destroyed in the flames, but the only effect is that Kato does not wake up at the start of the next cycle – he is finally at peace.

The player characters are still trapped in the time loop, and Ix gets so angry about losing his object of torment that he lets time progress normally again, which places the characters at great risk of death by dragon fire and may trigger combat with Ix.

It is possible to negotiate with Ix even after burning the letter, but probably not until the next cycle. Now the demon demands that someone take Kato's place – either a player character or another outsider such as Ukka or Thorendil (in addition to the favor from anyone who is allowed to leave the time sphere). Getting Ix to back down from his new demand requires a **PERSUASION** roll with a bane.



**Combat:** If a fight breaks out with Ix, the time cycle continues, which means that the player characters must defeat the demon before the dragons attack. If they do, the time sphere spell is broken and the player characters suddenly find themselves in the burned-out ruins of Kato's tower, seven hundred years later.

The treasures from the tower room remain in the ruins, but now it takes a successful **SPOT HIDDEN** roll to find them. Ix is not gone for good, as this was only one aspect of it. The demon will never forget what was done to him, and eventually takes revenge if the opportunity presents itself.

## AFTERMATH

Player characters who make a deal with Ix will be in the demon's debt – a relationship that can be exploited for various purposes.

Ix senses the player characters' potential and would not want to see his investment wasted, and may therefore come to the player characters' aid in times of danger when you deem it appropriate. However, their pact with Ix will make cooperation with draconic powers more difficult in the future, and sooner or later the aforementioned favor will be called in.

If the player characters defeat Ix in combat, an ambush has been prepared outside the tower ruins by Ukka and Thorendil, who now remember their respective missions and are determined to get their hands on the dragon statuette (or other treasures), which they believe to be in the player characters' possession (whether that is the case or not). If they defeat the player characters, they will immediately turn on each other.



## THE DEMON IX

**Ferocity:** No. of PCs-1 (min. 1)    **Size:** Normal

**Movement:** 16    **Armor:** —    **HP:** 64

**Immunity:** Ix takes no damage from fire, even magical fires.

**Vulnerability:** Ix hates the cold and wet and takes double damage from spells such as FROST and TIDAL WAVE.

### D6 ATTACK

### MONSTER ATTACKS

- 1 **Demonic Dread!** A chorus of voices rises from the demon's eyes to a deafening crescendo. All player characters within 10 meters become Dazed and suffer a fear attack.
- 2 **Flaming Grip!** Ix smiles as he grabs a player character and burns the victim with demonic heat. The attack inflicts 2D10 fire damage. The attack can be parried.
- 3 **Curse!** Ix points at a player character within 10 meters and utters an ancient curse. The attack cannot be dodged, but all curses except #4 can be lifted with DISPEL (power level 1). Roll D4:
  - 1 **The victim is blinded** and acts as if in total darkness. Roll D4 every Shift. On 1 the effect wears off.
  - 2 **The victim is struck by amnesia** and forgets their own name and who the other player characters are. The effect must be roleplayed. Roll D4 every morning. On 1 the victim's memory returns.
  - 3 **The victim turns into an animal.** Roll D6. 1: cat, 2: fox, 3: goat, 4: wolf, 5: deer, 6: bear. The victim gains stats as per page 99 and cannot speak. Roll D4 every Shift. On 1 the effect wears off.
  - 4 **The victim becomes one category older**, for example going from Adult to Old. Their attributes and derived ratings change as per the table on page 24 in the Rulebook, but skill levels do not. The effect is permanent, and the victim ages normally from their new age. A person who is already old becomes very frail and gets -2 STR and CON.
- 4 **Unseen Force!** Ix stretches out his hand towards a victim within 10 meters. The victim is hurled 2D8 meters backwards with tremendous force, suffers the same amount of bludgeoning damage, and lands prone.
- 5 **Demonic Smoke!** The sulfurous smoke from Ix's eyes billows out and envelops a player character. The victim takes 2D10 damage and becomes Scared. Armor has no effect.
- 6 **Possession!** Ix glares at a player character within 10 meters and takes full control of their body. The player character must make a WIL roll with a bane (not an action). On failure, the victim must immediately perform a movement and action of Ix's choice, except actions that require WP. The victim also loses their next turn.





# ROAD'S END INN



**R**umors speak of the Road's End Inn a bit east of Outskirt. Several of its guests are said to have vanished without a trace, including a small child,

and most recently a shepherd named Antelia. Her family is beside themselves with worry.

## THE SITUATION

The person responsible for the disappearances is Stare, an old soothsayer from the Haunted Marshes who was falsely accused of abducting a child. Together with her three dogs, she was locked in a root cellar under an inn by the child's parents and the innkeeper, who thought Stare would eventually confess. Instead, she died from anger and starvation.

In revenge, Stare has cursed the inn from beyond the veil, trapping its guests and twisting the building into a nightmare version of itself at night. Most of the victims do not realize they are captives.

The player characters could arrive at the Road's End Inn by chance or because they are searching for the shepherd Antelia (see rumors in Outskirt, page 17). The building, located where the highway ends and the

treacherous paths of the Haunted Marshes begin, is shrouded in fog. The simple lanterns by the door glow invitingly through the haze.

Unlike the other adventures in this book, a piece of the dragon emperor's statuette cannot be found here.

### RANDOM EVENTS

For each full stretch the player characters spend in certain places, perhaps searching for something or taking a stretch rest, you can roll D6 on the table below or select a suitable event. The room descriptions indicate where random events can occur.

#### D6 EVENT

1-3 **Nothing happens.**

4 **Bone Shambler.** A bone shambler (page 96) drops from the ceiling and moves quickly towards the player characters.

5 **Shaking Floor.** The floor suddenly begins to shake and crack open. A foul stench rises from the cracks, and all player characters must make a roll against CON not to become Sickly.

6 **Dense Silence.** A thick silence settles over the room. The room drains the player characters' energy and leaves them famished (page 54 in the Rulebook).





## BONE SHAMBLER

A damaged skeleton shambling around on broken bones. This undead monstrosity thrives in damp ruins and can silently climb up walls and hang from ceilings, where it waits to ambush its victims.

**Ferocity:** 1    **Size:** Normal

**Movement:** 10    **Armor:** —    **HP:** 12

**Resistance:** Bone shamblers only take half damage from piercing weapons.

### MONSTER ATTACKS

**D6    ATTACK**

**1–3 Bone Punch!** Amid the jumble of bones, the bone shambler catches its victim with a peach of a punch, inflicting D8 bludgeoning damage.

**4–5 Bite!** Cracked yellow teeth sink into a victim's leg. The bite inflicts 2D6 slashing damage.

**6 Guttural Roar!** A terrible scream that makes floors tremble and minds shiver. All player characters within 10 meters suffer a fear attack.

of the guests are cheerful and talkative but respond evasively to questions about missing people. If stats are needed, use the table on page 105 in the Rulebook.

- ◆ **Antelia:** One of the guests is Antelia, the missing shepherd. The player characters can learn this by asking Helemi or the guests. She invites the player characters to sit down and brushes aside any questions about her disappearance. *"Missing? Oh no, I just walked a bit deeper into the Greatwood than usual. My family worries a lot, that's all."*
- ◆ **Grunn and Edda:** Only two of the guests, a young couple, look unhappy. They sit at a table by themselves, drinking in silence. They can reveal their names, but other than that they have no answers to the player characters' questions.
- ◆ **Stig Stonehilt:** One of the guests, an impressive-looking dwarf, asks to sit with the player characters. He tells them stories of mining in the Kummer Mountains and of hideous monsters he defeated. Stig is partly aware of the curse, but unable to talk about it. He makes contact with the player characters now in order to talk to them later, at night (see room #2).
- ◆ **The Curse:** The player characters suddenly notice that something is wrong. The walls and ceiling seem to contract inward. Immediately thereafter, everything goes black. Stare's curse is putting the player characters to sleep – they can do nothing to prevent this, and the same thing happens the moment they try to leave the inn. Then they wake up in room #2 at the twisted version of the inn.

# LOCATIONS

## I. DINING ROOM

About twenty guests are chatting, eating, and gambling. Behind the counter stands a high-spirited halfling. The atmosphere and the smell of meat roasting in the fireplace make it impossible not to feel welcome.

- ◆ **The Innkeeper:** The halfling Helemi runs things from behind the counter with a smile on her face. She is helpful, but dodges questions about missing guests.
- ◆ **The food and drink** are good and cheap – half the price listed in the Rulebook. Helemi is particularly proud of the house beer and the delicious pork loin. She is happy to offer the player characters a taste.
- ◆ **The guests** include humans, halflings, and the occasional dwarf. Some halflings invite the player characters to a game of dice (page 76 in the Rulebook). Most

## 2. DORMITORY

You wake up in separate beds in an oblong dormitory. It is cold, as if someone opened the window and let the night air in while you slept. Only the moonlight filtering through a large western window illuminates the room. There is a large tapestry hanging on the eastern wall, and to the north is a wooden door. In a black rocking chair in one of the corners sits a person of diminutive stature.

- ◆ **Gear:** Each player characters' gear is found at the end of their bed.
- ◆ **Tapestry:** On the eastern wall hangs a large tapestry of an old woman who seems to be watching the player characters wherever they are in the room. This is Stare.
- ◆ **Window:** Crooked trees battling gale-force winds can be seen through the western window. A high mountain looms in the distance, with a fire flickering at the summit. A player character who succeeds with a MYTHS & LEGENDS roll realizes that the view is wrong – there are no mountains in that direction. The window cannot be opened or broken, not even by magical means.





HELEMI



ANTELIA



STIG STONEHILT

- ◆ **Rocking Chair:** The person in the rocking chair is Stig Stonehilt, fast asleep. He can be woken but is paralyzed and cannot get up. In a tired voice, Stig explains that the player characters, like himself, are trapped in an illusion created by someone he calls “Old Hag Stare.” Stig says she is hiding somewhere in the illusion, and begs the player characters to free him.
- ◆ **NORTH:** A heavy, creaky oak door. A single torch illuminates a long stone staircase leading down to the storeroom (#3). The player characters can take the torch with them.

### 3. STOREROOM

*The air is stale in this cluttered, windowless room. On a wooden table is a toolbox and on the dusty floor are several chests, most of them forced open. The eastern wall is adorned with a burgundy curtain with shimmering gold patterns.*

- ◆ **Chests:** One of the chests contains valuables equivalent to one treasure card.
- ◆ **Toolbox:** The box is locked, and it takes a successful SLEIGHT OF HAND roll to get it open. It is also possible to break the box (25 HP, armor rating 6), but whoever strikes it is hit by a spike that inflicts D6 piercing damage.
- ◆ **Dagger:** In the toolbox is a strange, ornate dagger whose tip is badly worn. The dagger deals 2D8 damage against Stare but works normally against anyone else.
- ◆ **Random Event:** Roll on the table on page 95 for each full stretch the player characters spend here.
- ◆ **NORTH:** Door to chaotic mosaic (#5).
- ◆ **SOUTH:** Long stone staircase to the dormitory (#2).
- ◆ **EAST:** Behind the curtain is a dirt tunnel (#4).

### 4. DIRT TUNNEL

*This dirt tunnel is full of stale darkness, and passing through it feels like being trapped in a coffin. Your footsteps squelch through a rot-black sludge of wet earth. Further ahead, you hear a shuffling sound.*

- ◆ **Cobwebs:** The remains of a giant spider are lying on the ground halfway down the tunnel. Its web is still intact, spun from wall to wall. The player character who goes first must make an AWARENESS roll (with a bane unless the person is carrying a light source) to avoid getting caught in the web, which attracts as many bone shamblers as there are player characters. Anyone caught in the web is unable to move or perform actions that require body movement. Breaking free requires a successful STR roll with a bane (action). Others can help.
- ◆ **Random Event:** Roll on the table on page 95 for each full stretch the player characters spend here.
- ◆ **NORTH:** Locked door, which can be picked or broken down (10 HP, armor rating 5), leading to the playroom (#6).
- ◆ **NORTHWEST:** Side door leading to the chaotic mosaic (#5).
- ◆ **SOUTHWEST:** Behind a curtain is the storeroom (#3).

