

Adventures in Fenestra



A World of Portals

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Acknowledgements and Thanks

Many thanks to the house Physicist Angus Mac-Dougall, for working out how seasons should work in Appendix A.

Artists

Dyson Logos

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The sewers beneath the town, page 83.
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How to Not Read This Book

Who has time to read 131 pages? It's not like you can remember all of them.

Well for a start, we don't need to know the entire map of the world. It's divided into seven regions, so just pick one for your campaign – there's snowy waste, a deep forest ruled mostly by elves, islands, and a more urban area full of political upheaval. Each has a unique set of encounters which characterize the location. Roll up a couple of encounters to get to know the area, look up the creatures in the bestiary chapter, and write down a couple of the encounters you want to pull on the players on your GM sheet. The other creatures

don't matter if you're not using them.

You can just skim-read the Games Master Resources section. It has some magical items, mana-lakes, et c. – just remember where they are so you can grab them when you need them.

The Side Quests section requires more attention. You'll need to be familiar with each of the Side Quests you want to use, and if you want to use all of them, you should be familiar with the overall plot they weave. A helpful character glossary is provided at the back of the book so you don't have to remember all of the characters in the Side Quests.

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Part I

Map of the Land

CHAPTER

I

Fenestra

Still around the corner there may wait,
A new road or a secret gate.

Tolkien

SECTION 1.1

Monsters & Malthus

Walking with the the Night Guard

Welcome to the war for civilization. We'll be going first, to the the Shattered Castle, then on to Arthur's Wing, then out to find out what destroyed the Greenwall. Don't look so worried – there are eleven of us, and the barracks on the other side have crossbows.

The Shattered Castle

This isn't a detour. The Shattered Castle just allows the best route to Mt Arthur. You go in one end of it, and out you come in another land. For the reason, the traders will gladly pay in blood if they have to – the Shattered Castle goes everywhere.

The clever setup started by making an alchemical portal from the Rex's castle in the Bearded Mountains to a hidden location; we've already passed through it in one of those corridors, so we have already entered Whiteland. Do you feel that cold? Nobody knows exactly where the castle's hub is, but we have – without a doubt – entered it; meaning we are now some hundreds of miles from where we once were.

Follow the signs towards the portal leading to Mount Arthur. It will appear as nothing more than a normal corridor to us, but when you feel the warmth, you will know we have reached Mount Arthur.

We could be wandering through here a while, so do not become lost. Other portals lead to other lands, such as Quennome, or the Pebble Islands. I have heard that

some lead to stranger lands in the world, where the trees grow upside down and gold grows out of the walls.

The Shattered Castle surrounds and joins Fenestra. It ensures nobody challenges Rex Wyatt Fenestra, as he can gather his army – meaning us – to any realm instantly. I imagine nobody will challenge Rex Wyatt any time soon, given that he has outlawed the creation of alchemical portals, or any other portals for that matter. So remember, if you ever witness illegal magics occurring, you must report it straight to me, or the nearest soldier.

That smell of fish in the air... probably leads off to the Pebbles islands. We should turn left ahead to exit to Mount Arthur.

The Towns

If you grew up in a quiet village on the edge of a small town, I suppose you've never seen a big city like Arthur's Wing before. No monsters live in here, so everyone can rest easy, aside from the cutthroats, who of course have to worry about the likes of me dragging them into our merry little crew and our glorious mission. Look at that pathetic beggar over there, asking for food. He can clearly walk, but refuses to sign up with us and fight for the crown. Remember that even if you get mauled by some creature in the forest, that still leaves an opening for your companions to get a hit against the beast that killed you. Everyone dies a hero in the Night Guard.

Most places just have a town master or city master, but being such a big place, Arthur's Wing has one of the seven area masters. If they ever give you an order, remember that they're in charge, unless I give you different orders, because I am always in charge. You can

feel free to entirely ignore the demands from the guild masters, even if they happen to be priests.

The various guild-temples obtained their monopolies long before the current Rex. Laiquë has always had a monopoly on farmers, and just about anything that grows, and the priests of Véré have always taken care of the court houses.

Of course the towns, and even cities, have the Night Guard patrolling them with good reason. Besides the cutthroats – whom I regularly drag into the Guard – cities can be attacked. Sometimes a great, stinking, basilisk manages to get through the outer rings of villages. Sometimes the nura overrun the landscape. I became a captain fifteen years ago during a massive siege of ogres in another city. They were still intelligent enough to construct basic ladders, and started coming over the walls. We pulled in everyone we could from the villages outside, and eventually they starved, and we emerged to pick them off when they were weak.

Let us get some rest. We must leave for the forest at dawn.

Villages

We will take the higher road so everyone can get a better look at the lands we came to protect. Only a minority of villages look like the nice place you grew up in – no walls, or patrols. Look over at that island – people live there for safety, then go over to work the fields during the day. Creatures come out of the forest to take their animals, and then they shout and shoot crossbows. I like the idea of living on the safety of a little island, but I do not think they can make it work – just look at how few sheep they have left.

In the distance, you can see a more practical – and standard – solution: walls. Walls cannot provide much protection on their own, but when every able-bodied man in the village owns a bow, it adds up to a lot. Whether a bear or a woodspy crawls up to that wall, a dozen men will ready within minutes to fend it off.

Look up ahead – a trader's caravan. Shame it travels the other way. Remember – always travel with as many people as possible, the beasts could appear anywhere, especially the woodspies.

I do not feel surprised you have never seen a woodspy – they can change their skin to look like a tree, or grass. You will find them by the cries of nearby animals, or during the dawn's light where they never seem to get their colouration on point. The chitincrawlers instinctively stay in the shadows to hide their sable bodies. Mostly they come out at night.

Now if you ever smell a basilisk, just run for the nearest walled village, and ready the men. You will know how they smell by the time one is half a mile away. Once the archers have readied, you shoot until the basilisk runs. Don't expect to kill one – we can only hope to make the forest more hospitable than the sheep. On the bright side, if you get eaten, a basilisk typically wanders away,

sated by the meal. Like I said, everyone dies a hero in the Night Guard.

Most roads stay between villages, making them a little safer, but this road ahead stretches to the last village. We'll be there soon, and we can start the report on what happened to it.

When something destroys a village, you can usually get the report from those that flee. Mostly it happens slowly. A few too many young men die in something's jaws, and everyone has to relocate to nearby family, or the city, where we can give them a sword and put them to work taking back their lost holdout on the edge of civilization. Sometimes monsters take too many animals – a horde of chitincrawlers or a couple of basilisks come, and soon enough nobody has enough food for a cold season, and they relocate.

We need to investigate this place personally, as there were no survivors – not one returned. The last group found the village empty, and tracks leading away. It could be a small army wandering away, or perhaps the inhabitants themselves turned undead, or were enchanted by some black magic.

There! You can see up ahead the archers' stations, fifteen in total. The report missed that detail out. This means that whatever attacked this place dealt with many archers who had a clear shot to whatever was below. Look here at the ground – you can already see dozens of marks in the earth where the arrows hit, but no arrows remain in the ground. Someone pulled them out, so that makes another win for the forest, and another loss for civilization.

You can already see the grass growing inside. The forest now considers this space her own, so we should sleep outside – any number of creatures could have made their nests besides the dead hearths in here. Even creatures not here now might return at night for a secluded area to sleep.

The Primordial Forest

The forest wants to eat you. If you do not want to be eaten, stay alert, but do not get too curious. Every disgusting, and hungry creature you have ever heard of lives out here, and then some more. Most of the world sits in darkness, just like this. Most of the world lacks roads, beer, beds, and everything that makes life worth living. For this reason, we exist, to push back the darkness, and make way for more civilization.

On other trips, the Night Guard enter first, and clear a path for people to cut timber down, make walls, lay rocks for a road, and then begin houses inside. In this way we civilize our world, but today we can only do damage control on what we have lost.

On a more positive note, we will not have to worry about rations out here. Fruit and vegetables, mushrooms and roots, and all manner of things grow out here. So long as you see no snow, you can usually pick up what you need as you go.

Unfortunately, this propensity for verdant growth makes the forests a standard place for lawless people to hide. Black Magic sorcerers, bandits, heretics, and worse all live outside the law, and outside civilization. Many die to a basilisk's bite within a month, but smarter groups can subside for years, or even decades, and we can only route them out by entering the forest and reading the tracks.

Circles of Civilization

While maps of Fenestra, made by men, focus on cities and villages, fields and coppiced trees; the truth is that the world is mostly made of dangerous terrain, running wild with dangerous creatures.

Chaos at the Edge of Civilization

Exactly what lies in wait for people outside the small civilized lands depends upon the area. Mount Arthur has bears, giant arachnids, griffins and more. The frozen Eastlake area in the North tends to have a lot of undead. Quennome has every creature one can name, in addition to strange monsters which defy classification.

Long roads, connecting different civilizations, wander through the forest for many miles. These long roads are only taken by the suicidal, or by groups of armed men. The exact number of soldiers depends upon the area, but typically six to twelve can keep themselves safe if they take turns at watch during the night.

The forests hold so much edible material – fruits, vegetables, roots, and game – that people could live easily within them were it not for the creatures which hunt them. For this reason, outlaws commonly make little liveable spots, either in a self-made shelter, an abandoned stone building in the forest, or anywhere else they can put up enough of a wall to stay safe. In this way, any group can keep themselves fed until the food in the local area runs out, or until a cold season hits. In general, such groups do not have the organizational skills to survive, so they either die one by one, as the forest eats them, or they turn to banditry, and someone comes for their heads.

From the point of view of civilization, the greatest dangers come from any element which can organize the creatures of the forest. Sometimes this is a necromancer, able to summon the dead, and intent on taking out villages. At other times, an old elf has become irritated with humanity's encroachment on a nice forest, and decides to organize the creatures of the forest to attack, and trees to grow tall and reclaim the land. These 'forest masters', or 'beast masters' pose such a danger that local lords must send specialized hunters after them. Sometimes a full army will go, but smaller teams are often preferred. When necromancers kill large armies, the lot can be turned undead, and when priests of the forest sing enchantment spells over a

wide area, the extra numbers offered by an army do nothing to help the battle.

Villages & Walls

Villages have numerous ways to stay safe, from staying on small islands to building massive wooden walls. Many build massive moats around their lands to keep their animals safe, while others keep their animals in barns, and post watchmen with bows to guard them through the night. Predatory creatures do not always come out during the night, but during the day people have less to fear because they can see danger a long way off, and fire arrows before it arrives.

Villages almost universally cut down all vegetation in the area to give themselves better visibility. Farther afield, villagers allow trees to grow so they can grow them into the correct shapes for quarterstaves, or use them to make arrows. Massive orchards can be left safely outside, as the animals of the forest already have plenty of fruits to eat.

Villages typically surround a town in every direction, meaning that those close to a town or city can rest easy; any creatures wandering from the forest will typically encounter trouble with those in the outer layers before getting anywhere near the inner circle. Meanwhile, those poor villages in the outer circle can see a dark, primordial forest every day.

If a village defends itself well, it can grow, and one day may create another village farther out, pushing further into the deep forest. However, this push-and-pull game does not always go so well for people. When a village has too many young archers die, or too many livestock stolen to feed itself properly, it can no longer defend itself, and the remaining inhabitants must flee to neighbouring villages, or into a town, where most will have to join the Night Guard.

Dwarves tend to live underground, with tight fortifications, and almost always maintain a direct, safe, tunnel to some nearby dwarvish city.

Despite their relative safety, dwarvish parties must still venture out in order to hunt for more seams, or establish fertile mushroom gardens.

Elves build small villages almost exclusively. Each one needs only one or two powerful spellcasters and the rest can remain safe. The exact magics employed vary from village to village, but they might include a spellcaster who can sense any nearby dangers and incinerate them, or someone who can bless all other villagers with luck when they leave.

Gnomes tend towards hidden villages, but a few cities remain within Fenestra. They rely extensively on traps to both underground and above ground.

Gnolls keep plenty of fierce guard dogs around their area to alert them. Every gnoll in a village knows they must run and hunt at the first sign of danger. Gnolls

welcome such incursions more than any other race, as they enjoy meats of any creature.

Towns, Guilds & Temples

Within every town in Fenestra, divine monopolies are officially enforced. People must seek legal rulings in a temple of Véré, swords are only sold from the temples of Ohta, and every tavern, at least in some official sense, is a temple to Alassë.

Alassë governs ‘the ale guild’, and all manner of taverns. Officially, all taverns are temples to Alassë.

Cálë’s temples doubles as paper-producing guilds, and provided all townmasters and areamasters with seneschals to count up the lord’s holdings and due taxes. Many are now being replaced with the Rex Wyatt’s own accountants.

Laiquë was at one point in charge of grain supply and various tasks related to farming. The temple have since abandoned all such activities, and mostly abandoned any buildings they once held in towns. The priesthood have stated their intention to work purely on theological matters; as a result they hold the highest portion of efficacious miracle workers.

Ohta rules over warfare and many call the temple ‘the Sword Guild’, as it has exclusive jurisdiction over

the sale of all weapons.

Qualmë does not deal with much beside funerals, and once dealt with death-payments, made when a murderer must make pay the expected value of the victim to the victim’s family. These services were not popular, and death-payments were soon taken over by the Verean temples. After that, the church had borrowed too much so the temples were sold or abandoned. A few remote priests decided to pass into undeath and remain in their abandoned monasteries in a sad, robotic, and bitter state.

Véré has become central figure of ‘the Justice Guild’. People approach the temples of Véré for marriages, court rulings, and to make public business deals.

The Shattered Castle

Rex Wyatt rules the land completely from every area at once, with the single exception of Dogland. Not long ago, these lands had separate rulers, and in those times each lord of a land – large or small – created a personal militia to deal with problems. Nowadays, all personal armies have been made illegal. People may hold weapons, but nobody may have a standing army.

In place of the local militias, Rex Wyatt has created the Night Guard to look after the realm. Anyone unable to find proper work, goes to work in the Night Guard.

SECTION 1.2

Regions

Fenestra contains seven regions, each of which have a slightly different ecology and different populations.