### 5. CHAOTIC MOSAIC

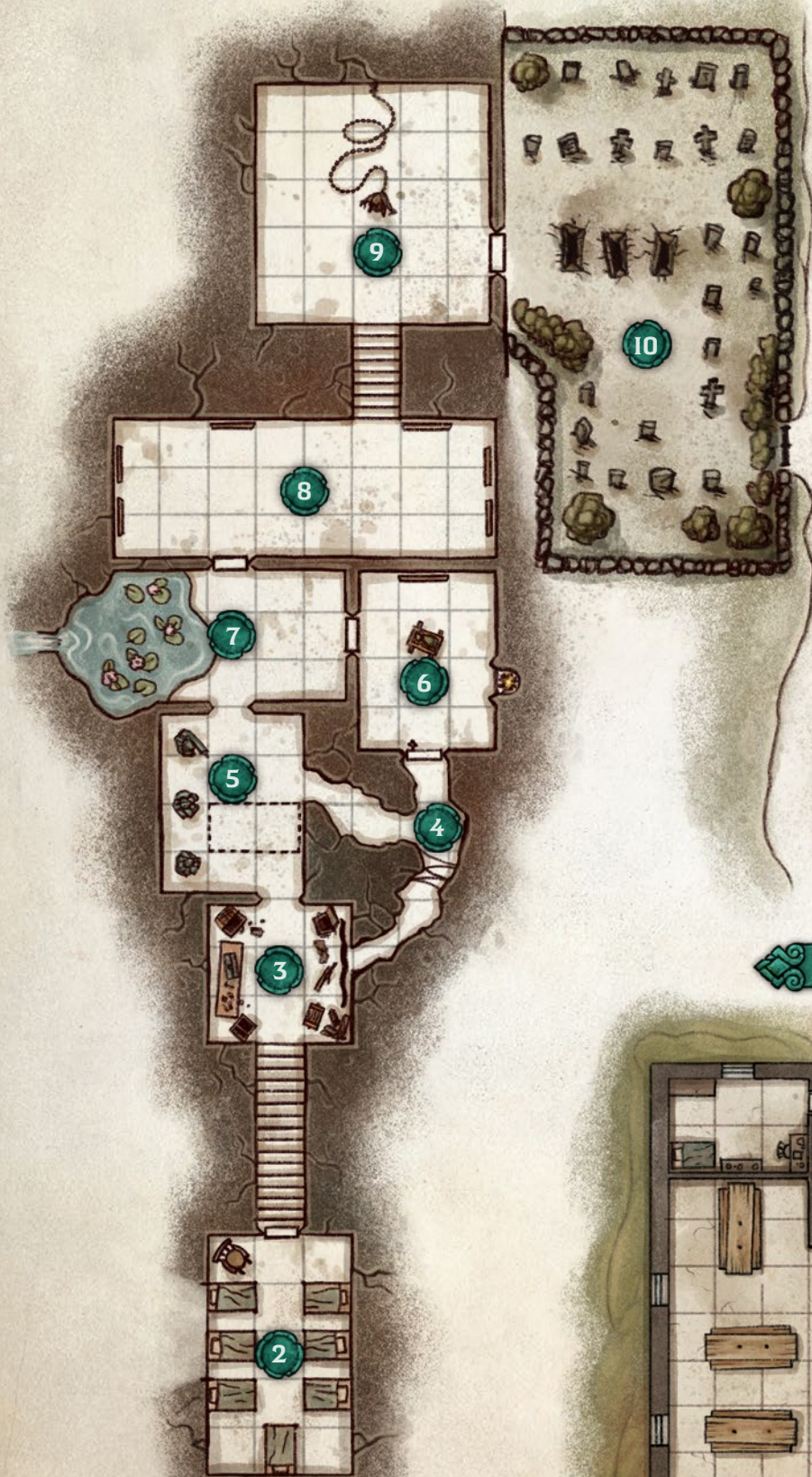
*The mosaic on the floor of this room forms a chaotic pattern of different colors. The ceiling is several meters high with narrow windows that you cannot reach. From the ceiling hangs a large oil lamp that lights up the room.*

- ◆ **Three Statues:** Along the western wall stand three statues of mourning women. One of them is praying, one is covering her face, and the third is pointing at the floor, toward the floor trap.
- ◆ **Trap:** In the room there is a hidden trap door with a five-meter drop. A player character actively looking for traps can notice it with a successful SPOT HIDDEN. Among the bones at the bottom of the trap is a golden ring. The ring looks elegant and emits a faint glow – its wearer will have a use for it in the ritual chamber (#9).
- ◆ **Random Event:** Roll on the table on page 95 for each full stretch the player characters spend here.
- ◆ **NORTH:** Open archway to the underground pond (#7).
- ◆ **SOUTH:** Door to the storeroom (#3).
- ◆ **EAST:** Door to the dirt tunnel (#4).

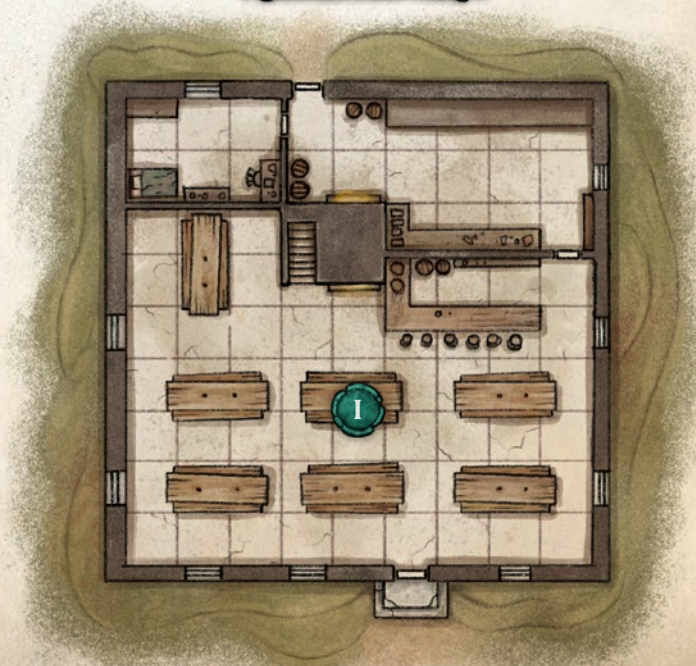




## THE TWISTED INN



## THE INN





## 6. PLAYROOM

*In the middle of the room is a cradle. Some wooden toys lie scattered on the floor, as if discarded by a child who grew tired of playing with them. There is a painting on the wall. Warmth emanates from the dying embers of a fireplace.*

- ♦ **The painting** depicts a man and a woman with a toddler, a small boy, standing in front of a run-down shack with a wild forest behind them. If the players ask if they recognize anyone in the painting, they realize that the man and woman are the unhappy couple in the dining room, if they have met them (Grunn and Edda, see room #1). You can also let them make a passive AWARENESS roll to realize this.
- ♦ **Doll:** In the cradle lies a porcelain doll that looks a lot like the child in the painting. If the player characters take the doll with them, it comes to life in the ritual chamber (#9). Underneath the doll is a bone flute (tiny item). The flute starts playing melancholic tunes whenever the bearer comes within 10 meters of an undead creature.
- ♦ **Random Event:** Roll on the table on page 95 for each full stretch the player characters spend here.
- ♦ **SOUTH:** Door with a key in its lock, leading to the underground tunnel (#4).
- ♦ **WEST:** Door to the underground pond (#7).



## 7. UNDERGROUND POND

*Beautiful trickling sounds are heard from a pond. The drops hitting the surface of the water sound like a sad creature playing the harp. One detail disturbs the harmony – the occasional croak echoing off the walls.*

- ♦ **Pond:** Water flowing from a hole in the wall creates a small waterfall down to a pond filled with lily pads. There are several large frogs as well.
- ♦ **Box:** Player characters examining the pond notice a sealed box about four meters beneath the surface. The box contains valuables equivalent to two treasure cards.
- ♦ **Frogs:** The frogs are completely harmless, but stubbornly get in the way if anyone wades out into the water. It takes a successful EVADE roll not to become Angry.
- ♦ **Random Event:** Roll on the table on page 95 for each full stretch the player characters spend here.
- ♦ **NORTH:** Creaky door to the gallery (#8).
- ♦ **SOUTH:** Open archway to the chaotic mosaic (#5).
- ♦ **EAST:** Door to the playroom (#6).

## 8. GALLERY

*This large hall exudes tranquility. It is empty save for the eight paintings hanging on the walls. Moonlight streams down through a dome in the ceiling.*

- ♦ **Glass Dome:** A cloudless night sky can be seen through the glass dome in the ceiling, bathing the whole gallery in moonlight and starlight.
- ♦ **Paintings:** The paintings are sparsely painted in ocher, green, dark red, and black. They depict temples from the time of the Dragon Empire, which the player characters can realize with a MYTHS & LEGENDS roll. Each painting counts as a normal item and is worth 50 silver coins. A player character who examines the paintings and succeeds with a SPOT HIDDEN roll notices that one of the paintings in the background shows a family using a large outdoor oven to bake bread. These are the same people depicted in the painting in the playroom (#6).
- ♦ **Gas Trap:** If four or more paintings are removed, lethal gas (Potency 9) spews out from tiny holes in the floor.
- ♦ **Reflection:** A sense of peace washes over the player characters if they choose to simply enjoy the art. The player characters can take an extra stretch rest here, in addition to the one they normally get each shift.
- ♦ **NORTH:** Short stone staircase leading up to a blackened portal and the ritual chamber (#9). A player character who has passed through the portal cannot return the same way.
- ♦ **SOUTH:** Creaking door to the underground pond (#7).



## STARE

The player characters can only see Stare's recessed eyes and what might generously be called teeth. She is chained to the wall but can reach any part of the chamber.

**Ferocity:** No. of PCs–1 (min. 1)    **Size:** Normal

**Movement:** 14    **Armor:** —    **HP:** 25

**The Doll:** If the doll was brought from the playroom (#6), Stare's Ferocity increases by one.

**Immunity:** All fire goes out in the room where Stare is held.

### MONSTER ATTACKS

#### D6 ATTACK

- 1 **Toe-Breaking Kick!** Stare's kick is surprisingly powerful and inflicts D8 bludgeoning damage.
- 2 **Bloodshot Gaze!** Stare comes close and her terrible eyes force the victim to make a WIL roll with a bane to resist fear.
- 3 **Scratching Claws!** Stare scratches a victim with her bone-hard fingernails, inflicting 2D6 slashing damage.
- 4 **Lament!** Stare has passed the time in the chamber composing a terribly sad and off-key tune that is truly grating to the ear. As she sings it, all player characters must make a roll against WIL to resist fear.
- 5 **Stones and Gravel!** The hag grabs a fistful of crumbled mortar and throws it at a player character within 10 meters who has not yet acted in the round. The victim loses their next turn. The attack can be parried with a shield.
- 6 **Illusory Precipice!** All player characters within 10 meters of Stare think they are standing on the edge of a high cliff and can see the smashed bodies of old people below. The player characters must roll against WIL to see through the illusion. Those who fail fall unusually hard to the ground, suffering D6 bludgeoning damage and losing their next turn if they have not already acted in the round. The attack cannot be dodged.



## 9. RITUAL CHAMBER

*A chain rattles in the darkness. You see a pair of glowing eyes and the sickly gleam of decaying teeth. A pulsing smell of sulfur assaults your nostrils as the figure approaches and finally attacks with a chilling shriek.*

- ◆ **Darkness:** The chamber is pitch black, and no fire can live in Stare's presence. Torches and lanterns go out. See the rules for darkness on page 52 in the Rulebook – before each attack, a player character must succeed with an AWARENESS roll (not action).
- ◆ **The Ring:** Stare immediately attacks the player characters. However, she will not target a person wearing the ring from room #5.
- ◆ **The Doll:** If the player characters brought the doll from the playroom (#6), it slowly begins to move. It says nothing but keeps looking at the hag. The doll does not deal any damage, but the sight of it makes Stare excited and increases her Ferocity by one. Destroying the doll counts as an action.
- ◆ **Stare's Shriek:** During combat, Stare lets out wild screams that can give the player characters clues about how to overcome this threat, such as “Release me!”, “My dogs, my dogs!”, “It wasn't me who took the boy!”, and “Helemi killed me!”
- ◆ **The Chain:** Stare is chained to the wall. The player characters can free her by breaking the chain (20 HP, armor rating 9), but Stare keeps attacking until they succeed. They can also use the chain to gain a boon on their AWARENESS rolls for finding Stare in the darkness before each attack, but they must figure this out for themselves.
- ◆ **If Stare is Freed:** If the player characters break the chain, Stare snatches the doll, by force if necessary, and disappears through the blackened portal. The player characters cannot follow her. Light sources can then be lit in the room.



- ◆ **If Stare Dies:** If Stare is killed, the curse is lifted, but the player characters must still find their way out of the illusion via the graveyard (#10). If the doll has come alive, it now returns to its original lifeless state.
- ◆ **SOUTH:** The blackened portal can no longer be entered by the player characters, as it has turned to stone.
- ◆ **EAST:** A jammed, ironclad oak door leads out to the graveyard (#10).



### WITCH HOUND

These frothing beasts, with yellow bloodshot eyes, will not stop until their victim is torn to pieces. They are Stare's old dogs, which she could not be without even after her death.

**Ferocity:** 2    **Size:** Small

**Movement:** 18    **Armor:** 2    **HP:** 14

#### MONSTER ATTACKS

##### D6 ATTACK

- 1–2 **Bite!** The dog sinks its teeth into an arm or a leg, inflicting 2D10 piercing damage.
- 3–4 **Claws!** With claws as sharp as knives, the dog lacerates the victim's skin and inflicts 2D8 piercing damage. The attack cannot be dodged.
- 5 **Push!** The dog suddenly leaps forward. The victim does not take damage but falls to the ground and drops their weapon.
- 6 **Frenzied Onslaught!** The dog makes both a bite and a claw attack against two different player characters. But in its frenzy, the beast loses its next action.

## 10. GRAVEYARD

*In the fog and the dark, you see the gravestones of people and animals laid to rest here. Three of the graves are open. The graveyard is surrounded by a low wall. Cold and silence reign, as if the place has been cleared of life and forgotten. A gust of wind suddenly rustles the old oak and pine trees.*

- ◆ **Stone Wall:** Beyond the wall is nothing but a dark, bottomless abyss. The only way out is through the gate.
- ◆ **Stare's Curse:** The graveyard is the final manifestation of the curse, which is lifted forever when the player characters pass through the gate.
- ◆ **Bone:** There is a sharpened femur sticking out of the moist earth. It can be used both as a knife and as a light club.
- ◆ **Open Graves:** Near the open graves, which are three meters deep, are a shovel and large piles of dirt
  - In the first grave lies a tied-up dwarf. Once freed, he immediately rushes out of the gate in a wild panic.
  - In the next grave lies the missing shepherd Antelia. Grateful but terrified, she accompanies the group out of the graveyard.
  - Witch hounds, as many as the player characters, emerge from the third grave, and they attack. One witch hound shows up each round. They can be killed or stopped by filling in the grave. This requires a total of three rolls against STR (each roll is an action). The shovel adds a boon to the roll.
- ◆ **Gate:** Only when they have passed the three open graves do the player characters notice a gate a bit further ahead, hidden behind some bushes. Passing through the gate, they find themselves at the end of a road. Farther away they see the inn, in its normal form. Some birds are squawking. The sun is about to rise.

### AFTERMATH

If the curse is lifted from the inn, all guests are now free to leave. Player characters who go back there will meet Stig Stonehilt along with the young dwarf from the grave, who turns out to be his son. Stig thanks the characters from the bottom of his heart and gives them a reward equivalent to two treasure cards.

The player characters can also confront Helemi, Grunn, and Edda. They quickly break down and admit that they locked Stare in the cellar because they thought she had kidnapped the couple's son, Kale. They swear that they never meant for Stare to die. The player characters are free to handle the situation as they see fit.





# THE ISLE OF MIST



**O**n the mist-shrouded island in the middle of Mirror Lake is the entrance to the underground labyrinth where Azrahel Koth awaits the latest news about the sword Um-Durman. The ancient demon

sorcerer cannot leave his tomb without the sword in his hand. Venturing into the mist, and down into the darkness, is the only way to stop his plans and prevent Sathmog's demonic influence from spreading across the Misty Vale.

## THE SITUATION

The player characters can hear about the Isle of Mist in Outskirt (page 17 and the adventure cards) or elsewhere. Alfilia Shadowleaf, the mystic Dranath, and Maladûk's orcs all know the place. They also learn about the deadly mist that surrounds the island – without the sword Um-Durman, the player characters will likely not survive a visit.

The cave complex beneath the Isle of Mist was originally built as a treasure chamber at the time of Sathmog's demonic empire (page 6). Catacombs were dug under the natural cave system that already existed on the island. Once Sathmog had been banished from the world, the dragon emperor Eledain used the Isle of Mist as a prison for the demon's immortal herald Azrahel Koth.

Eledain's mages granted a band of warriors eternal undeath to guard Azrahel Koth until the end of time. The

entire island was then shrouded in a corrosive, everlasting mist. For eight hundred years, not a single intruder could break through the Isle of Mist's defenses – instead, the threat came from within. Strengthened by Sathmog's growing anger outside the world, Azrahel Koth finally awoke from his cursed sleep.

Still trapped in the crypt because of the corrosive fog, he enslaved the undead warriors who were supposed to guard him, as well as the bats that lived in the caves. And so, the Isle of Mist was transformed into Azrahel Koth's stronghold from which his demonic influence spread across the Misty Vale. He also summoned several demons to further strengthen the island's defenses.

Once the player characters have found Um-Durman (page 27), Azrahel Koth soon learns of this from his spies. The demon sorcerer knows that the sword is the only weapon in this world that can slay him – but also the key to his freedom. It therefore fills him with both dread and elation. Azrahel Koth senses that the player characters are on their way and looks forward to the final showdown.



### THE CROSSING

The journey across Mirror Lake is uneventful and particularly easy if the player characters have access to a boat or a float of some sort. Building a raft takes a shift and requires a CRAFTING roll. Without a boat or raft they will have to SWIM across (page 53 in the Rulebook).

The island is veiled in yellowish mist, but occasionally the shape of a gloomy tower reaching for the heavens at the southern end of the island can be glimpsed through



## RANDOM EVENTS

For each full stretch the player characters spend in certain places, perhaps searching a room or taking a stretch rest, you can roll on the table below or select

a suitable event. The room descriptions indicate where random events can occur, and which dice you should roll.

### ROLL EVENT

- |     |  |
|-----|--|
| 1   | <b>Vampire Bats:</b> The player characters are attacked by a swarm of demonic bats (stats as per page 99 in the Rulebook).   |
| 2   | <b>Okvid the Troll:</b> The player characters encounter the troll Okvid (see location #7). Re-roll if they have already met Okvid.   |
| 3   | <b>The Voice of Azrahel Koth:</b> A hoarse and urgent voice echoes through the labyrinth. The player characters must roll against WIL to resist fear, but only the first time this event occurs. It takes a successful LANGUAGES roll to understand the words: <i>"All power to Sathmog, our three-tongued liberator."</i> |
| 4–7 | <b>Nothing happens.</b>  |
| 8–9 | <b>Undead Guards.</b> The player characters encounter a patrol of undead guards (page 108), as many as themselves. Have the player characters make an AWARENESS roll – if they succeed, they can try to hide (SNEAKING roll) or even follow the guards.  |
| 10  | <b>Azrahel Koth Attacks:</b> The demon sorcerer himself shows up and attacks the player characters to test their strength. Upon taking damage he instantly teleports back to his mausoleum (location #20).   |

the haze (#1). The player characters also notice a flock of bats behind a cliff at the northern end.

As the player characters step ashore on the rocky beach, they find the place devoid of life – there are no plants, animals, or intelligent creatures in sight. The disfigured remains of Maladuk's orcs lie scattered among the rocks, wiped out by the demonic mist.

The Isle of Mist is exceedingly barren and inhospitable. Apart from the tower (#1) and the many dead orcs, the only eye-catching feature is a pond in the middle of the island. This is the entrance to the caves (#2).

**Bats:** At the northern tip of the island is a massif with a series of narrow, natural tunnels leading all the way to Azrahel Koth's mausoleum (#20). It is through these that Azrahel Koth sends his demonic bats across the Misty Vale.

The player characters can find the passages with a SPOT HIDDEN roll, but only a person with the heroic ability Contortionist can pass through them.

## CORROSIVE MIST

The locals avoid the Isle of Mist as the thick magical mist that covers it eats away at all living things. It is extremely painful, and anyone traversing the surface of the island suffers D6 damage per stretch – only the undead are immune. No natural healing can occur here.

The mist was created to hold Azrahel Koth, who is particularly vulnerable to it – he takes D6 damage per round if he enters it without Um-Durman.

Neither armor nor spells can protect against the mist. However, the sword Um-Durman or Cadal's ring (#4) keeps the mist at a distance of 10 meters, thus creating a bubble that allows the bearer to move unharmed on the island.

The mist only exists on the surface of the island, not in the cave complex below. It also does not reach the cliff with the bat tunnels.

## LEAVING THE ISLE OF MIST?

There is no place on the Isle of Mist where the player characters can take a shift rest. If the player characters leave the island to rest up, roll D6 per shift on the table on page 107 in the Rulebook.



# LOCATIONS

The complex on the Isle of Mist consists of two levels. The first level is mainly made up of natural caves (#2–8). Unless the room description says otherwise, it is pitch black down here. The labyrinth on the lower level (#9–20) was created by the demon worshipers of old, and now serves as Azrahel Koth's headquarters. Here the rooms are lit by torches on the walls, unless otherwise stated.

## I. THE TOWER OF SACRIFICE

*On a hilltop stands a column of white marble so tall it rises above the yellowish mist. A narrow staircase winds its way up the column. Five arms support a wide stone slab at the top of the tower.*

- ♦ **Altar:** At the top of the tower is an altar with strange inscriptions. Shackles on the altar suggest that sacrifices were performed here, as does a burnt skeleton on the scorched surface.
- ♦ **Medallion:** The dead body wears a medallion with the black mark of Sathmog on it (page 7). Whoever touches the medallion summons the ghost of a demon worshiper named Verkon, who immediately attacks. The medallion is **CHARGED** with 20 WP which the wearer can use.

## 2. ENTRANCE

*In a hollow surrounded by barren hills is a pond. At its edge lies the corpse of an orc, seemingly burned to death by acid. The water is clear and utterly devoid of life. A staircase can be seen at the bottom, leading upwards into the mountain.*

- ♦ **Footprints:** Anyone who examines the ground around the pond and succeeds with **SPOT HIDDEN** can see footprints leading both into and out of the water. These were left by Azrahel Koth's undead guards (page 108).
- ♦ **Diving:** To reach the caves, the player characters must dive into the pond and succeed with a **SWIMMING** roll. Anyone who fails starts to drown (page 53 in the Rulebook). The stairs into the mountain lead upwards, to the upper level which is above the surface of the water.
- ♦ **Wet Torches:** It is pitch black inside the cave. Lighting a torch that has been under water requires a **BUSH-CRAFT** roll. Only one attempt is allowed per stretch.
- ♦ **Random Event:** Roll D8 on the table on page 103 for each full stretch the player characters spend in the cave.
- ♦ **EAST:** Low-ceilinged passage to the three-way room (#5).
- ♦ **WEST:** Rough-floored passage to the demon chamber (#3) and the ghost room (#4).







### VERKON'S GHOST

The demon worshiper Verkon served Sathmog back when he ruled the Misty Vale (page 6), but lost his life in a ritual gone awry. His restless spirit attacks whoever takes the medallion from his earthly remains. He is a shimmering blue shadow of his living self, robed, with staring eyes and the black mark of Sathmog burned into his forehead.

Verkon hisses "All power to Sathmog, our three-tongued liberator" to the player characters, but it takes a successful **LANGUAGES** roll to understand what he is saying. He is a ghost with stats as per page 96 in the Rulebook. Verkon will leave the player characters alone if they drop his medallion.

## 3. THE DEMON CHAMBER

*A natural cave where heavy mist floats over blue-black water. A faint dripping sound echoes in the cave, which smells of wet rock and decay. Stones in the water form a path across.*

- ♦ **The stones** are slippery. **ACROBATICS** rolls are required each round (not an action) to avoid falling into the water, which would extinguish a torch. What's more, the water in the cave is freezing – anyone who falls in must roll **BUSHCRAFT** to resist cold (page 54 in the Rulebook).
- ♦ **The Demon Akrae:** On a large rock in the middle of the cave, shrouded by mist, stands the demon Akrae. He cannot be seen from a distance. Akrae attacks anyone who sets foot on the rock, which is covered by a pentagram.
- ♦ **NORTH:** Dark passage to the entrance (#2).
- ♦ **EAST:** Damp passage to the three-way room (#5).
- ♦ **SOUTH:** Wide passage to the descent (#8).
- ♦ **WEST:** Narrow passage to the ghost room (#4).

**The Mist:** Because of the dense mist, the player characters must roll to see whether their torches go out (page 52 of the Rulebook) at the end of each round.



### THE DEMON AKRAE

Akrae looks human, but with the head and claws of a crab. He lets out a gurgling sound and reeks of rotten seaweed. Akrae is bound to the stone with the pentagram and cannot leave.

**Ferocity:** No. of PCs–1 (min. 1)    **Size:** Large

**Movement:** 12    **Armor:** 6    **HP:** 48

#### MONSTER ATTACKS

##### D6 ATTACK

- 1 **Claw Grab!** The demon grabs a player character with its claw and squeezes them, inflicting 2D8 slashing damage. Akrae then hurls the victim D6 meters into the water.
- 2 **Salt Spew!** A player character within 4 meters who has not yet acted in the round is hit by a jet of stinking goo and loses their turn in the round.
- 3 **Chilling Roar!** A demonic roar forces everyone within 10 meters to succeed with a **WIL** roll or suffer a fear attack (page 52 in the Rulebook).
- 4 **Arm Pinch!** The demon almost pinches a player character's arm off with its claw. The attack inflicts 2D8 slashing damage but can be parried. If you are using the rules for severe injuries (page 51 in the Rulebook), the victim also suffers a broken arm if they take at least one point of damage.
- 5 **Cascade!** The demon whips up a magical waterspout that hits all player characters within 6 meters and flings them into the freezing water (unless they dodge the attack).
- 6 **Head Bite!** The demon bites a player character in the head, inflicting 3D8 slashing damage. The attack can be parried.