The human-populated areas tend to defend themselves and drive out dangers and monsters, but wander too far between settlements, or make a journey into a forest, and you may find a nasty creature, random traders, or even a mana lake.¹

Each region has a set of standard encounters for times when players wander into less populated and more dangerous areas. These encounters aren’t necessarily there for combat. If players spot wolves, the pack may simply stalk them with a mind to steal food. Alternatively, the players may wander into a pack of wolves mid-hunt, bringing down a deer. An encounter with griffins need not be violent – they could simply see a nest in the distance, and make the decision to steer clear.

Encounters can flavour a journey in a multitude of ways, and allow those characters with Beast Ken or the Aldaron magic sphere to interact with the world around them.

Bearded Mountains

The Bearded Mountains themselves are riddled with dwarvish tunnels and occasional little gnomish communities closer to the surface. It is said that you can travel from anywhere to anywhere in this region via underground passages, if you have a gnomish guide. Travelling without such a guide is, of course, likely to ensure a nasty encounter with an umber hulk or acidic ooze.

Farther from the mountains and closer to the sea, seafaring humans live and trade with the Pebbles islands.

The bearded mountains are famed for their terrible storms. During the stormy seasons – Qualmea and Ot-sea – fishermen do not go out to sea. Worst of all, the Bearded Mountains themselves often explode, sending lava flowing downhill and great clouds of smoke and ash into the air.

¹See page 43.

Underground

The tunnels winding their way around the deeps can provide a relatively safe passage from place to place, though one must know which road to take. This maze of underground forks connects gnomish warrens and dwarvish fortresses.

The dwarves extensively study which tunnels fill with magma, and eagerly await dormant tunnels where they can build new homes where the magma has subsided. Humans in the area often herd their animals into barns or their own houses, and then put themselves into small underground bunkers to await the passing of the storm.

Dwarvish citadels here are massive, and do not suffer from the storms above. Even when flooding occurs during storms, the drainage is adequate, and water never dampens dwarven shoes.

Gnomish warrens fare less well, as gnomes typically try to plan far in advance, but only act when something is happening.

Seasonal Encounters

Cold seasons above ground become excruciatingly cold, inflicting an additional 4 Fatigue points per day of travel.

Mild times see a lot of life running around the plains. Reroll twice.

Stormy weather brings earthquakes. Underground populations only inhabit more stable areas, but those above ground can find that old tunnels to the underground close, and new ones open – sometimes under their feet.

Warm seasons and their abundance of food can tempt the deep umber hulks out into the open.

Encounters in the Bearded Mountains

Tunnels	Plains	Result
18		Mana Lake (page 43).
17		Watcher (page 29).
16		Umber Hulk (page 28).
15		2D6 Dwarvish bandits (Page 30).
14		1D6 Acidic ooze (page 28).
13	18	2D6 gnomish traders (page 33).
12	17	3D6 dwarvish traders (page 30).
	16	3D6 + 2 human bandits. (page 34)
	15	Seasonal Encounter.
	14	3D3 – 2 Griffins. (page 24)
	13	3D6 – 2 human traders (page 34).

The Shattered Dungeon Wing

Rex Wyatt's castle sits high on a mountain's side, viewing the sea. In the far distance, on a clear day, it is possible to see the segment of the Shattered Castle in the Pebbles. The castle's underground sections provides the main point of trade to various dwarvish realms, bringing food and wood. This is the main stranglehold Rex Wyatt has over the dwarves, which then forces them to pay taxes on all goods sold.

Dogland

A generation ago, Dogland was a place with sparse human villages, but no large settlements. Elves, gnomes and (mostly) gnolls inhabited the area. War broke, the elves mostly receded, and the humans enslaved the remaining gnolls.

Since then the Gnolls Guild has formed, and worked tirelessly to build new settlements... or at least worked the gnolls tirelessly. The region has provided excellent logging, and the nearby forests have been tamed fairly quickly. However, the danger lurks in the foliage of the deep forest. As a result, all human settlements within the region are surrounded by towering wooden walls and manned with archers.

The Coastal College

A second branch of the College of Alchemy has opened at the coast, devoted entirely to martial magic. Rex Wyatt has allowed the wizards to operate fairly independently, and with a lot of funding, in order to gather information on any potential attacks upon the Pebbles islands from the Southern Kingdom. The Coastal College provides little training to people, so Rex Wyatt typically staffs it with the most loyal alchemists from the College of Alchemy, employing them to research until he calls them for special missions.

So far, they have been unable to create another portal. The skills to do so are rare, coming along perhaps once in a generation of alchemists. But once the Coastal College succeed in creating a portal, this alternative college may turn into the seventh wing of the Shattered Castle.

Encounters in Dogland

Forest	Road	Result
18		Mana lake (page 43).
17		2D6+3 Gnoll raiders with 2D6 – 4 hunting dogs (page 32).
16		Swamp.
15	18	Basilisk (page 26).
14	17	Chitincrawler (page 24).
13	16	Mouthdigger (page 25).
12	15	1D6 + 4 Wolves (page 25).
11	14	Seasonal Encounter.
	13	4D6 + 4 Human traders (page 34).

Seasonal Encounters

Cold seasons throw snowstorms and suddenly blocked roads. Wandering outdoors inflicts an additional 4 Fatigue points each day.

Mild seasons seem to really encourage the local Woodspy population. The party encounter 1D3 woodspies.

Stormy seasons don't adversely affect the populated areas, except for the occasional earthquake. The forests, on the other hand, can suffer from sudden wildfires, filling the area with smoke, inflicting 2 Fatigue each round. Safety is, on average, 2D6 × 10 squares away.

Warm seasons are no problem in the deep forest, due to the heavy foliage providing shade. However, the open road inflicts an additional 3 Fatigue Points per day of travel. In either case, the characters encounter 1D6 woodspies.

Swamps

Swamps are a particular hazard within the region. Any time the party encounter one, it means they stop, and go the long way around, or move slowly through a dangerous region. The one blessing they provide is that few creatures live in them, so there is little chance of being assaulted by anything while rafting across. Any journey across one requires an Intelligence + Survival roll, TN 10. Failure indicates the party are lost, and trapped by marooning.

Eastlake

Soggy, miserable children – mostly with rich parents – are forced in their hundreds to the the College of Alchemy to receive training in history, invocation, literature and most popular of all – conjuration. Most are from warmer lands, and have a hard time dealing with the cold. Mid-way up Eastlake, overlooking the great lake which the area is named for, the College watches over many leagues. At night, it is possible to see little hearth fires from the windows of village cottages. Evergreen trees dot the landscape and then turn into thick forests further North.

Rex Wyatt, worried about the possibility of creating a ruling class of powerful alchemists, has banned all alchemists from owning land. For this reason, first sons are almost never sent to study in the college. After their studies, many return to their families with a few magical tricks but often lead solitary lives as they can neither own their own land nor till another's – such activity would be beneath the nobility. Some few become village mages, neither owning land nor working in the normal way but rather gaining a perpetual stream of revenue from a nearby village for entertaining them, fixing problems and occasionally dealing with intruding monsters.

The official god of the region was Qualmë, but after the College was erected Cálë became the favourite as so many followed the examples of the mages in the area. Massive halls full of the writings of Cálë fill the college like miniature chapels full of reading rather than pews.

Farther North, snow-elves live in icy caverns or build castles made partly of ice and partly of enchanted evergreen conifers. They hunt with a combination of spears and enchantments and occasionally battle with gnoll incursions from Whiteland.

Forgotten Temples

A little farther North still, a handful of those forgotten temples to Qualmë remain with animate, but non-living priests. They have decided never to die, but to study and pray forever, through death, and into undeath. While many rest meditatively, some have become resentful of being forgotten, and raised armies of the dead by stealing the bodies of the dead. The region now has a serious problem with roaming undead.

Elven Wastelands

An empty wasteland sits between the elvish forests and the dwarvish tunnels in the nearby Bearded Mountains region. Historically, skirmishes and minor wars have opened up when dwarves came North to chop down the massive trees for wood. The elves guard their forests fiercely, partly because fewer trees means fewer animals to hunt and partly because they feel a deep connection with the area.

The College of Alchemy

The four houses – Alisa, Kisha, Stein and Ventress – run the college as a union, and have successfully managed to strangle a lot of the realm's alchemical potential. Deals with the Crown have been legislated, and mages may no longer swap magic of any kind – all magical learning must pass through the guild and pay for the privilege. Any magic practised or learned outside of the Guild's Monopoly is classified as 'black magic', whether this is Nuramancy, rune magic, or simply unregistered alchemy.

Gnolls

Local tribes have become a little tame after picking up so many human goods. Foreigners consider them dangerous, but the local trackers understand that one just needs to know which tribe one is dealing with to predict their behaviour. They may all look the same to outsiders, but each tribe is proud of its reputation, whether as honourable traders, or brutal killers.

Splinter Island

Splinter Island began life as the home of the king of Eastlake, back when individual realms had kings. A grandchild later trained as an alchemist, and opened a portal towards Whiteland's central hub.² When Rex Wyatt took over, this place became just another wing of the Shattered Castle, so now those wishing to trade with other lands must take boats out and pay a tax to use the road to warmer climates, such as Quennome or Dogland.

Seasonal Encounters

Cold seasons in Eastlake are terrifying. Hungry wolves become common; roll 2D6 + 2 for the number. Travelling through the cold also inflicts an additional 4 Fatigue Points per day.

Mild seasons are still snowy in the North of Eastlake, but much of the ice retreats, bringing increased bear activity as they are usually coming out of or going into a state of hibernation.

Stormy times bring flooding, lightning, and increased snowstorms. Travelling in these storms slows everyone, and an increase in Fatigue of 3 points per day's travel.

Warm seasons are accompanied by an increase in the local undead. Many think this is due to long-frozen areas becoming unfrozen, releasing a number of corpses who were previously encased in ice. Roll 2D6 for the number of ghouls encountered.

Encounters in Eastlake

Wastes	Lakeside	Result
18		A discarded magical item, left in the wastes, perhaps next to some alchemist's body.
17		3D3 – 2 Ghasts (page 41).
16		4D6 – 3 Gnolls.
15	18	2D6 ghouls (page 40).
14	17	Snowstorm.
13	16	Seasonal Encounter.
	12	3D6 × 3 Aurochs (page 23).
	11	1D6+3 Human traders (page 34).

Mt Arthur

Mt Arthur is a thriving region full of towns and villages full of bountiful crops. Cities in the area host gladiator matches where people can be legally bought and sold for a limited period of time as a sort of indentured servitude. This is a common means of escaping the noose as criminals are often permitted to fight to the death rather than hang.

This area has seen much warfare with the South Kingdom, but in recent years, as the memories of war fade, old paths between the kingdoms are once again being trodden, but this time by intrepid traders. There is much profit to be made going between the two areas, as each has items considered rare to the other. While the South is richer in gems and fine silks, the North has more metals and meat.

Dwarven settlements are dotted about the Southern mountains, acting as a peaceful area for both sides to negotiate and trade, and often imposing little taxes and tribute demands for the freedom to do so.

Far from the dwarves, other areas of the mountains are populated by little elvish communities near the surface, and by many a dwarvish community below. The elves tend to operate near the surface and almost always have to find someone else to do their tunnelling for them, while the dwarves build far more elaborate tunnels, often going far to deep to be safe from the things which live below the earth.

Véré is by far the most popular god within the region, and temples dot the land to him, producing contracts for marriage, business deals and often acting as court-houses.

Storms

Mt Arthur can suffer storms almost as bad as the Bearded Mountains region. During the stormy seasons lightning and massive amounts of hail are common. The Kingsway mountains at the South end of Mt Arthur, dividing the two kingdoms, are rife with volcanic activity, but most of the region is far enough away from the mountains to avoid any problems. As a result the stormy seasons can often be cause for celebration as people relish the awesome sight of a releasing volcano.

The Citadel

Mt Arthur's wing of the Shattered Castle is the only wing placed inside a city. It is also the most popular destination for traders, as Mt Arthur has the highest population of any of the realms.

Locals who wander outside often report smelling the sea or feeling frosty air, and gossip about where they think Rex Wyatt has gone today, and where today's traders are coming from.

The inner castle holds a complete barracks, along with multiple martial alchemists, all ready to defend the castle and their Rex. Various enchanted items detect any magical items or disguises, and the castle reacts fiercely to non-mundane intruders.

Seasonal Encounters

Cold encounters in Mt Arthur bring 3D6 hungry, and desperate wolves. Travelling through the thick snow also adds 2 Fatigue Points to each day of travel.

Mild seasons bring out the bears, as they're usually either waking from or preparing for hibernation.

²See page 11.

Stormy times can suddenly trap people where they are, as a Mt Arthur storm commonly involves one of the mountains to the South belching out thick smoke. Staying outdoors inflicts 4 Fatigue Points. The TN for Hunting also increases by 4 as the local wildlife suffers from the fumes.

Warm times bring out woodspies which, while rare in Mt Arthur, multiply a lot in the heat. Roll 1D6 for the number encountered.

Encounters in Mt Arthur

Forest	Roads	Result
18		Mana Lake (page 43).
17		Basilisk (page 26).
16	18	3D6—2 travelling elves (page 31).
15	17	Chitincrawler (page 24).
14	16	4D6—2 Bandits (page 34).
13	15	Seasonal Encounter.
	14	3D6—2 Travelling pilgrims.
	13	4D6 Human traders (page 34).

The Pebbles

These little islands had their own group of languages – very different from any of the various human languages around the mainland of Fenestra. While they traded with both Fenestra and the South Kingdom, they were until recent decades, independent. They had no lords or armies, but did rally around priests of Ohta in times of war.

Since the Pebbles' annexation with Fenestra, they have had nothing but trouble as their ports were used in wars with the South Kingdom.

They commonly worship Alassë and have some of the grandest temples build in her honour, full to the brim with beer and joyful songs. Many a village here hosts a single 'village gnome' – typically an alchemist who teaches the young people history and sometimes even a little magic. Local gnomish communities consider it good practice to create ties to humans, though they do not take anyone back to their own homes, claiming gnomish warrens would be 'too short by half' to humans to visit.