## THE CAVES



### 4. GHOST ROOM

*A cramped cave, dripping with water and with algae on the walls. A skeleton in rusted chainmail is lying on the floor.*

- ◆ **Skeleton:** The skeleton has an old broadsword that is still in good shape and wears a ring on one of its fingers. Removing the ring awakens Cadal's ghost (see adjacent sidebar).
- ◆ **Cadal's Ring:** The ring on Cadal's finger grants the ability to see in the dark (the wearer may ignore all effects on page 52 in the Rulebook) and protection against the island's evil mist, provided that the wearer first receives the blessing of Eledain. Cadal can bless them, but only if the player characters accept his request.
- ◆ **Random Event:** Roll D8 on the table on page 103 when the player characters arrive here, and again after each full stretch they spend here.
- ◆ **NORTH:** Rough-floored passage to the demon chamber (#3) and the entrance (#2).
- ◆ **SOUTH:** Narrow passage to the demon chamber (#3).

### 5. THREE-WAY ROOM

*Three cave passages meet in a natural cave. Faint echoes are heard, but from what or where is unclear.*

- ◆ **Warning:** With a successful **SPOT HIDDEN** roll, the player characters find a warning written in charcoal on the wall: "TROLL", followed by an arrow pointing east.
- ◆ **Random Event:** Roll D8 on the table on page 103 when the player characters arrive here, and again after each full stretch they spend here.
- ◆ **EAST:** Fungus-covered passage leading to the rockfall (#6) and Okvid's den (#7).
- ◆ **SOUTH:** Misty passage to the demon chamber (#3).
- ◆ **WEST:** Low-ceilinged passage to the entrance (#2).





### CADAL'S GHOST

The ghost of a handsome young man rises above the skeleton and speaks to the player characters: *"My name was Cadal of the Keepers of the Immaculate Flame. I came to free my beloved Tuviel and defeat the wicked sorcerer Azrahel Koth. But here in these caves I met my bane, the malodorous sea demon Akrae. The demon must die for me to have peace. Give my ring to your best fighter and slay the demon. This is my final wish."* If the player characters accept his request, he blesses them in the name of Eledain, which allows them to use his magic ring. If they refuse, the ghost sinks back into the skeleton.

## 6. ROCKFALL

*The passageway ends at a rockfall.*

- ◆ **Rocks:** A player character who succeeds with a CRAFTING roll realizes that the rockfall was set off deliberately. Collapsed rocks block the entrance and form a dead end. Azrahel Koth caused the rockfall so that intruders would have to get past Akrae in room #3.
- ◆ **Digging:** Digging through the debris is possible but requires ten successful CRAFTING rolls. Each player character may roll once per shift. Their digging efforts inevitably attract the attention of the troll Okvid in room #7.
- ◆ **SOUTH:** If the player characters dig through the rubble, the opening leads to the descent (#8).

## 7. OKVID'S DEN

*The stench of decay precedes the sight of the room – a natural cave with animal skins on the walls and floor. Boxes, sacks, weapons, and all sorts of junk are neatly lined up against the wall.*

- ◆ **Okvid the Troll:** Okvid stays here when he is not out in the cave system.
- ◆ **Rotting Food:** The boxes and sacks contain food in various stages of decay. Okvid likes it that way, as it is easier to chew. The player characters can eat the food but are then exposed to a disease with virulence 9.
- ◆ **Treasures:** Among the items Okvid has collected are D6 torches and valuables equivalent to three treasure cards.
- ◆ **WEST:** Fungus-covered passage to the three-way room (#5).



### OKVID THE TROLL

Okvid is a grumpy old troll who serves as caretaker of the caves under an agreement with Azrahel Koth. As payment, he is allowed to keep all the treasures he picks up from fallen adventurers. Okvid's regenerative ability allows him to live in the corrosive mist. His voice rumbles like a rockslide, and his stench makes the eyes water. Okvid has stats as a troll on page 97 in the Rulebook, with one addition:

**Toothache:** Anyone who succeeds with a HEALING roll realizes that the troll suffers from a terrible toothache. It takes a successful PERSUASION or BLUFFING roll to get the troll to accept an operation. Pulling the aching tooth requires another HEALING roll – on failure, the troll attacks. If the operation succeeds, Okvid allows the player character to pass. He also offers them some rotting food.



## UNDEAD GUARDS

Eight hundred years ago, the Dragon Emperor had a band of warriors locked in Azrahel Koth's crypt to guard the demon sorcerer until the end of time. Their lives were extended through necromantic spells, but these did not stop the warriors' physical and mental decay.

Now the once-great warriors have been reduced to walking skeletons with grinning skulls. Azrahel Koth has taken control of their weakened minds and turned them into obedient puppets.

The player characters can run into these undead warriors as a random event (page 103) and in Azrahel Koth's mausoleum (#20). You can also have a patrol show up if the player characters make a lot of noise or whenever you need to give them an additional challenge.

The guards are moving all around the cave complex. Clever player characters can **SNEAK** after a patrol to figure out how to get past the labyrinth's many traps. This requires a successful roll per room.

**Mov.: 8    Damage Bonus STR: +D4    HP: 14**

**Armor:** Chainmail (4)

**Skills:** Awareness 8, Brawling 12, Evade 6

**Weapons:** Broadsword (skill level 14, damage 2D6)

**Resistance:** Takes half damage from piercing attacks (rounded up).

**Immunity:** The guards are immune to fear and **PERSUASION**.



Level 1). Each attempt to open the door triggers an additional **LIGHTNING BOLT** until the trap's **CHARGE** of 20 WP is depleted (each **LIGHTNING BOLT** consumes 4 WP since it takes place indoors). To open the door safely, a player character must first run their finger along the symbol on the door and speak the words written below. A person who examines the door and succeeds with **SPOT HIDDEN** realizes that the symbol has been polished by many fingers run along its grooves.

- ◆ **Random Event:** Roll D8 on the table on page 103 for each full stretch the player characters spend here.
- ◆ **NORTH:** Wide passage to the demon chamber (#3) with a branching tunnel leading to the rockfall (#6).
- ◆ **SOUTH:** Copper door to the four-way room (#9) on the lower level.

## 8. THE DESCENT

A stone staircase carved out of the rock leads down to a heavily scarred copper gate. A demonic symbol is embedded in the door, with a short line of text underneath. The symbol shines brightly in the torchlight, as if it had just been carved.

- ◆ **Symbol:** The symbol on the door is the black mark of Sathmog (see picture on page 7). The text below is ancient and can only be understood with a successful **LANGUAGES** roll: "All power to Sathmog, our three-tongued liberator."
- ◆ **Door Trap:** The door is unlocked, but anyone who tries to push it open is hit by a **LIGHTNING BOLT** (Power

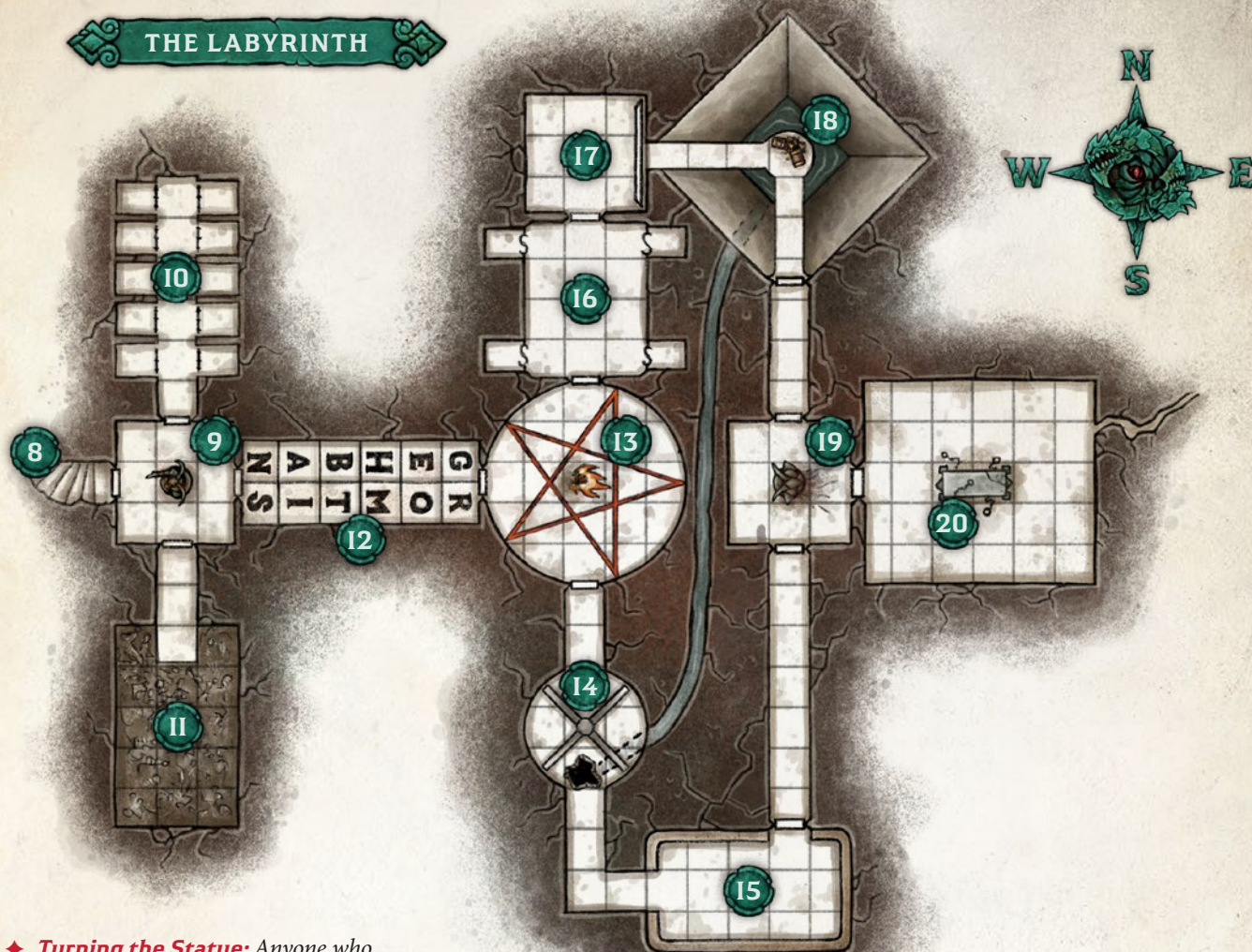
## 9. FOUR-WAY ROOM

The square room is clad in white marble. On each wall is a polished copper door with a demonic symbol engraved on it. In the middle of the room is a human-sized statue of a horned demon. It points at you with its clawed hand.

- ◆ **The Symbol:** The symbol on the doors is the black mark of Sathmog. But on the east door the symbol is upside down, which the player characters notice automatically if they take a closer look at the door.



## THE LABYRINTH



- ◆ **Turning the Statue:** Anyone who examines the statue and succeeds with **SPOT HIDDEN** realizes that its base can be rotated. It is also possible to simply turn the statue without rolling, if the player characters are of the more hands-on variety.
- ◆ **Door Traps:** The doors are unlocked, but anyone trying to push them open is hit by a **LIGHTNING BOLT** (Power Level 1), just like in room #8. Each door has a **CHARGE** of 20 WP. To safely open the doors to the north, south, and west, a player character must first run their finger along the symbol on the door while speaking the phrase from room #8: “All power to Sathmog, our three-tongued liberator.” The door to the east is trickier – for it to open, the phrase must be spoken backwards: “Rotar Ebil Dough-Not Ert Ruo, Gomtas Ot Rewop La.” The upside-down symbol is a clue to this puzzle. Kretscha and Emrys in room #10 can help as well.
- ◆ **Random Event:** Roll D8+2 on the table on page 103 for each full stretch the player characters spend here.
- ◆ **NORTH:** Door to the cells (#10).
- ◆ **EAST:** Door to the bolt trap (#12).
- ◆ **SOUTH:** Door to the skeletal guard (#11).
- ◆ **WEST:** Door to the descent (#8).

### 10. CELLS

A row of cramped cells behind rusty barred doors. There is a strong stench of decay. Faint groans and mumbled prayers can be heard from a couple of the cells.

- ◆ **Barred Doors:** The barred doors are locked, and the keys are carried by the undead guards (page 108). Alternatively, the doors can be picked or smashed open (20 HP, armor rating 12). The prisoners here are awaiting interrogation before being recruited into Azrahel Koth’s army.
- ◆ **Orc Scout:** In one cell lies the orc scout Kretscha (see page 110). She is emaciated and beaten, but not seriously injured.
- ◆ **Knight:** In another cell sits a dragon knight named Emrys, badly injured (see page 110).
- ◆ **Random Event:** Roll D8+2 on the table on page 103 for each full stretch the player characters spend here.
- ◆ **SOUTH:** Copper door to the four-way room (#9).





### KRETSCHA

Kretscha was captured by Azrahel Koth's guards near Mirror Lake. He is keeping the orc alive to obtain information about Um-Durman.

If the player characters have met Maladûk and forged an alliance with her (page 46), Kretscha is aware of this. If they free her, she tells them that Azrahel Koth cannot leave the labyrinth without Um-Durman – nor can he be killed by anything other than this mighty weapon. He bragged about this during the long interrogations. If the player characters ask for the password to the east door of room #9, Kretscha says she heard the undead guards hiss it, and she can repeat it word for word. If the player characters do not have an alliance with Maladûk, it takes a **PERSUASION** roll to obtain the information above.

Kretscha is not willing to stay and fight alongside the player characters and would rather go back and report to Maladûk, but she can be **PERSUADED** to stay. You can also have Kretscha show up and save the day if the player characters find themselves in a tight spot.

**Movement:** 10    **Damage Bonus AGL:** +D4

**Armor:** —    **HP:** 12 (now 6)

**Skills:** Awareness 10, Bows 14, Evade 8, Swords 12

**Weapons:** —



### EMRYS

Emrys is a knight who serves the Keepers of the Immaculate Flame (page 8). Repeated interrogations have left him on the verge of death. Someone must succeed with a **HEALING** roll within a stretch, or Emrys will draw his last breath. Only one attempt is allowed.

The emaciated Emrys alternates between mumbling prayers to Eledain and cursing Azrahel Koth. If the player characters make themselves known, he explains that he came here to rescue his sister Tuviel, also a dragon knight, who was kidnapped by servants of Sathmog.

Before he left, Emrys sent word to Cadal, his sister's betrothed, hoping that he would join him. Emrys demands that the player characters rescue Tuviel. If he learns of her fate (room #11), he flares into a rage and demands that Azrahel Koth be killed at all costs.

Emrys has heard the undead guards hiss the password to the east door of room #9, but only remembers the beginning: "*Rotar Ebil Dough-Not Ert Ruo, Gomtas...*" Clever players can use this to figure out the full password, if they do not get it from Kretscha.

If the player characters save Emrys' life, he can join them on their quest but is of limited use due to his severe injuries. He may sacrifice himself at some crucial stage if the player characters find themselves in dire straits.

**Movement:** 10    **Damage Bonus STR:** +D4

**Armor:** —    **HP:** 15 (now 0, and the severe injury *deep wounds*)

**Skills:** Brawling 14, Evade 12, Swords 14

**Weapons:** —



## II. THE SKELETAL GUARD

*The room consists of a deep pit filled with armored skeletons and armed cadavers in varying degrees of decay. An ominous rattling sound is heard from the deep mass grave, as if something is moving down there among the dead – or is it the pile of corpses itself that is moving?*

- ◆ **Fear:** The sight of the living dead is so horrific that the player characters must make a roll against **WIL** to resist fear. This hall is where creatures killed in the cave system are dumped, and where Azrahel Koth finds recruits for his skeleton army.
- ◆ **The Undead Awake:** If the player characters enter the room without succeeding with a **SNEAKING** roll, a bunch of skeletons (as many as the player characters) come to life and attack. All undead in the room have stats as Skeleton Warriors on page 95 in the Rulebook.
- ◆ **Tuviel:** One of the bodies in the pit wears beautiful clothes, elegant chainmail, and a mastercrafted broadsword. The corpse also wears a gold ring with the inscription “Tuviel & Cadal, forever.” It stands up and swings its sword at the player characters if they touch any of the items. However, the skeleton will not attack a player character wearing Cadal’s ring, if that person received his blessing (room #4). If the player characters have defeated Akrae and show Cadal’s ring, the skeleton stops and expresses its gratitude with a deep bow before collapsing into a lifeless heap.
- ◆ **Random Event:** Roll D8+2 on the table on page 103 for each full stretch the player characters spend here.
- ◆ **NORTH:** Copper door to the four-way room (#9).

## 12. BOLT TRAP

*A long corridor of white stone whose floor is made up of large marble tiles, each with a letter carved into it. On the far side is a polished copper door marked with the demonic symbol.*

- ◆ **Crossbow Trap:** The floor is a trap. It can be avoided by stepping on the letters that form the name **SATHMOG** as shown on the map on page 109. As soon as someone steps on the wrong tile, a crossbow bolt is fired from the wall. The bolt hits automatically and inflicts 2D8 damage. It can only be dodged (or parried with a shield) if the player characters noticed the small holes in the wall, which they do automatically upon examining the wall. There are a total of six crossbows in the walls. They are reloaded via water pressure inside the mountain, which takes a shift.
- ◆ **Pattern on the Floor:** Player characters who examine the floor and succeed with **SPOT HIDDEN** can see that

*the stone tiles are worn in the pattern that must be followed to avoid triggering the trap.*

- ◆ **EAST:** Copper door to the circular hall (#13).
- ◆ **WEST:** Copper door to the four-way room (#9).

## 13. CIRCULAR HALL

*A circular room of black marble. Doors bearing the demonic mark are found to the north and south. A red pentagram has been carved into the floor, and a burning, smoldering demon is waiting in its center.*

- ◆ **Riddling Demon:** This room is guarded by the fire demon Khaa (page 112), who will not let any strangers pass unless they answer its three demonic riddles (see sidebar). If the player characters figure them out and answer “the night”, “tears”, and “gold”, in that order, they are allowed to pass – otherwise Khaa attacks. It does not leave this room. The demon is impatient and does not give its visitors much time to think. If you want, you can give players a time limit of three minutes. Once the player characters have solved the riddles, they do not have to answer them again.
- ◆ **Door Traps:** The doors are unlocked, but anyone trying to push them open is hit by a **LIGHTNING BOLT** (Power Level 1) just like in room #8. Each door has a **CHARGE** of 20 WP. To safely open the doors, a player character must first run their finger along the symbols engraved on them while speaking the phrase: “All power to Sathmog, our three-tongued liberator.”
- ◆ **NORTH:** Copper door to the skeleton trap (#16).
- ◆ **SOUTH:** Copper door to the water trap (#14).
- ◆ **WEST:** Copper door to the bolt trap (#12).

### KHAA'S RIDDLES

“Two siblings are we  
One dark and one bright  
Impossible to see  
Yet I shade all in sight.”

“Fathered by sorrow and dread  
Mothered by sheer happiness  
Easily gained, yet hard to shed  
Burning but wet nonetheless.”

“Found everywhere from east to west  
Sought by those who rule  
Unfit to eat, yet feeds the blessed  
Always beware of the Fool!”



## 14. WATER TRAP

*In the middle of this round chamber is a large, rotating, cross-shaped wheel with walls of stone that reach almost all the way to the ceiling. It seems that the only way forward is through the wheel. The sound of rushing water echoes between the stone walls. The air is cold and damp.*



- ♦ **Trap:** Whoever steps into the cross is pushed forward by the wheel until the floor suddenly disappears at the far end of the room (see map). Jumping across the gap requires an **ACROBATICS** roll with a bane. Anyone who fails plummets down a deep shaft. It takes two rounds for the wheel to make a full rotation.
- ♦ **Ledge:** The correct way to bypass the trap is to stand in the center of the wheel. There is a small ledge from which a person can quickly walk along the edge to the left (east) of the shaft before the wall of the cross-shaped wheel blocks the exit. No roll is required. The ledge only has enough room for one person, which means that only one person at a time can bypass the trap. To reach the ledge in time, the player characters must be standing in the center of the wheel before the shaft opens – ask players whose characters enter the wheel exactly where they position themselves. Those who have made it past the trap can shout instructions to the other side.
- ♦ **Shaft:** Anyone who falls into the hole lands in freezing water ten meters below, taking D6 bludgeoning damage. Once in the rushing water, a player character must make a **SWIMMING** roll per round (not action) to avoid drowning and a **BUSHCRAFT** roll each stretch to

### KHAA THE FIRE DEMON

Khaa was summoned by Azrahel Koth to guard his crypt, but proved to be something of a disappointment as the demon was more interested in discussing the mysteries of existence than fighting. Khaa appears as a humanoid seemingly made of fire, always sizzling, crackling, and smoldering, even while standing still. Its voice hisses like steam escaping wet wood on a large fire.

**Ferocity:** No. of PCs–1 (min. 1)    **Size:** Normal

**Movement:** 12    **Armor:** —    **HP:** 48

**Resistance:** Takes half damage from piercing and bludgeoning attacks.

**Immunity:** Khaa is completely immune to all kinds of fire, including magical ones. Instead, Khaa heals as many HP as the damage from a fire attack.

#### MONSTER ATTACKS

##### D6 ATTACK

- 1 **Searing Roar!** The demon lets out a searing roar at a player character within 10 meters. The attack inflicts D8 damage, and the victim must make a roll against **WIL** to resist fear. Armor has no effect.
- 2 **Smoldering Claws!** The demon claws at a player character in two separate attacks, each inflicting D10 slashing damage. The attacks can be parried.
- 3 **Lava Beam!** Khaa aims a concentrated beam of fire at a player character within 20 meters, inflicting 2D8 damage. The attack can be parried with a shield.
- 4 **Firewave!** A wave of fire erupts from the demon, inflicting D8 damage on everyone within 10 meters.
- 5 **Burning Fetters!** The demon casts fire that binds and burns a player character. The victim immediately takes D8 damage and then an additional D8 damage per turn until they break free, which requires a **STR** roll (an action). A fettered victim can neither move nor perform actions that require body movement, except trying to break free.
- 6 **Infernal Embrace!** The demon embraces a player character. The heat is so intense that the victim suffers 3D8 damage. Armor has no effect.



resist cold. Climbing up the slippery walls of the shaft requires two successful **ACROBATICS** rolls with a bane. Others can only help if the wheel has been stopped.

- ◆ **Passage to the Treasure Chamber:** There is an underwater passage leading to the treasure chamber (#18). The player characters find it if they look, but passing through it requires a **SWIMMING** roll.
- ◆ **Other Solutions:** Climbing over the walls of the wheel is impossible. Stopping the wheel requires some sort of weapon or tool and a successful **CRAFTING** roll, but then it becomes impossible to get past the walls. Destroying the stone cross is very difficult (30 HP, armor rating 20) but can be done with the Master Carpenter heroic ability or the **SHATTER** spell. Spells such as **PILLAR** and **LEVITATE** can also be used to get through the trap.
- ◆ **NORTH:** Corridor to the circular hall (#13).
- ◆ **SOUTH:** Corridor to the library (#15).

## 15. LIBRARY

*A large room with rounded ends. The walls are covered with large bookshelves that smell heavily of cotton paper, parchment, and moth repellents.*

- ◆ **Scholarly Tomes:** There are numerous books on various topics, but they are completely disorganized. Player characters who search the library can roll **SPOT HIDDEN** to find a book that grants a boon for a skill. Roll D4 to determine which one. **1: BEAST LORE, 2: LANGUAGES, 3: HEALING, 4: MYTHS & LEGENDS.** Multiple attempts may be made, until the character has found a book on each topic. Each of these books is worth 25 gold coins.
- ◆ **Studying:** Player characters who spend an entire shift studying in this library gain an extra Advancement Mark in one of the skills above, as if tutored by a teacher (page 29 in the Rulebook). Note that, given the random events, the player characters will probably not have time for this until Azrahel Koth is defeated.
- ◆ **Secret Bookshelf:** Player characters looking for hidden compartments or the like can roll **SPOT HIDDEN** to find a secret bookshelf hidden behind other shelves. There are four grimoires – one for each school of magic in the Rulebook and one for general magic. Each grimoire contains D6 spells. Roll D4–1 to determine the rank of each spell (zero means magic trick).
- ◆ **Resting:** The library is a quiet and restful place. The player characters can take an extra short rest here, even if they already had one this shift.
- ◆ **Random Event:** Roll D8+2 on the table on page 103 for each full stretch the player characters spend here.
- ◆ **EAST:** Corridor to the statue room (#19).
- ◆ **WEST:** Corridor to the water trap (#14).

## 16. SKELETON TRAP

*A corridor with polished white marble walls. At the far end you see a copper door.*

- ◆ **Tripwire:** A player character who actively examines the floor and succeeds with a **SPOT HIDDEN** roll notices a very thin metal wire strung across the floor two meters into the corridor. If they fail to notice it, the player characters will touch the wire and cause heavy portcullises to come rattling down at both ends of the corridor.
- ◆ **Skeletons:** If the trap is triggered, secret doors open in the walls and twice as many skeletons as there are player characters step out into the corridor. They attack immediately and have stats as Skeleton Warriors on page 95 in the Rulebook. The corridor is only wide enough for two skeletons (and player characters) to fight shoulder to shoulder; the others end up behind them.
- ◆ **The Portcullis** can be smashed (25 HP, armor rating 12) or pushed open by making a **STR** roll with bane or casting the **PILLAR** spell. Otherwise, it is raised automatically after a shift, when a patrol of undead guards (page 108), as many as the player characters, comes to check the trap.
- ◆ **NORTH:** Copper door to the mirror chamber (#17).
- ◆ **SOUTH:** Copper door to the circular hall (#13).