Rex Wyatt's Island

Rex Wyatt's personal wing of the Shattered Castle sits in the main island of the Pebbles. Any time Rex Wyatt feels in danger, the powerful doors which lead to this wing's portal close, and guards surround his living quarters. From the outside, this wing appears relatively small. Two stories high, it sits on a little island, and does not permit any boats to approach. Watchmen patrol the ramparts all day and night, including various dwarves, employed for their superior eyesight at night.

Seasonal Encounters

Cold weather can freeze portions of the sea over, creating temporary bridges to nearby islands and grounding boats. The inhabitants of the Pebbles are adept at preparing for such times, and have about a hundred well-known recipes for salted and smoked fish.

Mild seasons in the Pebbles are probably the best place in Fenestra, with just enough wind to get somewhere, and no special dangers.

Stormy weather grounds all but the bravest sailors. The storms encountered during these times can wreck any boat.

Warm weather is muggy and humid, inflicting an additional 3 Fatigue Points per day's travel.

Encounters in the Pebbles

Sea	Land	Result
18		Pirates.
17	18	Raging Storm.
16	17	Mild Storm.
15	16	Seasonal Encounter.
14	15	4D6 Human Traders.
	14	1D2 Woodspies.
	13	Gnomish Illusionist.
	12	Mouthdigger.

Quennome

Throughout the Quennome forests, connected trees fashioned into houses form subtle living spaces. Under the ground, little elvish communities spring up here and there. Mostly, the forest's base is reserved for creatures rather than people, and it is easy to understand why after one sees the kinds of creatures which roam there. Basilisks, griffins, woodspies and sometimes nura wander the landscape, looking for food.

Nestled within Quennome's forests are little human towns. Perhaps in imitation of the elves they build their houses slightly below the ground so that a thatched roof on top of two feet of brick wall is all that can be seen. The people are adept at rallying round and defending their villages from attacks by larger beasts. Archery with the long bow is popular for just this purpose and Quennome boasts the best archers in Fenestra.

The monstrous beasts in the area often like to eat humans when they are walking in smaller numbers, so they sit in waiting around human paths. As a result, people change how they get from one place to the other very often. Faint paths appear, are forgotten and quickly vanish.

Various temples to Laiquë are erected with stone or wood, and statues created in honour of all the most terrifying beasts of the forest. It is hoped that if they are treated with respect then they will leave people

alone. The elves of the region find this habit ridiculous. The human priests maintain that this practice instils a certain level of respect for the forest in people, which indirectly helps them to survive.

Rivers and Lakes

Boating is undoubtedly the safest route through Quennome, so leaving the area by going downstream to either Whiteland or Mt Arthur is fast and reliable, so long as one knows which rivers to avoid.

The Wooden Wing

The only wooden segment of the Shattered Castle sits in a clearing. Various political tiffs have emerged after Rex Wyatt demanded some form of tribute from local elves. The result is a perpetual stalemate, with the elves not venturing close to the Shattered Castle, and the king's army not daring to invade elvish territory. The closer a human lives to the Wooden Wing of the Shattered Castle, the more taxes they will pay to the king. Those farther will pay fewer taxes, as fewer tax collectors have the nerve to travel that far out.

Seasonal Encounters

Cold seasons bring stormy weather and wolves. Each day of travel inflicts an additional 3 Fatigue Points, and when this encounter is rolled, the PCs are followed by 3D6 wolves.

Mild seasons are relatively safe. Have the party encounter a wandering bear.

Stormy weather can flood places, meaning the rivers become dangerous to navigate by boat, and once-dry land can become a temporary swamp. Anyone in a boat rolls Wits + Survival, TN 9, or capsizes or otherwise loses control of the vessel. Those wandering the forests get the choice of climbing a tree and hoping the waters subside soon, or wading through dank sludge.

If the party remain stationary and are on land, they also encounter 2D6 woodspies, who never mind the wet weather, and seem to gravitate towards floods.

Warm times bring an abundance of fruit. Those rolling a successful Intelligence + Survival roll, TN 7, can lower their Fatigue total by an additional point when resting. Those failing the roll are poisoned, gaining 1D6 Fatigue Points. Unfortunately the warm weather also brings out plenty of Woodspies – roll 2D6 for each encounter.

Encounters in Quennome

Forest	Lakeside	Result
18		Elvish enchanter (page 32).
17		Mana Lake (page 43).
16		Dryad (page 31).
15	18	Basilisk (page 26).
14	17	5D6 × 3 Aurochs (23).
13	16	Chitincrawler (page 24).
12	15	1D6+2 Travelling elves (page 31).
11	14	2D3 – 1 Griffins (page 24).
10	13	Seasonal Encounter.
	12	3D6 Heavily armed human traders.

Whiteland

Small villages and rare towns dot this snowy expanse. The land has grown unstable in recent years as the crown has killed all nobles in the area and left the people with a few mousey official bureaucrats who are in charge of collecting taxes and meting out punishments.

In a desolate and forgotten region of Whiteland is a massive structure without any footpaths leading to it or from it. It is built in a dome shape so that snow covers as much as possible. It has no doors or windows on the outside except one – a single door at the top goes to a walkway so guards can see attacks coming from the distance.

Inside this monolithic white dome wind stone corridors. Some corridors have doors, and some doors have locks, but it seems like there is no plan or pattern to any of it. Some are wide enough for a wagon, others are so narrow that the average human has trouble fitting through. Various hallways exit to magical portals, created through alchemy. One exits to a wing in Mt Arthur, another goes out to Quennome. All in all each region has one portal which leads to the Heart of the Shattered Castle, and from the heart one can travel to any other. And behind one, lonesome and secret, locked and guarded door, sits the portal to the Pebbles Wing where Rex Wyatt currently resides.

There are other rumours concerning the heart, of secret rooms with locked doors, with gates which lead to other worlds. Perhaps these are places so far from Fenestra that they appear strange. Some think that these doorways lead to Ainumar – the great celestial orb in the sky where it is said that the gods live.

Far in the North, where the snow never melts, caves of gnolls fight and occasionally journey South to raid human villages. They have been quieter in the years since the great war in Whiteland, when the gnolls of the North coordinated their attacks with those of Dogtown.

The Castle's Heart

Every portal within the Shattered Castle leads to the heart. Inside, a long mess of cold, sunless corridors lead to various locations. Some rooms lie empty, some are traps, and a few host on-duty guards. Travellers wishing to trade must all move through this area, accompanied by a guard, to make sure they reach the portal they paid to use.

The exact location of the Heart is unknown, even to those who work there, as no doors lead outside. Those wishing to travel to Whiteland must go by foot.

Various rumours exist of secret portals within the Heart which lead to other locations, such the South Kingdom, or strange lands beyond.

Encounters in Whiteland

South	North	Result
18		Labyrinth portal.
17		Mana lake.
16		A hidden human settlement that doesn't like paying taxes.
15	18	2D6 Gnoll hunters.
14	17	Seasonal Encounter.
	16	4D6 – 3 Night Guard in training.
	15	3D6 – 2 Human Traders.

Seasonal Encounters

Cold times can bring the worst of snowstorms within Whiteland. Travelling with carts and horses can become impossible, and anyone travelling for a day gains an additional 4 Fatigue Points.

Mild times are still cold within Whiteland, and all travel inflicts an additional 2 Fatigue Points. When rolling during the mild seasons, the party encounter a bear.

Stormy seasons don't take the snow away, but just add ice. Travelling during one of these snowstorms inflicts an additional 5 Fatigue Points per day.

Warm seasons see snow melt within the lower regions of Whiteland, and provides short spell for people to grow vegetables outside.

When wandering in the South, the melting snow can reveal strange portals to magical lands.

These inexplicable magical portals appear around Whiteland to the land of Shifting Corridors.³ Roll on the encounter table for the Realm of Shifting Corridors, and if the result can 'pop out' at the party, it will.

The Night Guard

New guards always train in Whiteland. They consider this their basic right of passage. Most never venture too far from populated areas, but rumours abound among the barracks that if one steps too far off the snowy path, portals, and strange magical landscapes await.

³See page 17.

CHAPTER

II

Nura

A full stomach cannot imagine an empty one.

SECTION 2.1

The Cycle

The nura are twisted versions of natural creatures. As nura tunnel up from the depths, they can devour dwarven settlements and turn any uneaten dwarves into more hobgoblins. Farther up, gnomish warrens can be invaded and all turned into little goblins. Finally, breaking into the Sunlight above, they attack villages and devour humans, turning the leftovers into ogres. The twisting magic often comes in the form of magical items which the nura carry with them, and all such items stem from nura spellcasters. These spellcasters usually stay in the depths, but occasionally some surface to directly turn people into monsters.

Nura reproduce at an alarming rate, growing to adulthood within just a few years. While those are turned into nura can be healed through starvation, but any creature born a nura remains a nura forever.

When magic is available, but no humanoids are present, the nura transform local animals. Spiders, cats, or even horses can be turned into giant monstrosities which tear across the landscape in a desperate search for food.

The nura always want food, but never feel satisfied. The majority of nura beasts die of starvation, or in fights for food with a local human populace. As a result, nura gain a +2 bonus to all Morale checks or attempts to resist any mind control which will stop them eating.

New Arrivals

Those recently transformed into nura begin with an intense feeling of hunger, which is generally enough to drive them to murder and cannibalism. They are always shocked by their new, hideous body and their own actions, but the shock subsides soon. The sudden loss of intelligence makes people stop questioning their own actions rather rapidly. Just as rats can eat their own children when hungry and think nothing of it,

kind people can turn nasty when their mind is stripped away.

Blossoming Hordes

Once a portal has opened and the nura on the other side have organized themselves, they typically start to transform local creatures, and bring their own animals from the depths. Goblin wolf-riders start by scouting the area. They often limit their raids to the bare minimum in order to make sure they can return to everyone else with information. If a large population nearby cannot be defeated, nura will often invade close by, then retreat from an enemy army while transforming and eating everything in their path.

Even with a dedicated goblin nuramancer leading battle-plans, nura are rarely very organized, so enemy scouts can traverse the dangerous roads just so long as they have fast horses and don't enter the villages.

Lockdown & Death

While nura hordes can decimate an area, stripping the villages of their livestock, then their lives, and even destroying full cities; no siege can last forever. Nura encroachment ends in one of two ways – either soldiers find and plug up the dark hole they come out of, or the nura destroy everything they can eat before starving.

If the nura in an area can wander for a day before starving to death, then everywhere beyond a day's march can stay relatively safe, even if the hole to the nura realms below stays open.

The unplugged holes can create blights on the land which never heal. Thousands of acres can remain uninhabited because anyone living within runs the risk of nura attacks.

SECTION 2.2

Nura Encounters

The nura are ever present, but with differing degrees. Sometimes they are running amok across an area, while at other times they have been mostly killed and the land is quiet. The number of Nura in the area can be given a rating – anywhere from 1 upwards, where ‘1’ represents almost no nura creatures in the environment and ‘3’ represents a few but not many. A nura rating of ‘8’ would represent an area in serious danger as tradesmen could not wander the roads without fear of being jumped, and every village would be in danger of a siege at any moment. Higher numbers represents a hellish landscape where nobody can wander free, lone hamlets are destroyed, and walled villages come under constant siege. Whenever you roll on the encounter tables, if you roll equal or lower than the Nura Rating, the nura encounter occurs.

For example, if the nura rating is ‘5’ and the PCs are wandering in a forest with an encounter on the roll of an ‘8’, rolling 3-5 will mean a nura encounter, rolling 6-7 will mean no encounter and rolling 8 or more means a normal forest encounter.

You can set the nura rating to fit your current story, but for a standard ‘background’ level, set the nura level to 3, and then raise it by 1 every time the PCs encounter the nura. Some Side Quests also involve raising the nura threat level. These are marked with a ‘C’. This slow increase allows the campaign to increase in danger bit by bit.

The players can lower the general nura rating by ‘plugging holes’. Nura come from below the ground or

through magical portals. Once an entrance to Fenestra has been sealed off, the nura represent less of a threat.

As nura emerge from magical portals, they find more and more opportunity to take creatures back with them underground, where those creatures too turn into nura. Once people become less common, nura start taking any animals they can back underground with them. Eventually, nuramancer emerge from underground and begin to raise the dead. Entire villages are sometimes killed and pulled back from death, just to roam the landscape and consume souls.

If the nura rating is high enough that it coincides with a regular encounter, drop the encounter and just put nura there – they eat everything in the landscape, so it makes sense that regular creatures would be seen less often.

Characters as Nura

In dire situations, the PCs may themselves transform into nura. You can brush over this by skipping to a scene where they ‘come to’, and slowly understand what they did during their fugue, whether this involved killing people or eating them. Alternatively, characters can make a Wits + Academics roll, TN 12, to avoid doing something stupid and horrifying.

As usual, anyone may spend 5 FP to specify that the spell fails.

SECTION 2.3

Nura Magic

New Path: The Path of Nura

Spheres: Conjuraton, Invocation, Necromancy, Saure-canta

Occasionally, the strange creatures of the deeps emerge with apparently inborn magical abilities fuelled by the corruption in their bodies. The Nura humanoids such as goblins and ogres occasionally learn such magics, though it can be difficult as they are never very intelligent, and while the Path of Nura is a strange Path of magic, it is still based upon one’s Intelligence. It is

also possible to learn such magics through memorization of corrupt thoughts alone – books uttering extreme and surreal crimes are known to exist which can teach anyone how to step onto the Path of Nura.

Signs: When cast, inky black mist, speckled with violent red appears around wherever the spell brings something into existence.

Mana Stones: Unorthodox books, cutting knives, revolutionary art – anything which can promote or symbolize drastic change.