## 17. MIRROR CHAMBER

*One wall of this chamber is one big mirror from floor to ceiling.*

- ◆ **Life Drain:** Anyone who looks into the mirror must make a **WIL** roll each round not to lose 4 WP. The mirror immediately uses these WP to cast a **LIGHTNING BOLT** (Power Level 1) at the victim. No **LIGHTNING BOLT** is triggered if the victim has fewer than 4 WP left. You should let the first player character who sees the mirror roll for this and give the others a chance to close their eyes or look away.
- ◆ **Hidden Door:** In the middle of the mirror there is a hidden door, which can be opened by pressing it inwards. Finding the door requires the player characters to actively examine the mirror and succeed with **SPOT HIDDEN**. Searching by touch alone, without looking, applies a bane to the roll, but anyone who does look must make a **WIL** roll as described above.
- ◆ **Random Event:** Roll D8+2 on the table on page 103 for each full stretch the player characters spend here.
- ◆ **EAST:** The secret passage behind the mirror opens into the treasure chamber (#18).
- ◆ **SOUTH:** Copper door to the skeleton trap (#16).



## 18. TREASURE CHAMBER

A square chamber with a high ceiling. A narrow footbridge leads from the door to a circular platform in the center of the room, and an identical bridge and door can be seen on the other side. Outside the platform there is nothing but a dark abyss, with black water barely visible in the depths below. On the platform are stuffed bags and small chests. One of the bags has burst at the seams, and shiny coins have poured out.

- ◆ **Footbridge:** If the player characters take a good look at the western bridge before stepping onto it and succeed with **SPOT HIDDEN**, they realize it is rigged with some kind of trap that is triggered by pressure. Small creatures such as halflings and mallards can cross the bridge without setting off the trap, but other player characters cannot. The southern bridge has no trap.
- ◆ **Swinging Stones:** When the trap on the western bridge is triggered, three massive boulders are swung across the footbridge on heavy iron chains. Anyone standing on the bridge must make an **EVADE** roll. On failure, the victim suffers 2D8 damage and is thrown into the freezing water below. The solution to the trap is to crawl across the bridge – that way the characters do not risk being hit by the boulders.
- ◆ **Freezing Water:** Anyone who falls into the abyss lands in freezing water ten meters below, taking D6 bludgeoning damage. Once in the rushing water, a player character must make a **SWIMMING** roll per round (not action) to avoid drowning and a **BUSHCRAFT** roll each stretch to resist cold. Climbing up the slippery walls requires two successful **ACROBATICS** rolls with a bane. Others can help.
- ◆ **Passage to the Water Trap:** There is an underwater passage leading to the water trap (#18). The player characters find it if they look, but passing through it requires a **SWIMMING** roll.
- ◆ **Treasure:** On the platform are treasures from both Sathmog's realm and Eledain's empire, equivalent to seven treasure cards. At least one card must be gold coins, so keep drawing until you get such a card. Any weapons found here are mastercrafted. Remove the "rusty nail" and "rat" cards before drawing – there is none of that here.
- ◆ **Potions:** In addition to the treasures, there is a small podium on the platform with glass vials containing red and blue liquids (three of each). The red potion is a healing elixir that instantly restores 2D6 HP, while the blue potion invigorates the user and restores 2D6 WP. The player characters can figure out the effects with a successful **HEALING** roll – otherwise they will have to take their chances.
- ◆ **Random Event:** Roll D8+2 on the table on page 103 for each full stretch the player characters spend here.
- ◆ **WEST:** Door to the mirror chamber (#17).
- ◆ **SOUTH:** Door to the statue room (#19).

## 19. STATUE ROOM

The most striking feature of this square white room is the meter-high demon statue in the middle of it. It has precious stones for eyes, one red and one green. To the east is a great door of patinated copper with a large demonic symbol in its center. Across the room is a smaller door.

- ◆ **Mark on the Floor:** On the floor in front of the statue, which faces east, there are marks which the player characters will notice if they look in that exact spot or examine the room in general and succeed with **SPOT HIDDEN**. They look like acid burns and soot.
- ◆ **Jeweled Eyes:** The statue's eyes are a ruby and an emerald. If someone presses both gems simultaneously, the door to the mausoleum (#20) opens and the player characters are faced with their archenemy, Azrahel Koth. If only the ruby is pressed, or removed, a powerful flame shoots out from the statue's eyes and deals 3D8 damage. If only the emerald is pressed or removed, a stream of acid sprays from the statue's mouth. It inflicts 2D8 damage and corrodes the victim's armor if the damage penetrates it. The attacks cannot be dodged or parried, but only people standing directly in front of the statue are affected. The statue's eyes are worth 20 gold coins each, but if they are removed, the door to the mausoleum cannot be opened from the outside.
- ◆ **Random Event:** Roll D8+2 on the table on page 103 for each full stretch the player characters spend here.
- ◆ **NORTH:** Copper door to a corridor that ends in the treasure chamber (#18).
- ◆ **EAST:** Large copper door to the mausoleum (#20).
- ◆ **SOUTH:** Copper door to a corridor that ends in the library (#15).

## 20. MAUSOLEUM

The air is heavy in this ancient crypt. Dense blankets of mist float over the floor and around a massive stone bed in the center of the room, fitted with thick shackles for arms and legs. In front of it stands a terrible horned figure, surrounded by green demonic energies and a swarm of demonic bats. His face is contorted into a grinning skull, but he is very much alive, even after centuries of imprisonment down here. You stand before Azrahel Koth, herald and champion of the demon lord Sathmog. "So, you come at last," echoes his hissing, grating voice. "Let me take that toothpick from you," he continues, pointing at the sword Um-Durman.

- ◆ **Azrahel Koth:** The demon sorcerer attacks immediately. This is the final battle of *The Secret of the Dragon Emperor*, so be sure to make it exciting and memorable!
- ◆ **Vampire Bats:** This swarm has stats as per page 99 in the Rulebook. They act on the same turn as Azrahel



## AZRAHEL KOTH

The demon sorcerer Azrahel Koth is Sathmog's greatest servant in the Misty Vale, resurrected by his master to spread the demon cult throughout the world.

**Ferocity:** No. of PCs    **Size:** Normal

**Movement:** 12    **Armor:** —    **HP:** 64

**Bound to the Labyrinth:** Azrahel Koth is bound to the labyrinth as long as he does not carry Um-Durman.

**Resistance:** Azrahel Koth takes half damage from all non-magical weapons. Only magic and magical weapons deal full damage against him.

**Teleportation:** When fighting anywhere outside the Mausoleum (#20), Azrahel Koth can use an action to

teleport there. If he takes damage, he will do so at the earliest opportunity (instead of a monster attack).

**Regeneration:** Inside his mausoleum, Azrahel Koth heals all damage in one stretch.

**Um-Durman:** Azrahel Koth dies if an attack with the sword Um-Durman reduces him to zero HP. His body collapses inwards like an empty bellows until only a shriveled husk remains. If reduced to zero HP by any other weapon, he wakes up with full HP after one stretch. A killing blow can be delivered with Um-Durman even if he is brought down by other damage. Note that Azrahel Koth is not a demon himself, so he is not affected by Um-Durman's special effect against dragons and demons (page 27). However, the sword does count as a magical weapon.

### MONSTER ATTACKS

#### D8 ATTACK

- 1 **Clawed Hand!** Azrahel Koth tears at a player character with his clawed hand and inflicts 2D6 slashing damage. The attack can be parried.
- 2 **Malediction!** Azrahel Koth showers a player character with demonic curses. The victim must make a WIL roll with a bane to resist fear.
- 3 **Deathly Cold!** Azrahel Koth emits an icy chill. All player characters within 10 meters lose D6 HP and D6 WP (armor has no effect) and become cold – they cannot heal HP or WP naturally until they get warm again. In addition, all victims are frozen and unable to move or perform actions (not even reactions). On each turn the victims can make a STR roll (not an action) to break free.
- 4 **Life Drain!** Azrahel Koth stares at a player character within 10 meters with his glowing eyes, inflicting D10 damage (armor has no effect) and healing himself by the same amount. The attack cannot be dodged. A player character carrying Um-Durman is immune to this attack.
- 5 **The Black Flames of Sathmog!** Azrahel Koth opens the door to Sathmog's realm, and black fire fills the room. All player characters within 10 meters suffer D8 damage and must make a roll against WIL to resist fear.
- 6 **Dominating Gaze!** Azrahel Koth fixes his eyes on a player character, who must make a roll against WIL (not an action). On failure, the victim must immediately perform an attack against another player character and loses their turn in the round (unless they already had it). The attack cannot be dodged, but a player character wearing Um-Durman is immune.
- 7–8 **Fight for Um-Durman!** If Azrahel Koth does not have Um-Durman, he storms up to whoever carries the sword and tries to tear the weapon from the player character's hands. The victim must make a SWORDS roll with a bane (not an action) – on failure, Azrahel Koth takes the sword! The attack cannot be dodged. If Um-Durman is on the ground, Azrahel Koth simply picks it up. If Azrahel Koth gets hold of Um-Durman, he can be disarmed (page 48 in the Rulebook) with a successful roll for any weapon skill, with a bane.  
**Attack with Um-Durman!** If Azrahel Koth already has Um-Durman in his hand, he attacks a player character with the sword instead. The attack inflicts 3D10 slashing damage but can be parried.

Koth for his first two turns in the round. First roll a monster attack for the bats, and then for Azrahel Koth.

- ♦ **Skeletons in the Mist:** If the fight seems too easy for the player characters – for example, if Azrahel Koth loses half his HP with all the player characters still standing – a patrol of undead guards (page 108) emerges from the shadows to protect him. They are as many as the player characters and act on a common turn in the round (only draw one initiative card).
- ♦ **Saviors:** If the fight goes badly for the player characters, a suitable NPC can come to their aid and give them

a chance to succeed – Kretsch or Emrys are obvious choices, but you could also have Alfilia Shadowleaf or Maladûk show up.

- ♦ **WEST:** Copper door to the statue room (#19).
- ♦ **EAST:** A very narrow opening which, through natural cave passages, leads to a cliff on the north side of the Isle of Mist, beyond the reach of the corrosive mist. It is through these tunnels that Azrahel Koth sends his bats across the Misty Vale. A player character with the heroic ability Contortionist can squeeze through the opening.





# CONCLUSION

If Azrahel Koth is slain, the corrosive mist over the island dissipates as its existence was bound to his dark soul. The demon sorcerer may be defeated and the player characters earn another heroic ability each, but many questions remain unanswered as they leave the labyrinth beneath Mirror Lake.

What is Sathmog planning, what should Um-Durman be used for, and who exactly was the dragon emperor Eledain? Are the dragons involved somehow? If you want to hint at the answers to these epic questions, you can read or act out the text in the sidebar to the right as the player characters re-emerge into the daylight after the final battle.

Some of these threads will be explored further in future expansions of *Dragonbane*.

## WHAT HAPPENS NEXT?

By defeating Azrahel Koth, the player characters have eliminated a serious threat to Outskirt. They will probably have built up quite a reputation in both the village and the more remote parts of the valley. Presumably hailed as local heroes, they will be approached by people from far and wide who need help with various problems. Perhaps they are appointed Earls of the Misty Vale and set to mediate between orcs, humans, and other kin? This is something you can develop into your own adventures.

The wild card in all of this is of course Sathmog, who still plots his revenge from beyond this world. His servants are legion, licking their wounds until they are ready to fulfill their unholy oaths of vengeance against Eledain as well as the player characters.

The knights of Eledain are another cause for concern, and what is the situation with the dragons of the Dragonfang Peaks? Have the player characters inadvertently managed to upset the delicate balance between dragons and demons?

## MEETING THE DRAGON

The first thing you notice as you step out into the daylight is that the demonic mist has been driven from the area. You gaze out over a bleak and barren island, surrounded by the black waters of Mirror Lake and littered with twisted bodies.

Then you see the dragon – a majestic creature with shimmering green scales and enormous wings. It is perched on a rock some twenty meters in front of you, staring at you with cold, reptilian eyes. Feeling small and insignificant, you are gripped by a strong impulse to bow before the winged beast.

*"I thank you, friends," rumbles the dragon in a thunderous, commanding voice: "You have saved the light and the cleansing fire. The three-tongued one was stopped at the threshold of his world, and Um-Durman is once again in safe hands."*

The dragon spreads its mighty wings and takes to the air with a few swift beats. It leaves you with a final message before disappearing from view – a telepathic hiss that seems to fill your souls and demand that you bow to a higher power:

*"The time of the great cleansing is nigh. Eledain awaits his sword. He awaits his faithful servants. He will summon you when the time is right."*

Finally, the dragon disappears into the sky before the player characters have time to react.