Encounters in Nura Lands

17	1D6 × 2 Goblins riding nura spiders.
16	Lava Man (page 42).
15	1D3 ² Ghosts (page 41).
14	1D6 × 2 Nura Horses (page 36)
13	(2D6) ² ghouls (page 40).
12	1D6 Goblins riding ogres.
11	2D6 Hobgoblins riding nura horses.
10	2D6 – 1 Goblins riding nura wolves.
9	Nura Cat (page 35)
8	1D6 Nura Spiders (page 37)
7	2D6 + 3 Nura Wolves (page 37)
6	1D3 ³ Ogres (page 38)
5	2D6 Hobgoblins (page 38)
4	1D6 ² + 4 Goblins (page 38)
3	1D6 ³ Nura Slugs (page 36)

SECTION 2.4

Saurecanta

This new sphere of magic comes from the foul realm under the earth where strange creatures breed and eat at a dizzying pace. It bears a passing similarity to Polymorph but with fewer restrictions on form and without any ability to disguise oneself as a natural creature. While a creature is affected by this sphere, they must eat a minimum of thrice the normal amount; this need not mean constant intake of food – a single massive meal will suffice. Failure to eat inflicts the usual Fatigue Points.

Each level of Saurecanta is a double-edged sword, allowing targets extra abilities at a cost. While those affected can gain a lot of power, they are also afflicted with unending hunger. Any scene in which they do not eat, the characters heal no Fatigue Points, and gain 1. Meanwhile, the character can heal a number of Fatigue Points each scene equal to their maximum HP, simply by gorging on food.

Saurecanta spell effects never stack with each other, or with Polymorph – only the highest bonus counts.

Saurecanta Level 1

Hunger Pains

Type: Continuous, Skill: Beast Ken

The target is affected by a ravenous hunger and extreme stomach pains. They suffer 1 HP Damage per 2 Fatigue points they currently have – FP cannot be spent to mitigate this.

Refusing to eat requires a Wits + Academics roll, TN 7 plus the caster's Intelligence + Beast Ken.

Saurecanta Level 2

Brawnform

Type: Instant, Skill: Medicine

The caster pulls out the inner beast in anyone, polluting their soul and improving their body.

The target gains 2 points + the caster's Intelligence Bonus to add to Strength or Speed. Each point so gained reduces the target's Intelligence *and* Charisma. This Charisma deficit also reduces the target's Fate Points.

The targets gain only 1 Attribute point per round (at the end of each round) as muscle-mass slowly grows, but lose their Charisma instantly. Targets who reach 0 Charisma begin to look obviously unnatural.

Characters who gain more than a single point of Strength break out of their armour, taking 1 point of Damage for each level of DR the armour provided.

This spell does not stack. Only the highest bonus counts.

The power in the spell recedes once the target stops eating. Anyone fasting for the same length of time as they have been a nura reverts to their natural form. Of course in the case of those who have been nura for a month, a cure becomes impossible. In the case of those turned into nura without a viable food source nearby, they simply become racked with hunger.

(1) Enhancement – Grotesque: The target gains an additional Attribute point, to go towards Strength or Speed, which also lowers both Intelligence and Charisma.

(1) Enhancement – Bestial: The spell now allows small animals to grow to being as large as a man.

Slugs, spiders, crabs, or anything else grow to a dangerous size, and gain the Attributes to match. For exact traits from various animals, see the individual bestial entry.

Saurecanta Level 3

Demonic Form

Type: Instant, Skill: Ether Lore

This functions as above, plus the ability to grant innate abilities. The caster can implant a spell inside any nura creature at the cost of a number of ability points equal to the spell's level. The creature gains a number of natural Mana Points equal to the spell's level, which can only be spent on these in-built nura spells.

For example, one nuramancer has Intelligence +2, Saurecanta 5 and Invocation 3. He turns a nearby dog into a rabid hellhound which shoots fireballs. The dog's Strength is -2 and its speed is +2. The nuramancer has 7 points to spend in total. The first is used to bring the dog's Strength up to 0. Three more points are used to grant the dog a third-level Invocation spell – it can now bark fire at its opponents, dealing 2D6 + 2 Damage (as per the nuramancer's would-be Damage for the spell). The last three points are used to bring the dog's Strength up to +3.

The dog now has +3 Strength, +2 Speed, and has 3 MP to cast spells.

Creatures can regenerate up to three of their internal MP only by gorging upon food. A complete meal is equal to 1MP.

SECTION 2.5

Cursed Items

Ogre Dust

Spells: Brawnform, Path: Saurecanta, Duration: 1 Scene, Type: Pocket Spell, Potence: 3, MP: 4

The dust, made from ground poppy-seeds, transforms the target into a nura creature. They lose 4 points in Strength and Charisma, while also gaining 4 points in Strength. If wearing armour, each point of DR inflicts a single point of Damage.

Spider Skull

Spells: Bestial Brawnform, Path: Saurecanta, Duration: Instant, Type: Talisman, Potence: 4, MP: 6

This sheep's skull makes an inviting home for any spider, but any spider which inhabits it grows to become a nura spider within three rounds. The item could work on any animal small enough to fit inside and make a home.

Siege Breaker

Spells: Slime, Path: Saurecanta, Duration: Continuous, Type: Talisman, Potence: 5, MP: 3

This banner of war, once planted, turns all water, beer, or other drinkable materials in the surrounding 5 areas to slime. The banner has been taken underground, but was known to be a potent weapon, which the nura used to poison a town's water supplies from outside.

CHAPTER

III

Ethereal Lands

But the stars that marked our starting fall away.
We must go deeper into greater pain, for it is not
permitted that we stay.

Dante

Strange stories exist of fantastic lands, with dangerous and bizarre creatures. The official stance of the College of Alchemy is that these lands rest somewhere far away. Gnomish scholars map some of these places to other planets in the solar system. More theological

thinkers propose that they are the limbo-lands which souls journey through before going to their final resting places.

Whatever the truth, you can travel to them only through extremely rare magical portals.

SECTION 3.1

The Realm of Bright Rocks

The rocks form a desert, but they're so large that every step forces your ankle to twist a little. The sun forces you to look down and cover your eyes, but you steal a glance ahead and notice a massive four-armed man made of rock tending to a crystal flower with nothing but a stare. In the distance behind him sits a massive structure of towering rock. At its peak, a ball of shadow sits, as if the entire structure were a reverse light house.

Imagine a desert, inflated to such proportions that you cannot see sand, only rocks and boulders. Even walking from A to Z is a dangerous mission as a broken ankle or a quick trip into a broken face are always possibilities. The sun is unrelenting, never setting and always exceptionally hot. All moisture in the environment is quickly removed. The area is nearly entirely barren, and one can wander for days without seeing a single creature.

Occasionally, one of the rocks in the environment stands up, stretches a few arms outward, then wanders to a new location. These rock men wander the barren landscape, with no visible purpose, and on rare occasions stop to examine a crystalline flower or speak to one another. They are typically peaceful and thoughtful creatures, but can become wildly violent if the crystalline flowers are disturbed, or even approached.

Between vast deserts of beige rocks and boulders are standing stones, apparently natural creations like

slow-growing plants which shoot up in simple geometric patterns such as spheres or a series of hexagonal pillars. Some contain signs of modification for the purposes of housing, though the form of the dwellers is unclear as the tunnels shift in size from the gargantuan to the minuscule constantly.

Features of the Desert

Heat

The omnipresent heat pulls all energy from any normal creature, except elves. Each scene, whether fighting, walking or anything else, inflicts 4 Fatigue Points on those with some proper desert-wear, and 6 Fatigue Points on those without. There is no night here, and no complete respite from the Sun.

Any shade, such as provided by the massive stone structures of the realm, allows parties to rest, and accrue only 2 Fatigue Points per scene.

The massive rocks, while it looks like sand from a distance, provides the persistent threat of a broken ankle. If anyone decides to run in the desert, they immediately make a Dexterity plus Survival roll at TN 7. Failure indicates 1D6 damage from a twisted ankle, and the character becomes immediately *prone*.

Archmages within the realm always use illusion to cast shadows around themselves for protection from

Encounters in the Endless Desert

Outer Desert	Inner Desert	Result
18		Garden of 2D6 crystal flowers.
17		A dragon, flying above (page 27).
	18	Stone structure with magical portal to South kingdom desert.
16	17	Archmage (page 41).
15	16	Crystal flower.
14	15	Sandstorm.
13	14	Rockman (page 41).
12	13	Stone structure. These grand obelisks count as Mana Lakes, with a level equal to 1D6-1. If that number is 0, the output is nothing, but magical energy can still be felt emanating from them.

the sun. They appear as balls of darkness, floating on the horizon.¹

Crystal Flowers

The crystalline flowers hum with potent magical energy. Anyone can notice it with a Wits + Ether Lore roll at TN 7. Each one holds 2D6 – 3 MP, but unlike a mana

stone, this MP can be used to create mana stones or magical energy. Once disturbed, flowers immediately break and release all their magical energy into the air. Each round, the ambient magical energy decreases by 1, so mages hoping to use this energy for a magical item must act quickly.

The GM should roll 3D6 twice each day, and combine any encounters present.

SECTION 3.2

The Realm of Shifting Corridors

The corridor continues farther than you can see in the darkness. The flat stone floor shows no sign of the strange dwarves. No turns or exits present, and up ahead, the tunnel goes dark as no fireflies dance there. You have to wander forward in the darkness, with one hand held tight to the side of the unending corridor.

Then slowly, you notice the walls are closing in.

Perfectly smooth stone walls of different colours – some bright, others dark – move around when nobody is looking. The maze does not seem to be a small area within a larger environment but rather the very landscape of the realm. Dust slowly settles on non-moving walls, allowing the inhabitants of this realm to know how long a certain section has remained where it is. The very notion of a continuous place where people can remain and call home, of places they can return to, is entirely alien to these creatures. All they know is that the longer an area has remained unchanging the more chance that it will move and eventually crush whoever is inside; it's best to keep moving if you want to avoid the inevitable crush. No plants grow in this realm, only a few types of fungus.

Fireflies wander the entire realm, providing dim illumination in almost every area. They seem to feed on the strange fungus in the realm, something so used to the shifting corridors that it can survive being crushed paper-thin. Once the rocks change again, they reveal

mushrooms left there from days or years ago.

Nothing attempts to breach the omnipresent mist above – anything climbing above it doesn't come back.

Features of the Labyrinth

Chaos

The realm is generally peaceful, but subject to the sudden appearance of portals to the underground hellscape where the nura live. During these times, goblins and others run amuck, feed from the fungal walls and fireflies, and fight the local dwarves.

Dwarves

Some of the brighter rocks hold precious gems and metals, and at some point a band of dwarves have decided to remain here and plunder the realm for its goods. However, these are not normal dwarves. They seem to have grown strange after remaining in this strange landscape for so long. They speak nothing like the normal language of dwarves, but they have the same work ethic – every day they hunt for gems, gold or other substances in the shifting corridors, and once they find something good, they dig and dig. Each one carries 4D6 + 50gp worth of precious gems and gold nuggets.

¹See page 41 for more on Archmages.

Encounters in the Labyrinth

Chaos	Peace	Result
18	18	An injured archmage. The gelatinous creature lies still, with 1D6 MP left in its personal store, and all other mana expended (page 41).
17	17	A portal to the Realm of Darkness and Fire. The encounters switch from 'Peace' to 'Chaos' as nura fly into the realm. See page 19 for the encounter table.
16	16	Wide corridor with an umberhulk (page 28).
15	15	4D6 Maze Dwarves mining (same stats as dwarven soldiers, page 30).
14	14	Corridor where the walls start closing in.
13	13	Empty room with a hidden watcher (page 29).
12	12	Corridor of darkness. The perpetual fireflies that wander the maze do not come to this area, and as a result the corridor sits in total darkness.
11	11	Wide corridor.
10	10	Corridor.
9		3D6 hobgoblins (page 38).
8		4D6 goblins (page 38).
7		2D6 ogres (page 39).

Mist

A mist covers the top of the land like a ceiling, obscuring the top of the maze's walls. Some walls are barely the height of a man, while others are impossibly tall, but it all looks roughly the same when mist covers everywhere.

High above the mist, and completely unknown to anyone who inhabits the area, a thousand octopus-like creatures float in the air. What they're doing, nobody knows, but on rare occasions all of them leave an area, and two begin battle. Anyone journeying too far above the maze is generally attacked upon site by these strange creatures.²

Walls

The fact that the walls are always moving means nobody can sleep or rest for long. They never move fast enough to cause sudden death, but their constant movement means everyone inside the labyrinth must also constantly move.

Sometimes walls start closing inwards while people are in a long corridor. For these encounters, assume the nearest exit is 2D6×5 squares away. In 1D6 rounds the party will have trouble moving due to being wedged in. One round later, they will require a check to break free with Speed plus Athletics at a TN of 7 plus their Strength (larger creatures struggle to move more). The next round, everything wedged between the walls dies.

Sufficient climbing skill can allow characters to quickly scale walls, but further dangers await above.

Encounters

Encounters here work differently from other areas. When the party enter an area, roll twice for the next encounter immediately. If you roll any doubles, roll again. Each encounter is one path out. If the party do not take the current encounter, or 'corridor', they can move onto the next. If there are no more, they must move back. If there are no more corridors, roll again at the end of the scene and if there are any encounters, a doorway of that type opens.

²These are archmages. See page 41.

The Realm of Darkness & Fire

The purple tree has a strange smell, and looks altogether upside down, but you can't stare too long as the heat drains all energy from you, and you need to eat. Pulling off the strange fruit, it tastes sour, and spicy, then the trees ahead begin to rustle. Goblins sit there, though it's not clear if they're more from the Citadel or a random tribe which wanders the hellish wastelands here.

Deep below the mountains, below the earth, below the bowels of the ocean, there is a realm of eternal heat. Magma bubbles up from below. Backwards waterfalls occasionally form as rock ceilings above burst and water – fresh or salt – pours in and then quickly evaporates upon meeting the hot ground, then rises up and joins the cold lakes which sit above before the passage is blocked or filled entirely with water. Food grows plentifully and quickly – a plant can grow up to a foot an hour once it lands on a fertile corpse or patch of earth in a steamy room, then spurt out a cloud of noxious spores to replicate again. All creatures within this realm eat constantly and grow at incredible rates. Many only live for a few days as a longer natural lifespan would too quickly slow down the rapid evolution required to survive in such an environment.