The previous chapters of this book have covered player characters and their abilities, combat and magic, gear and monsters. Now it is time to combine all these components and explain how they together form an exciting adventure!

This chapter contains rules and tools for handling journeys, managing non-player characters, and creating your own adventures. The chapter is mainly written for the GM, which is who we mean by “you” in this case, but there is nothing the players must not know.

# JOURNEYS

As adventurers in the world of *Dragonbane*, the player characters must often journey through dark forests, rugged moors, and high mountains. A journey can be much more than just a way of getting somewhere – it can be a little adventure in itself. Who knows what lies in wait around the corner?

**Travel:** Journeys proceed in shifts. As mentioned in chapter 1, there are four shifts in a day: morning, day, evening, and night. As a rule, the player characters can hike roughly 15 kilometers per shift on foot or roughly 30 kilometers on horseback. Difficult terrain might slow them down.

The player characters can normally walk or ride for a maximum of two shifts per day, including a few short breaks. If they make a long stop on the road, the distance they cover is reduced. They cannot march with weapons drawn.

**Forced March:** A player character can walk or ride for a third shift during the same day, but becomes Exhausted in the process. An already Exhausted character cannot travel a third shift, and no one can ever travel more than three shifts in a single day.

## TRAVEL MAPS

Most official adventures for *Dragonbane* include a map of the area where the adventure takes place. In this boxed set, you'll find a large map of the Misty Vale setting, used in the Adventures book. You can use the adventure map to determine how far the player characters need to travel and keep track of their progress. The maps are not exact, so you will sometimes have to make a judgment call.

## LONG JOURNEYS

The travel rules are designed for short treks within a limited area, such as the Misty Vale. If the player characters go on a long journey to another part of the world, there is no need to play it out in detail – the GM can just make a cut in the story and pick up again when they arrive at their destination.

## PATHFINDERS

Player characters who follow a road or clear path are not at risk of getting lost, but such luxuries are rarely available. When they are out in the wilderness, navigation is more difficult, and all sorts of mishaps can occur.

When traveling through pathless terrain, the player characters must appoint a *pathfinder* who leads the way for the group. This person must make a **BUSHCRAFT** roll every shift to find their way. If the pathfinder has no map, the roll gets a bane. A spyglass gives a boon.

On a failure, the group suffers a mishap – roll on the table on page 102. You can adjust the mishap to better fit the area.

**Rolling a Dragon:** A pathfinder who rolls a Dragon finds a shortcut – the distance covered this shift is doubled.

**Difficult Terrain:** If the terrain is particularly difficult, you can add a bane to the **BUSHCRAFT** roll.



## MISHAPS

### D12 MISHAP

- 1 **Fog.** The player characters are caught unawares by a thick fog. The distance covered this shift is reduced by half.
- 2 **Blocking Terrain.** The way ahead is blocked by rocks, fallen trees, thick shrubs, or flooding. Each player character must make an **ACROBATICS** roll to keep moving forward. Anyone who succeeds can help the others. A player character who fails makes no progress this shift.
- 3 **Torn Clothes.** The pathfinder leads the group into a thorny thicket, rocky ravine, or swampy marsh. The clothes of a random player character are damaged and now count as rags.
- 4 **Lost.** The player characters realize that they are walking in circles and do not make any progress on the map this shift. The pathfinder must also make a **BUSHCRAFT** roll to find the right way again. Others cannot help.
- 5 **Dropped Item.** A random player character drops or breaks an item of your choice.
- 6 **Mosquito Swarm.** A large swarm of mosquitoes or gnats attacks the group, driving everyone crazy with their biting and buzzing. All player characters without a cloak become Angry.
- 7 **Sprained Ankle.** A random player character falls or missteps and suffers D6 damage. Armor has no effect but boots reduce the damage by two.
- 8 **Downpour.** A massive rainfall or blizzard (depending on the season) catches the group unawares. All player characters without a cloak must roll to withstand the cold (page 54). They must also seek shelter until the storm passes and cannot make any progress on the map this shift.
- 9 **Wasps.** The pathfinder steps right into a nest of wasps. A swarm of angry wasps attacks the entire group. All player characters must make an **EVADE** roll, and those who fail suffer D6 damage and a condition of their choice.
- 10 **Landslide.** The player characters are walking in rough terrain when the ground suddenly gives way under their feet. Everyone must make an **EVADE** roll – anyone who fails suffers D10 damage.
- 11 **Savage Animal.** A wolf, bear, or other savage animal feels threatened and attacks the adventurers. Choose an animal from the table on page 99.
- 12 **Quicksand.** The ground collapses! Each player character must make a **BUSHCRAFT** roll. Anyone who fails suffers a condition and must roll again. A character who already has all conditions and fails the roll is swallowed by the quicksand and disappears for good. Whoever is free can help those who are stuck.

## RANDOM ENCOUNTERS

During a journey, the player characters can encounter the strangest creatures from far and near. Once per shift, or whenever you deem appropriate, you can roll on a table for random encounters. Random encounters can vary depending on the area you are

in, which is why they are typically included in the adventure. You can also choose a suitable encounter instead of rolling randomly or make one up yourself. Some random encounters can even occur at night and when the player characters have made camp.



## COLD

In cold weather, particularly at night, the player characters must make a **BUSHCRAFT** roll to withstand the cold (page 54). It takes a blanket to avoid a bane, while a fur grants a boon on the roll.

## MAKING CAMP

The player characters need to sleep at least one shift per day to avoid sleep deprivation (page 54). Out in the wilderness, each player character must make a **BUSHCRAFT** roll to find a suitable resting place. Anyone without a sleeping fur gets a bane on the roll. If it fails, the shift does not count as sleep, nor can it be used as a shift rest (page 52).

**Tent:** A tent grants a boon when making camp, and a successful roll allows multiple people to sleep in the tent without making their own **BUSHCRAFT** rolls. A small tent can accommodate two people and a large one has room for six. If the person setting up the tent fails, other player characters can roll separately for the same shift.

**Keeping Watch:** Since random encounters can occur at any time, it may be wise for the player characters to sleep during different shifts so there is always someone awake to keep watch.

**Dangerous Locations:** In certain locations, such as a dungeon with enemies all around, the player characters cannot make camp or take a shift rest. They must first leave the area and find a safer spot.

## FOOD IN THE WILDERNESS

Out in the wilds a player character can spend a shift hunting, fishing, or foraging for edible plants. The character cannot make any progress on the map during such a shift.

**Hunting:** Hunting requires a ranged weapon or a hunting trap. First, the hunter makes a **HUNTING & FISHING** roll to track down an animal. If it succeeds, roll on the table below to see what kind of animal it is. Killing it requires a second roll, this time for the hunter's weapon or **HUNTING & FISHING** again if a trap is used. Note that some animals cannot be caught with a trap. The table shows how many rations of food the animal yields.

**Fishing:** Fishing requires fishing gear and is handled with a **HUNTING & FISHING** roll. If it succeeds, the fisher catches D4 rations of food with a fishing rod or D6 rations with a fishing net.

**Foraging:** The player character makes a **BUSHCRAFT** roll – with a bane in winter and a boon in the fall. On a success, the forager finds D3 food rations worth of edible mushrooms, roots, and other plants.

**Cooking:** Anyone eating raw fish or meat is at risk of falling ill – roll against virulence 10. Plants can be eaten raw without risk, but it takes two rations of raw plants to cover the daily need of food. Cooking up to ten rations of food takes one shift and requires a successful **BUSHCRAFT** roll. On a failure, the food counts as uncooked. A field kitchen gives a boon to the roll. The same goes for a proper kitchen, and there you can also cook as much food as you want. See the Master Chef heroic ability.

## HUNTING

D6	ANIMAL	REQUIREMENT	RATIONS
1	Squirrel	Weapon or trap	1
2	Crow	Weapon	1
3	Rabbit	Weapon or trap	D3
4	Fox	Weapon or trap	D4
5	Boar*	Weapon	2D6
6	Deer	Weapon	2D8

\* Boars attack if the hunting roll fails.



# THE GAMEMASTER'S ROLE

As GM, you have an important role at the table. You describe what the player characters see, who they meet, and the challenges they face. Like the director of a film, you set the scene and are largely responsible for creating a good story. Being the GM is both challenging and rewarding. Feel free to let the role of GM rotate between all members of your group. Below are some simple tips on how you as GM can make your gaming experience even more entertaining.

## ENGAGE THE PLAYERS

As GM, make sure that all players feel included. If one player character has been getting lots of attention, give the others some spotlight as well. Also be mindful of the pacing. It is often a good idea to intersperse intense events with calmer scenes. But if you notice that the game is slowing down and the players are getting bored, let something exciting happen that forces the players to react.

## ROLL DICE OPENLY

The GM often handles the dice rolls for NPCs and monsters. You may be tempted to roll them secretly in order

to control the story, but we recommend that you always roll dice openly. The benefit of open rolls is that it gets all players involved and increases the excitement around the table. After all, you are playing the game together.

## PLAY WITH THE PLAYERS

As GM it can be tempting to think you are playing *against* the players, as you control all the adversaries and dangers. But it is important to remember that you are all playing to have fun together. If the players come up with a clever plan and execute it successfully, let them feel good about themselves, and be content that you are creating stories and lasting memories together.

## BRING THE WORLD TO LIFE

As GM, you describe what the player characters experience. Try to paint a picture of a real world by describing details, sounds, and smells. Tell them about the owls hooting around the camp at night, the frogs croaking in the swamp, and the leaves rustling in the wind. A detail or two is often enough to make a scene or place come alive.

# NON-PLAYER CHARACTERS

You control everything in the world around the player characters, from dragons to demons, but your most important tool for creating drama is often your non-player characters. Stats for typical types of NPCs can be found on the next page and many NPCs are described in the Adventures book.

**Random NPCs:** You can use the random tables on page 106 to create unique NPCs. Grab a die of each type from the box and roll them together.

## MANAGING NPCs

Mechanically, NPCs function like player characters. They move, perform actions, sustain damage, and use WP in the same way. But in practice, you should disregard all rules mechanics for NPCs if they do not directly affect a player character. Don't roll dice for actions performed by NPCs unless they are attacking or healing a player character. You *can* roll for NPCs in





other situations if it enhances the drama, but usually there is no need for it. Remember, an NPC rolls against the default skill level of 5 if no other level is listed (page 33).

## MINIONS & BOSSES

NPCs can be divided into two categories: *minions* and *bosses*.

**Minions** are groups of less significant NPCs with identical stats. They are rarely described by name or personality. A minion who reaches zero HP is dead unless you want it to survive – perhaps to tell the player characters something important with its dying words. Minions almost never use WP and often act on the same turn in combat.

**Bosses** are different. They are often described with names and backgrounds, and usually play an important part in the adventure. A boss draws their own initiative card in combat. Bosses have WP and use innate and heroic abilities just like player characters. Particularly powerful bosses often have multiple heroic abilities – not least Robust and Focused several times over, which can give them far more HP and WP than the player characters.

If possible, try not to have your bosses die too early in the game. A boss who lives to fight another day is more fun than a dead one. Also make sure that the player characters cannot get to the boss too easily – put some minions in their way that need to be dealt with first. A boss encounter should be challenging!