This is the realm where some poor creatures are not eaten but changed into monstrous versions of natural things and then spat back out to devour the land above with a hellish hunger. This is the realm of the nura. Here goblins and hobgoblins multiply like a swarm of ants. They expand shoddily built tunnels, hoping to find more warm spots, filling in caverns above, then those caverns inevitably collapse. Many are camped close to dwarven settlements, though they must be very close in order to attack – the nura find it difficult to

travel the long, bare tunnels where no food grows due to their constant hunger.

The omnipresent heat in the area is too much for most people and requires normal humans to be constantly hydrated if they do not want to accrue serious fatigue problems. Much of the food of this area is edible and much is not, but telling which is which can be near impossible, not simply due to their oddness but because the plants of this area are constantly evolving and changing to avoid the ravenous mouths of the inhabitants.

Features of the Hellscape

The Citadel

While naked and violent hobgoblin tribes run amuck outside, the centre of the realm contains a grand Citadel. Rather than a building, a large area of black rocks – coal, obsidian, and others – were dug out to form passageways, houses, tunnels and bridges. The Citadel holds various well-tended gardens, and hundreds of armoured hobgoblins. A few goblins inhabit the realm with a basic knowledge of nura magic.

Mana Sinks

These grand, black, obsidian obelisks hum with an unnatural magical energy. Once approached, they act as a reverse mana lake, drawing in the most potent source of nearby mana. They drain 1 MP per round.

Encounters in Darkness and Fire

Citadel	Rocky Plains	Result
18		1D3 Goblin nuramancers.
17		3D6 Armoured hobgoblins (page 38).
16	18	Lava Man (see page 42).
15	17	Garden.
14	16	Exposed magma stream.
13	15	4D6 plus 20 goblins (see page 38).
12	14	3D6 plus 10 deep hobgoblins (see page 39).
	13	Rocky rain.
	12	3D6 Nura Wolves (page 37)
	11	Mana Sink (level 1D3).
	10	3D6 × 2 Ghouls, lead by a goblin nuramancer.
	9	5D6 × 2 Ghouls, lead by a goblin nuramancer.
	8	Nura Spider (page 37)
	7	Massive Cliff

Gardens

Mauve, purple and brown plants grow rapidly here, feeding on the ambient heat and nutritious soil of the realm. They grow so fast that people can almost see them getting larger. The taste is pleasant enough, but unfortunately for outsiders who come here, they rot as quickly as they grow, and anyone feeding on them immediately gains an extremely painful stomach, suffering half their own HP in Fatigue Points.

These gardens can grow and vanish quickly, leaving an area barren. The nura constantly hunt for them, and staying in one for any length of time invites danger.

The fauna of the area appear quite strange. Much is a type of mauve bamboo which grows almost an inch per second before claiming all nutrition in the area and eventually rotting. The only water in the area comes from above: on rare occasions water pours from fissures in the roof, but mostly the water comes from when those fissures hit lava streams, then forms steam. The steam coalesces across a roof and eventually 'rains' down.

Trees here are built to catch water in their roots from above, so they tend to be spiky at the top. Meanwhile, the only light available is from magma streams, so leaves all turn downwards to capture lights.

Magma Streams

These streams of molten rock create intense heat all around them, inflicting 4 Fatigue Points each scene. Anyone touching one of the streams suffers 2D6 + 4 Damage.

Nura

The nura here cannot make weapons or armour. Besides the lack of raw materials, they simply don't know how to. The best they can do is use sticks from gardens to craft spears or clubs.

Some few within the Citadel own weapons or armour from raids on dwarvish settlements above.

Rocky Rain

Everywhere outside the Citadel is unsafe. Random sections of the roof crumble, letting little flakes of rock float down onto everyone's head. The crumbling rocks become heavier and heavier, soon inflicting 1D6 damage on anyone below. Characters caught in this 'rain', can leave the area if they start marching immediately.

The Citadel still experiences rain, but it has sufficient roof cover to remain safe in most places. Once the rain has gone, hobgoblins come out to clear up the mess, gathering the rocks, and pouring them into a nearby magma stream.



Part II

Games Master Resources

Bestiary

Look round this universe. What an immense profusion of beings, animated and organised, sensible and active! You admire this prodigious variety and fecundity. But inspect a little more narrowly these living existences, the only beings worth regarding. How hostile and destructive to each other! How insufficient all of them for their own happiness! How contemptible or odious to the spectator! The whole presents nothing but the idea of a blind Nature, impregnated by a great vivifying principle, and pouring forth from her lap, without discernment or parental care, her maimed and abortive children!

Hume

This is a land of dangerous creatures where humans are not at the top of the food chain; traders travel in large groups for survival and only the bravest of people

become messengers between towns.

Later in the bestiary sit stranger creatures from other worlds, such as the nura.

SECTION 4.1

Creatures of Fenestra

For our first creature, let's have a proper look at the basilisk.

♂ Basilisk

Strength 6 Dexterity -2 Speed 1
Wits 1

Skills: Aggression 4, Projectiles 1, Athletics 1

Abilities: Odour demands Strength check, TN 9. Acidic breath (1D6-2 Damage).

Knacks: Unstoppable

Attack 12, Initiative 1, Damage 2D6 + 2, TN 5 (10), DR 4 C, 14 HP
10 XP

can provide a creature overview, by showing you if a creature is nura (Ⓒ), or undead (⓪). Groups always start with ♂, while sentient individuals are marked either male (♂), female (♀), or other (♂).

The section at the bottom is the Derived Attributes – the final numbers which help you run the game with lightning speed.

Attack tells you the target number to avoid an attack. The basilisk's Aggression score is 2, and avoiding an opponent's attack requires an Evasion roll at TN 8 plus the opponent's Strike factor, so the total of 10 is presented here. This will not always be accurate – creatures may have different options when attacking, and humanoids can use different weapons, which radically alter their Derived Stats.

Initiative doesn't vary much, unless the creature has the Combat Skill or a weapon.

TN is the standard Target Number to hit the creature. Here, the basilisk's Dexterity is -2, so the TN is (7-2 =) 5. However, by rolling 5 points above the TN, attackers

The title has a little symbol telling you that the Basilisk is an animal. Outside the bestiary, these things

can make a Vitals Shot, so the additional TN of 10 is presented in brackets.

Damage is converted as usual – 4 Damage is replaced with a die, so the basilisk's Damage is 2D6 + 3. A Damage bonus from a weapon is presented as normal Damage, but additional Damage, such as from Knacks, would be presented in brackets.

Hitpoints and Damage Reduction come last on this line. 'DR 4C' means 'Damage reduction 4, counting as Complete Armour', while 'DR 5P' would indicate Partial Armour and Damage Reduction 5.

XP shows you the XP reward the players get for defeating the monster. Remember to remove the standard XP Discount. Notice the empty, line right below the creature's HP to note down damage taken, MP spent, or magical items the creature's recently stolen.

Beasts

These are the creatures one might find on or close to the surface of the land. These are the creatures the party will be interacting with most of the time – many of these creatures are used in the provided adventures. Others can be used for random encounters, or for creating your own adventures through Fenestra.

Aurochs

The wilder regions of Fenestra still see herds of the primitive cow: the auroch. They have massive horns and tend to be more aggressive than the farm animals.

♂ Auroch

Strength	2	Dexterity	-2	Speed	3
Wits	1				

Skills: Aggression 1, Athletics 1

Abilities: Stampede

Attack 9, Initiative 3, Damage 1D6 + 2, TN 5 (10), DR 2 C, 8 HP

-1 XP

Ecology: Across the wild planes stampede droves of wild cows, more primitive and larger than the cows we know today. Muscular and tall, if ever they stampede nearby there is little to do except climb a tree or hope to run into a house before they arrive.

Aurochs can travel in herds of twenty to over one hundred. However, in recent years there have been fewer of them as they have been all but hunted to extinction outside Quennome.

The storms are bad, and thunder has been going for the last few hours. Then the ground starts to rumble. Trees crash in the distance, and a hundred great aurochs stampede towards you.

Encounters: Aurochs can present as a stampede. Wits + Beast Ken is rolled, and failure indicates a given party has very little time to hide. Anyone remaining in the Path of the stampede rolls Dexterity + Beast Ken, TN 9. Failure indicates 2D6 Damage as the marauding mammals trample over the characters.

Aurochs more likely present as a herd of grazing beasts. They can get in the way of a path, and it's best to avoid rattling them if they have young to protect, but the average encounter will be entirely benign.

Bear

Ecology: Bears can be found over all of Fenestra, including populated areas. However, they are typically not dangerous if left alone.

♂ Bear

Strength	6	Dexterity	0	Speed	0
Wits	0				

Skills: Aggression 1, Athletics 2, Stealth 2, Survival 2, Vigilance 2

Abilities: None

Attack 9, Initiative 0, Damage 2D6 + 2, TN 7 (12), DR 2 C, 12 HP

6 XP

Okay – you take first watch. It's a quiet night, as the insects have mostly died. Then you hear a tiny crackle of the Autumn leaves nearby. A large bear is watching the meat left by the fire.

Encounters: Bears like stalking. In warmer seasons, bears merely show curiosity. When colder months approach, they become braver, and occasionally pick out travellers when they wander alone to defecate or simply want a moment to themselves.

While bears would almost never attack an armed group, any one or two characters can easily fall prey to a hungry or inquisitive bear, or perhaps just end up in a fight over who gets the rations. Bears like to stalk their prey and can follow bands of humans for some days, waiting for a good time to strike.

In the colder seasons, bears hibernate. Your average farmer considers them simply 'gone', but a number of adventuring parties have awakened a sleeping bear when searching for a place to rest.

Boar

♂ Boar

Strength 1 Dexterity -2 Speed 3
Wits 1

Skills: Aggression 2, Athletics 1,
Survival 1, Vigilance 2

Abilities: None

Attack 10, Initiative 3, Damage 1D6 + 1, TN 5
(10), DR 2 C, 7 HP

3 XP

Ecology: Boars tend to inhabit the deeper forests, and pick up a number of scars from fighting with the terrifying creatures who live there. They have to be active all year round to survive, and like most forest creatures get braver as Winter approaches.

Encounters: Boars never attack unless cornered and defending their young, though they can get very defensive. PCs are only likely to come into violent contact with them if the boars are pushed into violence, perhaps with magic.

Chitincrawler

Chitincrawlers are large, armoured, spider-like creatures. They have eight appendages, each ending with four-fingered hands. Their jaws are more wolf-like than arachnid. You could be forgiven for thinking, with their twisted forms, that they are a type of nura, but their more normal hunger levels show them to be simply a horrifying part of the natural world.

♂ Chitincrawler

Strength 5 Dexterity 0 Speed 2
Wits 4

Skills: Aggression 3, Athletics 2,
Survival 3,

Abilities: Web (Strength + Athletics, TN 11 to break free as a movement action)

Attack 11, Initiative 2, Damage 2D6 + 1, TN 7
(12), DR 5 C, 11 HP

11 XP

Natural Abilities: Chitincrawlers can slowly lay a sticky web-like substance over large areas – often over bushes or tree branches so as to maximize contact. Once some creature has been caught the chitincrawler quickly descends. If the prey is weak, it leaves it in the

web. If the prey might be strong enough to break free, it quickly bites through limbs to start bleeding it dry.

Noticing the web before stepping into it requires a Wits plus Survival action, TN 7 during the daylight and higher at night or in the twilight of a forest. Breaking free of the web requires a Strength action at TN 7 plus the chitincrawler's Strength.

Ecology: Chitincrawlers live alone, finding others of their kind only to mate with. They hold very large territories and enjoy watching places from afar with their excellent eyes – they can spend days in a new area just watching to see how many animals and of what type pass through it.

During the winter, all chitincrawlers hibernate, becoming part of the surrounding snow. Miss out any chitincrawler encounters during these times.

Encounters: Chitincrawlers, despite no apparent intelligence, show incredible planning ability when laying their traps. If a party wandering along the road has members caught in the web, chitincrawlers always attack people who are not stuck first.

You awake sticky and heavy. It's hard to get up. Looking around, you see everyone in the circle has been stuck in a massive web while they slept. Looking up at the treetops, you find a great, black creature descending with eight outstretched arms.

Griffin

You've found nothing these past two days. You're still sure you're going in the right direction, but it's another full day's march till you reach the town, and the smaller members of the group don't look like they can make it.

Looking up to the trees you can see a great nest packed with eggs, as big as a man's head.

The favoured mount of elves, griffins nest in treetops using large branches and leaves. They hunt deer, badgers, aurochs and anything else they can get their claws into. They are essentially a winged mammal with an avian face – often described as having the body of a large cat with the head and wings of an eagle, though in reality they are not composed of other creatures but are a thing in their own right.

♂ Griffin

Strength 1 Dexterity -2 Speed 1
Wits 2

Skills: Aggression 2, Athletics 2,
Survival 1

Knacks: Extreme Charge

Abilities: Flight

Attack 10, Initiative 1 (2), Damage 1D6 + 1
(1D6 + 2), TN 5, 7 HP

2 XP

Ecology: Griffins live in areas of tall trees where they can safely build their nests. They are excellent climbers, learning first to scurry along trees by digging their sharp claws in and then later to glide in order to swoop down on prey from above. By the time a griffin has learnt to fly, it can have a wingspan of up to 15 feet. Griffins like to nest at the edges of forests, allowing them to fly out and catch grazing creatures such as deer on the open planes. Griffins will often hunt alone, but if a prey is spotted which is too large to catch they will often hunt together.

Encounters: A party may see a lone griffin and imagine it has no interest in them, or think that they have frightened one away. Some time later, a pack of half a dozen can descend upon them. If any die the pack usually flees to avoid further deaths but until that point they will dive at characters at full pace in order to take advantage of their attack bonus for charging.

Another tactic griffins like to employ is picking up smaller people. Griffins can still fly while holding people with a weight equal to the griffin's own strength, so a griffin with Strength 3 could carry someone with 3 HP into the air.

Mouthdigger

Imagine a very large mole with more teeth than whiskers and a larger mouth than head. These furry creatures could almost appear as a large dog if seen outside of the ground, but the first thing people usually see are its tonsils exploding from underneath. The unhappy victim is captured and possibly torn asunder by the attack then pulled back down underground to be slowly eaten or perhaps to feed the creature's young.

Ecology: Mouthdiggers' favourite food is the auroch – they can snip the leg-tendons from one, watch it bleed out and then crawl over and feast on it for some days to come. Their greatest strength is that, while lying mostly underground, they are almost completely scentless, so creatures which coordinate by their nose have a hard time spotting the lethal trap in waiting.

Much like badgers they create long, winding Paths of underground homes. Anyone with a Strength greater than 1 is too wide to fit into such narrow passages.

The ground beside you explodes and great teeth snap for your leg.

Encounters: There is only one way a mouthdigger attacks – by surprise. They dig into a bush, build a warren, clean up the surrounding area so nobody can see the entrance, then jump out of the bush and bite for 1D6 + 2 Damage. If unsuccessful, the mouthdigger typically crawls back into its hole.

♂ Mouthdigger

Strength 2 Dexterity -1 Speed 3
Wits 0

Skills: Aggression 2, Stealth 3,
Tactics 2,

Knacks: First Strike, Adrenaline Surge,
Perfect Sneak Attack

Abilities: None

Attack 10, Initiative 4 (6), Damage 1D6 + 2
(3D6), TN 6 (11), DR 2 C, 8 HP

11 XP

Wolf

Ecology: Wolves live everywhere except islands. In the Winter, many die, and they become rarer, but in Summer they breed and run quickly. While farmers know them as thieves, the majority of the time, wolves hunt wild animals, like boar or deer.

♂♂ Wolves

Strength -1 Dexterity -1 Speed 2
Wits 1

Skills: Aggression 2, Athletics 2,
Survival 5, Tactics 2

Abilities: Teeth (+1 Damage after
grapple), Quadraped (double
movement)

Attack 10, Initiative 2, Damage 1D6, TN 6 (11),
DR 1 C, 5 HP

1 XP

Encounters: During warmer seasons, wolves never attack humans. Encounters may involve seeing wolves running in the distance, but nothing more. When food becomes leaner, they become braver and may try to steal a party's food supplies in the night. During the

depths of Winter, wolves can occasionally become hungry enough to attack people, but almost always when those people are alone and have food cooking.

A tiny scratching sound is heard – only a little louder than the crackling fire. Thomas' Rucksage is wandering away into the distance, and as the fire flares up you see the face of a wolf in the shadows, dragging his baggage away. A dozen wolves gather and tear the bag open, pulling the food out.

Woodspy

Woodspies are like a type of camouflaging octopus, adapted to exist solely on land. They have three to six tentacles and transform their shape in the manner of a hand making a shadow puppet and then adjust their skin-texture to match. They grapple with opponents and then start gnawing into prey with a powerful beak, located underneath the main body.

The tree to your side shifts, and tentacles reach out of it. Half of the trunk was really a translucent creature, waiting to grab you and pull you up the tree, far away from the rest of the party.

Natural Abilities: Woodspies are too soft to hurt creatures through punching – they must first grapple and then start sticking their beak, held underneath the main body, into the target. Noticing a woodspy while camouflaged requires a Wits plus Survival action, TN 14; bonuses can be assigned for sunny or particularly open areas.

♀ Woodspy

Strength	1	Dexterity	3	Speed	2
Intelligence	-4	Wits	2	Charisma	-5

Skills: Combat 1, Athletics 2, Stealth 3, Survival 2, Tactics 1

Equipment: None

Attack 9, Initiative 2, Damage 1D6 + 1, TN 10 (13), DR 3 P, 7 HP

4 XP 0 FP

Ecology: Woodspies inhabit all manner of areas but prefer open plains and forests where there is plenty of cover and plenty of food. They always hunt alone. Despite being animals, they are in fact rather intelligent and as a result are immune to Aldaron spells, but subject to Enchantment spells, though the enchanter has a -4 penalty to affect them due to their strangeness.

Encounters: Woodspies often like to grab people when they are alone – perhaps when someone is breaking from the group to go to defecate. Many like to climb trees and then grab and pull the target up to where they can safely be eaten without the other humans of the group attacking it.

Behemoths

This is a world of large creatures which can often be very dangerous. They are not a different type of entity, but are often grouped together in terms of how people interact with them. When a behemoth hits your farm, it is like a hurricane – it is a force of nature which cannot be stopped. One can only flee. Occasionally, daring young knights will have a go at killing such creatures and then promptly die. It is also popular among the followers of Ohta to commit suicide by challenging anything larger than nine feet tall to a battle in one's old age, to ensure that one does not die in bed.

Basilisk

♂ Basilisk

Strength	7	Dexterity	-2	Speed	2
Wits	1				

Skills: Aggression 4, Projectiles 2, Athletics 1

Abilities: Odour demands Strength check, TN 9. Acidic breath (1D6-2 Damage).

Knacks: Unstoppable

Attack 12, Initiative 2, Damage 2D6 + 3, TN 5 (10), DR 4 C, 15 HP

12 XP

The wind brings a nasty stench with it. "Time to go!", shouts the captain. "There's a basilisk about". The troop draw up their tents extra quickly, and move away from the wind as snapping branches can be heard in the far distance.

"We can't outrun the beast, so try not to make too much noise."

Basilisks are massive, terrifying lizards. They ingest almost any wildlife or creature in a similar manner to a spider – first dissolving them with an acidic spray and then feasting on their body. To make matters worse (for their prey) they have a deathly odour which can paralyse anyone who smells it. They stand up to ten feet long and four feet wide, with eight powerful legs propelling their huge bodies forward like a centipede.

Their scaly bodies are particularly tough and so are prized as top-quality leather armour. Often, the best way to deal with a basilisk is to get in contact with someone who has siege weapons.

Natural Abilities: A basilisk's odour forces anyone smelling it to make a Strength check, TN 9, each round. Failure indicates the character gets a -3 penalty to all actions for the round as they enter a nauseous trance, either vomiting or just staring into space with disgust. A basilisk can fire its acidic breath forward up to ten squares away, inflicting 1D6 – 2 acidic Damage. This Damage persists each round, reducing by 2 each round, so an attack causing 4 Damage would inflict 2 Damage on the next round and none on the round after that. The breath weapon is aimed like any other projectile.

Ecology: Basilisks mostly sleep throughout the Winter and wander the ancient forests during the other seasons. The stench takes deer, boar, and even bears by surprise. The basilisk's amazing speed takes care of the rest.

Encounters: It starts with the stench, even before the horrible sound. The worst thing about a basilisk is the powerlessness – you need to leave the sheep to die, or abandon the camp, and just run.

Basilisks run fast when they smell food (and the party are food). When they come, the best thing one can do is hide.

Dragon

Dragons can be terrifying and extremely damaging but are generally considered to be divine creatures given their association with the sky. When they land on a farm there is precious little anyone can do but let them take it and hope that the dragon falls back into hibernation soon. Dragons spend a lot of time in underground realms or far off places inhabited by spirits, demons and semi-divine things of the other side.

Dragons can reach up to sixty feet in length, though a more modest specimen is presented here.

Natural Abilities: Dragons' wings allow them to fly, using the Athletics Skill to move in the air instead of the ground.

Ecology: Dragons are generally solitary creatures, though people have nightmares of this situation changing constantly. Most of the time none are active in Fenestra, though an unknown number are presumed to sleep there in the Dogland region. They come from

foreign lands and like to create fanciful tales of the places beyond in order to scare knights or irritate academics. It is said that older dragons sometimes transform themselves into humans and walk abroad in the land, pretending to be alchemists, bards, nobility or just whatever strikes their fancy. Rumours abound of their constant interference in politics among all races, though if half the rumours were true there would be more dragons than horses in Fenestra.

The majority of dragons do not learn humanoid languages, but some few learn dwarvish or elvish. This has provided a lot of false hope to those trying to negotiate with dragons.

As you start to approach, its golden eyes glitter, and you find yourself paralysed by some unearthly magical force. A moment later and fire explodes from its mouth, burning everyone in front of you. A few survive just enough to start crawling away in retreat, while the dragon considers its next move.

Encounters: Most dragons encountered will be fast asleep. Sometimes they rest openly in a forest – they have the rare claim to power that they can sleep in the open without any real fear from the world. In such cases, characters will simply need to retreat quietly.

At other times, dragons may be seen taking back a recent kill – perhaps a deer or a farmer's sheep. A few dragons take people back to their lair in order to learn about recent news or to learn about human languages. Once the dragon has learnt what it can, the person is often challenged to a game of riddles for their freedom.

♂ Dragon

Strength	8	Dexterity	2	Speed	4
Intelligence	4	Wits	4	Charisma	2

Skills: Combat 4, Aggression 4, Projectiles 1, Academics 3, Athletics 2, Deceit 4, Tactics 2, Vigilance 3

Knacks: Combat Caster, Last Stand

Path of Enchantment 2, Invocation 4,

Blood: Force 1

Equipment: 3D6 × 100gp, sitting in a lair.

Attack 12, Initiative 4, Damage 3D6, TN 9 (14), DR 4 C, 9 / 10 MP, 14 HP, 7 SP

26 XP 7 FP

Underground Creatures

These are the creatures which inhabit the low-energy areas between the extreme depths of the world and the upper lands. They are the bane of dwarves and gnomes, though dwarves can also make a meal out of anything. As the dwarves like to say, "The harder they fall the sweeter the meat".

Acidic Ooze

Oozes appear as gelatinous blobs – sometimes they ooze along the underground caverns, sometimes they crawl into rooms to digest their latest victim and appear as a little pool of water hidden away in a small pit.

Natural Abilities: Young oozes are generally partially transparent, especially when hungry; spotting them requires a Wits plus Vigilance action, against their Wits + Stealth. Older oozes are hardier, and larger, but less good at hiding.

Some ooze also have the Projectiles Skill, indicating they can shoot acid up to 10 squares away.

In combat oozes always slither blindly at people, shifting about randomly so as not to be hit, and wrestling with their targets. Every 2 Initiative points of contact causes 1 Damage due to their acidic bodies. At the start of a new round, oozes immediately begin inflicting Damage if they have grappled someone, even if their Initiative has not yet come up; this Damage ignores all armour except Perfect armour. Oozes are huge, and can cover up to two squares at once, attacking everyone inside those squares at the same time. Oozes also heal 1 HP per round by melding back together. Their forms can still be bruised, and sufficient separation will kill them forever.

An ooze's greatest weakness is fire. They suffer 1D6 Damage from any torches, and receive no DR when attacked with fire.

Ecology: There are a large variety of ever-evolving gelatinous creatures which inhabit the underground realms. Most eat the underground mushrooms and the scum from underground lakes. Many skulk along ceilings and drop on anything which passes beneath them. They possess less sentience than the simplest insect and operate by a very simple set of rules involving moving towards anything which smells like an edible.

Oozes can also be found occasionally out in the ocean, slowly digesting any fish (or fishermen) who wander into them. They may not be fast, but once they have someone it can be difficult to get out of their grasp.

Oozes, while highly acidic, are a dwarven delicacy once prepared properly.

♂ Invisible Ooze

Strength 1 Dexterity 2 Speed 2
Wits 1

Skills: Aggression 1, Athletics 2, Stealth 2,

Knacks: Unstoppable

Abilities: Acidic damage, gelatinous (DR does not apply to fire-based attacks)

Attack 9, Initiative 2, Damage 1D6 + 1, TN 9 (14), DR 3 C, 9 HP

5 XP

♂ Black Ooze

Strength 4 Dexterity -1 Speed -1
Wits 2

Skills: Aggression 4, Projectiles 2,

Knacks: Disarm, Unstoppable

Abilities: Acidic damage, gelatinous (DR does not apply to fire-based attacks)

Attack 12, Initiative -1, Damage 2D6, TN 6 (11), DR 6 C, 12 HP

10 XP

Umber Hulk

Umber hulks are massive insect-like creatures with massive mandibles. They mostly eat mushrooms and acidic, underground oozes, but devour absolutely anything if it happens to be near.

Small, sticky orbs hang from the ceiling.

Ecology: They move quickly, eat quickly, and worst of all, their eggs hibernate until food is near. This makes them extremely difficult to get rid of once a tunnel system has been infested.

They naturally live underground, where their eggs can grow undisturbed, but many venture a few miles outside of their caverns when hungry.

Once you crack one open, you find a tiny little insect with a soft, white shell. The smell on the inside fills the entire tunnel, and a second later a fast clatter comes from farther down the tunnel. It's getting closer.

You turn to see an insectoid creature, bigger than any war horse and covered in thick, black armour, racing towards you.

Encounters: There are two types of umber hulk encounters. If a group are moving towards an umber hulk, it will remain still and silent in the hopes of ambushing them. In the dark, umber hulks can blend into the surrounding rock, at least until one gets close.

When people are moving away from them already, the hulking insect gives chase.

♂ UMBER HULK

Strength	5	Dexterity	0	Speed	3
Wits	2				

Skills:

Aggression 2, Stealth 2, Survival 3, Vigilance 0

Abilities:

Attack 10, Initiative 3, Damage 2D6 + 1, TN 7 (12), DR 5 C, 11 HP

11 XP

Abilities: Once a tentacle is stepped on, the creature slowly lets out a hallucinogenic gas to confuse their targets. A Wits plus Vigilance task, TN 10, is required each round to not waste one's time running from, attacking or conversing with mental illusions of one's own making. Meanwhile, everyone involved suffers 4 Fatigue Points each round.

Encounters: Watchers can be difficult to spot; they like to hide in darkened corners and pretend to be a shrub or a pile of rubbish – finding them requires a Wits plus Vigilance Action at TN 10. Their gases fill massive areas, so it can often be a time race to either escape or find and destroy the creature. Destroying it of course just releases more gas, but at least potential victims have the joy of knowing their corpse will not be slowly eaten while paralysed with fatigue by an alien face with too many eyes.