## TYPICAL NPCs

TYPE	SKILLS	HEROIC ABILITIES	DAMAGE BONUS	HP	WP	GEAR
Guard	Awareness I0 Swords I2	—	STR +D4	12	—	Broadsword, studded leather armor
Cultist	Evade I4 Knives I4	—	AGL +D4	12	—	Dagger
Thief	Evade I2 Knives I2	—	AGL +D4	10	—	Knife
Villager	Brawling 8	—	—	8	—	Wooden club
Hunter	Awareness I2 Bows I3	—	AGL +D4	13	—	Longbow, leather armor
Bandit	Bows I2 Evade I0 Swords I2	—	—	12	—	Short sword, short bow
Adventurer	Awareness I0 Swords I2	—	STR +D4	13	—	Broadsword, studded leather armor
Scholar	Languages I3 Myths & Legends I3 Staves 8	—	—	7	—	A good book
Bandit Chief (Boss)	Awareness I2 Brawling I5 Hammers I5	Berserker Robust × 6 Veteran	STR +D6	30	16	Heavy warhammer, chainmail, open helmet
Knight Champion (Boss)	Brawling I4 Swords I6	Defensive Double Slash Focused × 6 Robust × 6	STR +D6	28	26	Longsword, large shield, plate armor, great helm, combat-trained horse
Archmage (Boss)	Magic School I5 Staves I3	Focused × 6 Master Spellcaster Robust × 4	—	22	30	Staff, grimoire



## CREATING NPCs

	D4 ATTITUDE	D6 KIN	D8 MOTIVATION	D10 PROFESSION	D12 TRAIT	D20 NAME (CHOOSE ONE)
1	Hostile	Human	Sweet, glittering gold	Bard	Talks too much	Agnar, Jorid, Dareios
2	Evasive	Dwarf	Knowledge of the world	Artisan	Strange clothes	Ragnfast, Ask, Euanthe
3	Indifferent	Elf	Deep and eternal love	Hunter	Wild-eyed	Arnulf, Tyra, Xanthos
4	Friendly	Halfling	A lifelong oath	Fighter	Smells bad	Atle, Liv, Athalia
5	—	Wolfkin	An injustice that demands retribution	Scholar	Joker	Guthorm, Embla, Kleitos
6	—	Mallard	A life of joy and song	Mage	Cultist	Botvid, Ragna, Astara
7	—	—	Blood ties that can never be severed	Merchant	A bit childish	Kale, Turid, Priamus
8	—	—	Escaping a dark past	Knight	Quiet and difficult	Egil, Jorunn, Galyna
9	—	—	—	Mariner	Demon worshiper	Ingemund, Borghild, Taras
10	—	—	—	Thief	Obstinate	Gudmund, Gylla, Zenais
11	—	—	—	—	Very touchy	Grim, Tora, Hesiod
12	—	—	—	—	Highly romantic	Brand, Edda, Liene
13	—	—	—	—	—	Folkvid, Sigrun, Eupraxia
14	—	—	—	—	—	Germund, Dagrun, Taras
15	—	—	—	—	—	Algot, Bolla, Lysandra
16	—	—	—	—	—	Tolir, Yrsa, Kallias
17	—	—	—	—	—	Hjorvald, Estrid, Isidora
18	—	—	—	—	—	Ambjorn, Signe, Athos
19	—	—	—	—	—	Grunn, Tilde, Larysa
20	—	—	—	—	—	Olgrid, Idun, Nikias

## ATTRIBUTES FOR NPCs

In adventures for *Dragonbane*, attribute scores for NPCs are not listed as they are very rarely used. If you at some point would need to roll against an exact attribute score for an NPC, use the guidelines below:

**STR & AGL:** Use the damage bonus. At +D6, roll against an attribute score of 17. At +D4, roll against 14. At no bonus, roll against 10.

**CON:** Roll against maximum HP, reduced by 2 for each level of the Robust heroic ability.

**WIL:** Roll against maximum WP if this is listed, reduced by 2 for each level of the Focused heroic ability. If WP is not listed, roll against 10.

**INT & CHA:** Roll against 10.





# CREATING ADVENTURES

Creating adventures for *Dragonbane* is easy. By looking at how adventures are structured in the Adventures book, you can easily put together your own. Preparing an adventure is often a fun and creative process. Here are some tips to get you started.

**Random Generation:** With the tables on the following pages and a few dice rolls you can quickly and easily come up with the framework for a short adventure. Grab a die of each type from the box and roll each of them three times – this gives you a quest, a journey, and a site where the adventure reaches its climax. Keep in mind that the tables are meant as inspiration and that it is okay to make changes.

## I. THE QUEST

To pull the player characters into an adventure, you need a “hook.” It might be a quest given by an NPC, but it can also be a letter, a legend, or a map they find. The hook is what sets the adventure in motion and gives the players a goal. It is important to be clear when creating a hook. If you want your adventure to take place in an abandoned crypt, give the player characters a quest to find a lost treasure at the end of the crypt. Knowing what they are supposed to do makes it easier for the players to navigate the game.

## 2. THE JOURNEY

Traveling through the world of *Dragonbane* is an adventure in itself. Rules for journeys are found earlier in this chapter and official adventures have tables for random encounters. Playing the journey gives the player characters opportunities to use their skills to find the right path, gather food, and avoid dangers.

It can also be worthwhile to roleplay small talk around the campfire. Small details like these make the game world feel more alive. The journey is not mandatory however – sometimes you may want to skip it and let an adventure begin at the adventure site.

## 3. THE ADVENTURE SITE

The core of an adventure is an *adventure site*. It is the place where the adventure reaches its climax and where the player characters spend most of their time. You can easily create your own adventure sites by looking at how they are described in the Adventures book and using the random table on page 111. Longer adventures can have multiple adventure sites.

**Map:** An adventure site is best illustrated using a map with a 2-meter grid. The map is a useful tool for you to describe the site to your players in a consistent manner. It can also be used for combat encounters (page 44). A simple sketch on squared paper may suffice, but you can also create beautiful and detailed maps using computer software.

**Challenges:** It would not be much of an adventure without dangers and challenges to face. Challenges often involve combat with enemies and monsters, but there are other variants that can come in the form of practical obstacles that must be overcome (a fallen tree blocking the road), social challenges (guards that need persuading), or traps (a treasure chest with a poison needle).



## LEAVING THE ADVENTURE SITE

Leaving a cave or other dangerous place full of enemies, perhaps to make camp and take a shift rest (page 52), can be risky. Roll on the table below if the player characters leave an adventures site for at least a shift. Disregard the result if it clearly makes no sense.

### D6 CONSEQUENCES

- |   |   |
|---|---|
| 1 | Enemies at the site follow the player characters and attack at an opportune moment.             |
| 2 | Enemies at the site get reinforcements. Fallen enemies are replaced twofold.                    |
| 3 | Someone else arrives at the site and clears it of treasure before the player characters return. |

4–6 Nothing happens.



## TYPICAL TRAPS

**Spike Trap:** snaps shut on an unwary adventurer who tries to open a chest or door. Inflicts 2D6 piercing damage.

**Trapdoor:** a hatch in the floor opens beneath a player character. The victim must make an **EVADE** roll with a bane and sustains 3D6 falling damage on a failure.

**Poison Dart Trap:** darts dipped in poison shoot out from the wall, hitting all nearby player characters who fail an **AWARENESS** roll. The GM decides the potency and whether it is a lethal, paralyzing, or sleeping poison (page 52).

**Traps:** Traps are a good way to make the adventure site feel unpredictable and dangerous to your players. Use them sparingly in carefully selected locations. Traps can be detected with the **SPOT HIDDEN** skill or by the players describing that they are looking in the right place. For truly lethal traps, it is important to give the players a hint, so they get a chance to spot the trap. There could be a strange indentation in the stone floor, a mark on the wall, or something similar.

**Final Boss:** Most adventures end with the player characters facing a powerful adversary – a “boss.” Make sure that you have prepared a final opponent and noted down its appearance, motivation, and tactics.



**Treasures:** Treasures and finds are often what tempts the player characters into perilous adventures, and they are key components in creating an adventure site. An easy way is to use the treasure cards in the game box. A typical short adventure should contain 3–5 treasure cards. You can choose treasure cards and place them in your adventure, let the players draw cards randomly, or just use the cards as inspiration for creating your own treasures.

## TYPES OF TREASURE

There are two types of treasures in *Dragonbane* – *monetary treasures* and *gear*.

- ♦ **Monetary treasures** consist of coins (copper, silver, or gold) or valuables without practical use, such as jewels and jewelry. As a rule, valuables are simply treated as coins – let the players automatically know their worth (in gold, silver, or copper depending on the material) and note it on their character sheets. The item itself does not need to be written down, unless it is of particular importance.
- ♦ **Gear** has some practical use. It can be a weapon or some other item from chapter 6. It can also be a magical item (page 62).

## TREASURE CARDS

The treasure cards in the box can be used to quickly generate treasures in the game. Some adventures in the Adventures book indicate when you should let the players draw a treasure card, but you can also use the cards to generate your own treasures. Once a player has drawn a treasure card, its contents are written down and the card shuffled back into the deck.





## THE QUEST

	D4 One day,	D6 the characters come across	D8 from/about/with	D10 who wants to	D12 a	D20 called
1	in the gloom of a tavern	a messenger	Karvago, a mysterious mage	examine	magical artifact	the Blue Zurak
2	at the first light of dawn	a letter	Bode, a one-eyed fighter	seek revenge for	family heirloom	the Eye of Kalmader
3	around the warmth of the campfire	a rumor	Smolla, a sad halfling bard	hide	sword	Sylrod's Treachery
4	in the bustle of the marketplace	gossip	Malkar, a curious wolfkin mariner	destroy	treasure	the Heart of Ardana
5	—	an encounter	Rudbul, a greedy but humorous mallard merchant	return	piece of jewelry	Gildengrip
6	—	an omen	Davanor, a secretive elven hunter	claim	ring	Nighteye
7	—	—	Veruna, an obsessive female dwarf scholar	replace	stone	Brother Gray
8	—	—	Roena of the Vale, a haughty knight	protect	case	Sira's Enigma
9	—	—	—	steal	helmet	The Crown of Hjalti
10	—	—	—	find	book	The Deceiver
11	—	—	—	—	grimoire	Gringul's Secret
12	—	—	—	—	pet	Windtamer
13	—	—	—	—	—	The Whetstone of Helox
14	—	—	—	—	—	Stoltzenkranz
15	—	—	—	—	—	Wintermoon
16	—	—	—	—	—	Hallowbane
17	—	—	—	—	—	Jommelkud
18	—	—	—	—	—	The Silver Star
19	—	—	—	—	—	Malkor's Wrath
20	—	—	—	—	—	Ironside



## THE JOURNEY

	D4 The journey is	D6 and ends	D8 There is a/an	D10	D12 surrounded by	D20 The place is called
1	easy with plenty of time for song and camaraderie	in the shadow of a mountain	ancient	tower ruin	a swamp	Bark's Blood
2	eventful with unexpected encounters and challenges	in the darkness of the forest	abandoned	catacomb	thick fog	Barrenstone
3	arduous with unpredictable weather and inaccessible roads	in a soggy bog	forgotten	tomb	dark gnarled trees	Nightpit
4	hard and miserable	at a black lake	overgrown	village	heavy rain clouds	Melka's Gift
5	—	at the foot of a hill	dilapidated	cave	icy gales	Gurge's Den
6	—	on the bank of a river	hidden	castle ruin	a lingering stench	Stonehand's Watch
7	—	—	strangely shaped	farm	the remains of dead animals	Vidergard
8	—	—	destroyed	hill	a scorched wasteland	Frost's Sphere
9	—	—	—	pond	standing stones	Oakenhand
10	—	—	—	chasm	strange symbols	Herod's Water
11	—	—	—	—	a field of ruins	Kil's Shore
12	—	—	—	—	swaying reeds	Feris' Demise
13	—	—	—	—	—	the Bridge of Saar
14	—	—	—	—	—	Birchholm
15	—	—	—	—	—	Witherland
16	—	—	—	—	—	Beaver's Howl
17	—	—	—	—	—	Coppergate
18	—	—	—	—	—	Barra's Grove
19	—	—	—	—	—	Ashencleft
20	—	—	—	—	—	Stormhaven



	<b>D4</b> The way in is	<b>D6</b> There is	<b>D8</b> but also unexpected guests in the form of	<b>D10</b> There is a deadly challenge in the form of	<b>D12</b> There is a deadly challenge in the form of	<b>D20</b> Finally, the player characters must defeat
1	easy – no one locked the door	a flooded chamber	2D8 goblins and	a ravenous giant spider	a trapdoor	Kazan Murg – a mad wizard
2	hidden and hard to find	a blockage of rubble	D6 adventurers and	a curious mantichore	a strong poison	The Devastator – a powerful minotaur
3	challenging – something is lurking here	a winding stairway leading down into the darkness	D6 wolfkin and	an ill-tempered giant	a cave-in	Princess Nadilara – a terrible wraith
4	dangerous – a trap has been set	a somber tomb	D8 bandits and	D6 jeering harpies	a dart trap	Zurgush the Red – a tall orc chieftain
5	—	a remarkable statue	2D6 orcs and	2D6 patrolling skeletons	a tricky riddle	Nightclaw – an evil elf warrior
6	—	a strange mural	D8 cultists and	an enigmatic demon	a curse that must be lifted	Frosch – an undead mallard knight
7	—	—	D6 dwarves and	a flock of vampire bats	a jar of toxic gas	Vinja – an ancient ghost
8	—	—	D4 elves and	a restless ghost	rising water	Burgos Bloodtooth – a deranged thief king
9	—	—	—	an angry troll	a giant boulder	Lanja Blackgrip – a cunning goblin chief
10	—	—	—	a large minotaur	crushing walls	Greenleg – a foul-smelling troll
11	—	—	—	—	a raging fire	Laval Bluestaff – a mysterious sorcerer
12	—	—	—	—	a magic mirror	Crag Broadbeard – an aggressive dwarf warrior
13	—	—	—	—	—	Belsor Bonebreaker – a wicked knight
14	—	—	—	—	—	Orgog the Defiler – a touchy giant
15	—	—	—	—	—	Lord Aleyn – a brutal noble
16	—	—	—	—	—	Hugo of the Vale – a renegade knight
17	—	—	—	—	—	Bloodwing – a murderous griffin
18	—	—	—	—	—	The Spike Beast – a bloodthirsty mantichore
19	—	—	—	—	—	Haxenflaugrsten – a corrupting demon
20	—	—	—	—	—	Orlaugr the Red – a greedy dragon