♂ WATCHER

Strength	-2	Dexterity	-2	Speed	-2
Wits	1				

Skills:

Stealth 3, Vigilance 2

Abilities:

Gas

Attack 7, Initiative -2, Damage 1D6 – 2, TN 5 (10), DR 3 C, 4 HP

1/3

Watcher

Somewhere between an very sentient plant and a very slow creature, watchers simply wait where they are, tentacles outstretched like scrawny roots across some tens or hundreds of feet.

SECTION 4.3

HUMANOIDS

These are the five sentient races which change the face of Fenestra. A few examples of each will be presented – these will not match up with PCs' starting Attributes for a number of reasons. Elves are very long lived, but players will only be able to portray young elven characters – similar but less extreme things could be said of gnomes or dwarves. The examples given will be of common examples of the races, together with a soldier or some other adventuring archetype, and a magic user. When crafting your own encounters, individual examples of a race should still have unique Traits – these are simply provided for fast reference.

Dwarves

Dwarves can make excellent underground enemies or friends depending upon the characters' missions. Generally, if the characters are law-abiding types and have the good grace to send a letter ahead of themselves politely asking for aid, they will receive a dots well dots a Spartan welcome but at the very least they will be given food and weapons if the dwarves share any enemies with them. Dwarven traders also travel the land to sell their strong ales or purchase products otherwise unavailable. They might even be stuck into an adventure as part of another culture as some few villages have hosted dwarves for a decade or more as part of the cultural exchanges which dwarven matriarchs occasionally drive.

Names: Dwarves take their names from the cultures they interact with, so a dwarf trading with an elven settlement will take an elven name during his time there. They do not give their names to outsiders easily, even when those outsiders are visiting their citadels.

You can't read dwarvish, but writing on cavern walls, in blood never, looks friendly. Nevertheless, there's no going back.

Your friendliest voice bounces down the tunnel, and movement starts. It sounds like there could be ten of them, but it's hard to tell with all the echoing.

Only six come out, all with grimy faces, but shining, well-polished plate armour. The first says "I know this isnae your faults lads, but if yous leave, it'll be little stories going up before long".

"Death before taxes!", he shouts.

Looking back, the runes have already cast a forcefield across the tunnel behind you, and the dwarves have raised their crossbows.

Dwarven Trader

Your standard dwarvish citizen is a gruff male who works with his hands.

♂ 9 Dwarven Traders

Strength	0	Dexterity	1	Speed	-1
Intelligence	1	Wits	0	Charisma	0

Skills: Combat 1, Crafts 1, Deceit 2
Equipment: Shortsword, 2D6 + 4gp, jewellery worth 3D6sp

Attack 9, Initiative 0, Damage 1D6 + 1, TN 10, 6 HP

1/3 5 FP

Dwarven Soldier

Dwarvish soldiers sport proud suits of plate armour, making them nearly impenetrable to normal weapons.

♂ Dwarven Soldiers

Strength	2	Dexterity	2	Speed	0
Intelligence	0	Wits	0	Charisma	-1

Skills: Combat 2, Crafts 1, Tactics 1
Equipment: Shortsword, partial plate armour, 2D6sp

Knacks: Chosen Enemy: Goblinoids, Defender

Attack 10, Initiative 1, Damage 1D6 + 3, TN 11 (14), DR 5 P, 8 HP

9 XP 4 FP

Tactics: Dwarven warriors typically *charge* and trust to their plate armour to keep them safe in battle.¹

Dwarven Runemaster

Every dwarven citadel hosts at least one rune master. They act as advisors to the matriarchs, making this the most privileged position dwarven males are allowed to obtain.

♂ Dwarven Runemaster

Strength	0	Dexterity	1	Speed	0
Intelligence	1	Wits	0	Charisma	0

Skills: Combat 1, Academics 2, Crafts 1, Tactics 2

Path of Runes: Fate 2, Force 3, Conjuraton 1

Equipment: Shortsword, partial chainmail, 3D6sp

Attack 9, Initiative 1, Damage 1D6 + 1, TN 10 (13), DR 4 P, 5 / 5 MP, 6 HP

8 XP 5 FP

Runemasters typically prepare their spells before any battle commences. Commonly made magical items include a runic breastplate which stores 3 MP and can cast a blessing to restore 1D6 + 2 FP (as per Fate 2).

¹See the core book, page 43 for more on charging.

Elves

Most of the elves are engaged in a communal song, but two stand at the side arguing. They look like children, except for the eyes which appear old and stressed. The leaves all around seem to sway and faintly grow in response to the song.

Elves can forget about the outside world and forget to protect themselves quite easily, perhaps not noticing that in the last fifty years a new human settlement complete with an army has appeared, or that gnolls have invaded the area. If characters even encounter a settlement, the elves will probably initially treat them like any other passing animal or be surprised by the idea that there are more humans about. Travelling elves are usually less snobbish and are better at imitating human customs such as wearing clothing. Many take to the human roads to wander the earth, trying to bring back the wisdom of gnomish villages to their lands, and occasionally stopping in human towns and exchanging their jewellery for a bottle of wine and a meal.

Male Names: Minyon, Rúnatar, Telma, Norson.

Female Names: Ría, Maltë, Maiwë, Failë, Telwë.

As soon as you speak with the arguing elves one looks aside, then points to the setting sun. You turn to look at it for a moment and it instantly sets, leaving the forest dark, without a hint the elves were there.

Your guide informs you that you've been staring at the Sun vacantly since you spoke to the elf earlier. Just staring, and not saying anything to anyone.

Dryad

Various elves, usually towards the end of their lives, lose any intimate connection with their bodies and shapeshift constantly, using their natural abilities. Sometimes these creatures will live alone in the woods, preferring the company of simple animals rather than the increasingly naive and ignorant lives of the much younger elves in their communities. Others, more malicious, have been known to frequent the shores of lakes and eat anything that comes by, including other humanoids. These long-lived creatures view themselves as so far beyond any other creature that they see little difference between the tweeting of birds and the simple conversation of humans, so eating their flesh underwater is simply one short step away.

When dryads reproduce, the magic in their veins is often so strong that the child is part woodland and part elf, making them almost an entirely different species. Each dryad has different abilities, but high levels of the Polymorph and Aldaron spheres are always attained.

Song magic is also popular among the dryads, allowing them to stay safe by reading what the future holds and to bless people whom they find entertaining.

Dryads who are not malicious often represent themselves as demigods, accepting offerings from gnolls, humans or gnomes and giving blessings or guidance in return.

♀ Dryad

Strength	4	Dexterity	2	Speed	1
Intelligence	2	Wits	2	Charisma	0

Skills:	Combat 1, Academics 3, Athletics 0, Empathy 1, Survival 3, Vigilance 2
Path of Blood & Song:	Polymorph 5, Aldaron 4, Fate 2, Enchantment 1
Equipment:	Dagger, jewellery worth 1D6 + 2gp

Attack 9, Initiative 1, Damage 2D6 + 1, TN 9 (14), DR 6 C, 3 / 8 MP, 10 HP
17 XP 5 FP

Encounters: Dryads can easily become violent when their territory is threatened. Being intelligent creatures, they do not march blindly into battle, but will use magic to pull apart any settlements they feel are in the wrong place. Some few can be bargained with, but it's famously difficult to bargain with creatures who don't have any use for gold, outside information, or friends.

Tactics: Dryads always have a penalty of 5 MP to keep their dryad form in place, though some remove it to revert to elf-form or change into a human. Their knowledge of the Fate sphere also allows them to keep their Fate Points stocked up at all times. When fights break out, most dryads will take some elemental form, or turn into a bird and fly away. They prefer to summon animals to their aid, or approach lone people, then enchant them to wade into the water where they cannot move so easily.

Elven Wanderer

Elves pick up masses of skills over their long years and tend to view anyone who does not practice various different skills as a child in need of teaching or a dullard in need of ignoring. While the Skills below are shown at level 1, most elves will master one every couple of centuries.

Encounters: Mostly, characters will meet travelling elves, who will mostly be impeccably polite. They have a reputation as being assassins, which most work hard against, although many still practice with their short, thin blades enough to keep themselves safe.

Tactics: When they need to fight, elvish blades are fast. They prefer fighting in the darkness as their heightened senses give them a distinct advantage. While elvish blades are sharp, they do not have the strength to damage people wearing heavy armour, so most avoid any fights with those in heavy armour.

♂♀ Elf

Strength	-1	Dexterity	1	Speed	2
Intelligence	2	Wits	1	Charisma	-1

Skills: Combat 1, Academics 2, Athletics 1, Crafts 2, Stealth 1, Survival 3, Vigilance 2

Path of Blood & Song: Aldaron 2, Fate 1, Polymorph 2

Equipment: Rapier, dagger, jewellery worth 3D6sp,

Attack 9, Initiative 4, Damage 1D6, TN 9, 6 / 6 MP, 5 HP

6 XP 4 FP

Elven Enchanter

Elven enchanters have hundreds of years to perfect not only their natural magics but also outside magic Paths – often the Path of Song.

♂♀ Elven Enchanter

Strength	-3	Dexterity	1	Speed	1
Intelligence	4	Wits	3	Charisma	1

Skills: Projectiles 1, Academics 3, Empathy 3, Deceit 1, Performance 1, Stealth 1, Vigilance 2

Path of Blood: Aldaron 4, Enchantment 5, Fate 4, Forces 1, Invocation 1, Polymorph 2

Equipment: Dagger, jewellery worth 3D6sp

Attack 7, Initiative 1, Damage 1D6 – 2, TN 8, 10 / 10 MP, 3 HP

7 XP 6 FP

Tactics: Enchanters can grasp at people's minds, confusing people or sending them to sleep with a TN of 13. They typically turn groups against each other, converting one side to their service through mental Domination before casting Confusion upon the rest.

Gnolls

Gnoll Hunter

Adventures containing gnolls will almost certainly be martial in nature. They can be insular and very tribal, and few characters will count as being part of any gnoll's 'in-group', not even other gnolls.

Names: Thoosh, Ethsh, Glua, Dlísh.

♂♀ Gnoll Hunter

Strength	3	Dexterity	0	Speed	1
Intelligence	-1	Wits	0	Charisma	-1

Skills: Combat 2, Aggression 2, Projectiles 2, Survival 3

Knacks: Adrenaline Surge

Equipment: Spear

Attack 10, Initiative 2 (4), Damage 2D6 (2D6 + 1), TN 9, 9 HP

6 XP 4 FP

Encounters: Gnoll encounters have to be viewed entirely in terms of the local territories. If the territory belongs to the gnolls, they will do as they please to the characters, but are unlikely to be preparing for a fight. If the territory does not belong to the gnolls, they will be polite, and immediately explain their reasons for where they are, and explain they intend to leave as soon as their business is concluded.

Tactics: If the territory is disputed, the gnolls are dangerous, and eternally prepared for a dirty fight; they will strike at night, throw spears over an area, then rush to kill the largest target they can see in unison.

Your standard gnoll is well equipped to hunt, gather food and deter intruders into their territory. Women usually take their children out on hunting missions to train them from an early age, although they are permitted to run away if battles with humanoids rather than hunting arises.

Approaching the settlement, dozens of dogs run out barking. They look massive, almost large enough for a gnome to mount and ride. More barking from behind them turns out to be a gnoll shouting orders, and the dogs stop just shy of trying to tear you apart. The entire village come out of their tents, and away from their fires, and form a semi-circle in front of you; perhaps 20 in total.

Gnoll Shaman

Gnoll shamans typically follow Laiquë or Qualmë. They are a rarity in any gnoll society but always accorded respect when they are present. They are not permitted to enter war councils but are also immune to all challenges except from other shamans.

♀♂ Gnoll Shaman

Strength	1	Dexterity	0	Speed	1
Intelligence	1	Wits	1	Charisma	-2

Skills:

Combat 1, Aggression 2, Projectiles 1, Academics 1, Beast Ken 1, Stealth 1, Survival 1, Vigilance 1

Path of Divinity (Qualmë):

Fate 1, Necromancy 1

Equipment:

Dagger

Attack 9, Initiative 1, Damage 1D6 + 2, TN 7, 5 / 5 MP, 7 HP
 5 XP 3 FP

The gnolls don't respond, just stare. Slowly, an old creature wanders forward, and the semi-circle part for him. He looks like a proper old dog, but the bones piercing his ear show him to be a priest of Qualmë.

"How may we help?", he asks innocently, while the other gnolls wait patiently.

Gnomes

Many gnomes few have taken to thievery in human towns where they can dress as children and confuse people with their illusions, though they will often leave town once it is generally known that there is a gnomish illusionist about – their tricks are much easier to spot once everyone is on the lookout for them.

Names: Frack, Niggle, Bleam, Gliml, Snock.

"You got me", the little illusionist says as he steps out of the bushes. "Okay", he concedes, "I'll show you the jewels I stole if you don't hurt me". The chitincrawler sitting beside him slowly reveals itself to be a normal, boring bush.

Gnome

A majority of gnomes are farmers, often with a light interest in alchemy and academic literature in general. Some adventurous (or simply poor) gnomes end up as thieves in large-scale cities.

♂♀ Gnome

Strength	-2	Dexterity	2	Speed	0
Intelligence	1	Wits	2	Charisma	2

Skills:

Academics 1, Crafts 2, Empathy 1, Illusion 2

Path of Alchemy:

Equipment:

Dagger,

Attack 7, Initiative 0, Damage 1D6 – 1, TN 9, 3 / 3 MP, 4 HP
 1 XP 7 FP

Gnomish Illusionist

Most communities of gnomes hold at least one specialised illusionist. When not studying they farm, bore people with philosophical questions and smoke extraordinarily long pipes. On occasion, some will specialise in the invocation sphere in order to hunt animals.

♂♀ Gnomish Illusionist

Strength	0	Dexterity	-2	Speed	1
Intelligence	3	Wits	2	Charisma	1

Skills:

Academics 3, Deceit 3, Stealth 1

Path of Alchemy:

Conjuration 3, Force 1, Illusion 3

Equipment:

3D6 – 2gp,

Attack 7, Initiative 1, Damage 1D6, TN 5, 9 / 9 MP, 6 HP
 7 XP 6 FP

Tactics: Illusion goes way beyond casting illusions. If people expect an illusionist to be present, illusionists will make a human warrior look like a badly-made illusion in the hopes of starting confusion, or perhaps even a fight. If they're in basilisk territory, they will make the illusion of basilisk droppings before making an illusion of a basilisk's roar. If an actual basilisk appears, an illusionist can make it appear that a chasm is blocking the party's escape, or make a real chasm appear as if it were solid ground.

As you follow the little man, you notice a strange movement in his face. Suddenly, he disappears, and the bush behind transforms into a nura creature, and rushes towards you.

Humans

Being the most prolific race in the area, humans will most likely form the centrepiece of any campaign. Elves do not have cities with taverns, open to anyone for trade. Gnomes actively hide their towns until they are sure that they will not be attacked, and live so much underground that adventurers may well camp overnight by a gnomish village without either party being aware of the other. Humans are not always hospitable, but their great towns are geared towards trade to the point where anyone with enough tradeable goods is pushed in as if by some invisible hand into the local marketplace and then an inn.

Names: For the purposes of the Trade Tongue, English is used along with its names. Humans will also have a secondary name which comes from their home village, which are an eclectic mix as each town and village has a slightly different accent, or even a different language from others.

Encounters: Human roads can be distinguished by two key features – their poor quality, and the fact that they are everywhere. On these roads, two primary types of humans wander: traders and bandits. Traders are far more common, and easy to spot due to their goods. They always want more company, as it keeps them safe, and may even pay adventurers a small sum in order to stay with them while travelling.

Bandits, on the other hand, will only present themselves if they think they can win a fight.

Human Trader

At least half the humans in any given area are farmers. Most organised militia are comprised of ex farmers who expect to return to farms, either to their own after sufficient payment or to new farms in conquered territory. Humans may not have the greatest empathy with animals, but farmers certainly spend more time around inhuman animals than any other sentient race.

♂♀ Human Trader

Strength	1	Dexterity	0	Speed	0
Intelligence	1	Wits	-1	Charisma	2

Skills: Combat 1, Academics 2, Deceit 3

Equipment: Shortsword, 2D6 + 4gp

Attack 9, Initiative 1, Damage 1D6 + 2, TN 9, 7 HP

1 XP 7 FP

Human Priest

Human priests might follow any one of the gods. For simplicity's sake, a priest of Véré is presented below.

♂♀ Human Priest

Strength	1	Dexterity	0	Speed	0
Intelligence	1	Wits	0	Charisma	0

Skills: Combat 1, Academics 1, Empathy 1

Path of Devotion: Fate 2,

Equipment: Quarterstaff

Attack 9, Initiative 1 (3), Damage 1D6 + 1, TN 9, 3 / 3 MP, 7 HP

4 XP 5 FP

Often a priest will accompany bands of warriors, whether they are going to war or simply moving in to defend a village against a recent threat. Any such warriors accompanied by a priest will have a full allotment of Fate Points.

Bandits and Soldiers

Human soldiers are rarely only warriors. Most are farmers who have trained in preparation for a battle – not all have actually seen war. Others are sellswords who will kill anyone for a price – they switch between working as bounty hunters and assassins depending upon local politics and economics.

Bands of desperate warriors are often hired by villages to beat back rising tides of nura or dangerous

forest beasts, such as basilisks or woodspies. When money and food become rare, or if nobody needs anyone to fight, people inevitably turn to banditry as the only way to make a living.

Tactics: Human bandits will pick a likely spot by the roadside and practice with their arrows for hours on end. If someone shows up, one of the spotters will give a sign and the group will go silent. The first people to be hit are fighters. The second are the horses. Traders, meanwhile, will often survive an encounter with bandits if they agree to abandon what they have and run along the road.

♂♀ Bandits

Strength	3	Dexterity	1	Speed	0
Intelligence	0	Wits	-1	Charisma	0

Skills: Combat 2, Survival 2, Tactics 1

Equipment: Greatsword, partial chainmail, 2D6sp

Attack 10, Initiative 1, Damage 2D6 + 1, TN 10 (13), DR 4 P, 9 HP

8 XP 5 FP

♂♀ Soldiers

Strength	2	Dexterity	2	Speed	0
Intelligence	0	Wits	-1	Charisma	0

Skills: Combat 1, Beast Ken 1, Tactics 1

Knacks: Adrenaline Surge, Extreme Charge

Equipment: Shortsword, partial leather armour, shield, 3D6cp

Attack 9, Initiative 1 (2), Damage 1D6 + 3 (2D6 + 1), TN 12 (15), DR 3 P, 8 HP

8 XP 5 FP

SECTION 4.4

Nura

Beasts

Nura beasts are normal animals which have been captured inside caves leading to nura kidnappers. They are later taken into the depths and experimented upon by the magics of the Path of Nura, emerging as misshapen creatures. These creatures all inherit the hunger of the nura and tend not to survive long as they must either starve to death or come to blows with humans. Their extreme hunger can give them incredible bravery, adding 2 to all Morale checks.

While ‘standard’ nura beasts are presented below for easy, persistent reference, all admit of variation – stranger creatures than these could be mutated and these creatures can be given any number of additions.

Nura Cat

House cats and wild cats turned into nura are capable of pulling down a deer with a single swipe to the jugular. They move at incredible speeds and can often pounce on people with a drawn sword faster than they can move to defend themselves.

The chicken coup shatters as a cat the size of a man explodes out of the hut and into your face.

Abilities: Nura cats have such vicious claws they grant 1 Damage to all attacks.

Ecology: Once released into the wild, these cats universally remember and cling to their old territories. They often return home and eat their original owners, and if nobody hears the screams, it might be a day before anyone wonders why they haven’t seen anyone from that house in a while.

After your swing, the cat bounds towards the distant forest.

Encounters: Projectiles are extremely important when dealing with these creatures. They have a good ability to measure when they are outmatched, and ensure that they flee at the first sign of danger, then loop round to each sheep, children, or lone tradesmen.

♂♂ Nura Cat

Strength 2 Dexterity 3 Speed 4
Wits 2

Skills: Aggression 4, Athletics 3, Stealth 2, Sealth 1, Survival 1, Vigilance 3

Knacks: Extreme Charge

Abilities: Claws (+1 Damage)

Attack 12, Initiative 4 (5), Damage 1D6 + 3 (2D6), TN 10, 8 HP

8 XP

Nura Crab

These giant, spindly crabs are taller than a man and can be an extreme menace around various islands. Many have grown tired of fishermen batting them with oars so they have learned to snap weapons with a swipe from their claws.

As your ore hits the water, something underneath grabs it, then pulls down hard.

Ecology: These creatures can be a real menace – they eat all the fish in a lagoon, leaving the local fishermen with nothing and little way of dealing with the problem except waiting for the crab to starve to death.

Looking at the shore, you can guess what's underneath. Six crabs, as large as a man, with bright red shells, have pulled out of the water as an old man inspects his boat. One grabs his neck, and the rest form a scrum around him. He dies with no more sound than the heavy carapaced legs tinkling across the stony shore.

♂ Nura Crab

Strength 2 Dexterity -2 Speed 1
Wits 2

Skills: Aggression 2, Survival 1

Abilities:

Attack 10, Initiative 1, Damage 1D6 + 2, TN 5 (10), DR 6 C, 8 HP

5 XP

Nura Horse

♂♂ Nura Horse

Strength 2 Dexterity 1 Speed 2
Wits 0

Skills: Aggression 2, Athletics 3, Survival 1

Abilities: Quadraped (double movement)

Attack 10, Initiative 2, Damage 1D6 + 2, TN 8 (13), DR 2 C, 8 HP

4 XP

These stretched-out and all-too-human horses have large, sharp teeth which they use to grind meat in a horrid defiance of nature.

The hobgoblins stop suddenly in the burning street, and dart into the stable, and the horses begin to scream. By the time you reach the building, they break out, riding the horses. Their mounts are larger than ever, and they immediately gather around a collapsed woman and begin to eat her alive as the riders cheer them on.

Nura Slug

Ecology: These giant slugs eat constantly – their corrosive slime can eat up whole fields or areas of arable land overnight.

♂♂ Nura Slug

Strength -2 Dexterity -1 Speed -4
Wits -3

Skills: Aggression 1, Projectiles 1, Survival 1

Abilities: Acid Spray

Attack 9, Initiative -4, Damage 1D6 – 1 (1D6 – 2), TN 6 (11), DR 1 C, 4 HP

1/3

Nura Spider

These terrifying creatures, made from continuously feeding ordinary house spiders, can grow to any size given enough food.

You patrol the city's walls while every single citizen stands at their own door, and every farmer from outside gathers in the central square, terrified of the nura army outside. Outlasting the nura should be easy, just as long as the city's walls hold strong and the guards patrolling those walls push away any ladders that the hobgoblins put up. You have food, and they need it far more than you.

Suddenly, massive legs lash over the side of the walls. They grope about and snatch up the wall-guards, then disappear. Once the screaming stops, ladders snap onto the side of the empty city wall. The army is climbing up into the city.

⌘ Nura Spider

Strength 5 Dexterity 1 Speed 1
Wits 2

Skills: Aggression 3, Athletics 3, Vigilance 3

Abilities: Web (Strength + Athletics, TN 11 to break free as a movement action)

Attack 11, Initiative 1, Damage 2D6 + 1, TN 8 (13), DR 5 C, 11 HP

10 XP

Abilities: Such spiders can lay webs along the ground – spotting them requires a Wits + Vigilance action, TN 9. Once caught in the web, a resisted Strength roll against the web is required – each spider's web has a Strength rating equal to its own plus one. Those successfully damaged by a spider are poisoned, inflicting a number of Fatigue Points equal to the Damage endured.

Nura Wolf

Tactics: Wolves usually gather around someone, several flank them and one jumps onto their chest, wrestling them to the ground. The rest immediately attack with a Damage bonus.

Like any other wolf, nura wolves hunt in packs. Unlike other wolves, they are faster. They can jump on someone and wrap their powerful jaws around their throat before the target has considered drawing a sword. They move together at the speed of lightning and fall upon farms and sometimes even towns, stealing babies, feasting on the folk and their cattle and generally consuming everything in front of them.

Encounters: The pack attacks at night. Wolves are some of the few nura capable of waiting, if only for some hours. If encountered before that time, they stalk, and wait for their prey to become tired.

⌘ Nura Wolf

Strength 1 Dexterity 0 Speed 3
Wits 1

Skills: Aggression 3, Athletics 1, Survival 1, Vigilance 1

Abilities: Teeth (+1 Damage after grapple), Quadraped (double movement)

Attack 11, Initiative 3, Damage 1D6 + 2, TN 7 (12), DR 2 C, 7 HP

5 XP

Nura Humanoids

The nura gods, which nobody has seen but must surely exist, cannot create, only twist the creations of others. They took the various creatures made by other gods and then had them misshapen, poisoned and enhanced before filling them with a ravenous hunger.

Nura humanoids occasionally gain access to magic – in such cases, bump their Intelligence bonus up to 0 or 1, add some mana points but retain the remainder of the stats. Nura creatures have a tribal instinct to follow anyone who understands the Path of Nura. Further, those magic users who gain access to the Saurecanta sphere are often treated reverentially in a matriarchal manner due to their ability to turn mundane creatures into brothers in arms. Nura humanoids more than the beasts have an instinct which powerfully propels them to eat fellow nura creatures last and non-nura humanoids creatures first.

Hobgoblins who successfully invade a dwarvish stronghold must eat until they devour all food stored, and then either journey back down, or travel farther up in order to look for more food. The next step upwards is often gnome-territory, where the nura will eat all they need on that day, and transform any remaining gnomes into goblins. Finally, they break out the top, and begin turning humans into ogres. This merry-go-round of creatures can often have a single band of nura replacing their number, bit by bit, replenishing their own numbers with a different race at every point.

Society: Nura societies cannot last long away from their deep, underground homeland, because no natural environment can sustain their hunger.

Nura naturally love tyrants and in fact respect no other rulers. Said rulers are never able to tame their intrinsically destructive natures but are expected mainly to select good targets, something measured by

the amount of food the gained from a raid. Goblins, being the most intelligent of the nura, make for natural leaders, but many nura will also follow any powerful miracle worker, or even the occasional dragon. If said leaders ever fail to deliver the goods, perhaps by selecting raid targets with precious little food, they are generally eaten by the rest.

Nura are generally too disorganized to fashion their own clothes or weaponry, so everything they have is stolen. Their underground societies, in the Realm of Darkness and Fire,² use spears and rocks as weapons almost exclusively.

Goblins

♀♂♂ Goblin

Strength	-1	Dexterity	2	Speed	3
Intelligence	0	Wits	0	Charisma	-4

Skills: Combat 2, Aggression 2, Projectiles 2, Athletics 1, Deceit 1, Stealth 1, Tactics 2

Equipment: Javelin, dagger, lock picking set.

Attack 10, Initiative 5, Damage 1D6, TN 9, 5 HP
2 XP 1 FP

Goblins are twisted and stretched little versions of gnomes. They come in all shapes and shades, including green, long-eared, grey, fat, and skeletal. The gnomish intelligence has left them, though they are still capable of creating nasty little underground traps, and occasionally remember how to cast illusion spells.

A hand reaches through the open window and grabs the steaming chicken whole.

Tactics: 'Suicidal' hardly begins to cover the goblins' attitude to warfare, but this does not mean they come unprepared. They favour spears as their weapon of choice, and like to start any fight from a distance. They are well aware that they cannot run away from many creatures, so their best bet is always to fight to a fast conclusion.

Running out the door, a rock descends upon your head. You crash to the ground, stunned, and look up to see a dozen goblins on the roof, pulling off large segments of the chimney to throw down on the rest.

♀♂♂ Deep Goblin

Strength	-1	Dexterity	1	Speed	3
Intelligence	-1	Wits	-2	Charisma	-4

Skills: Combat 1, Projectiles 1, Athletics 1, Deceit 1, Stealth 1, Tactics 1

Equipment: Javelin, bag of rocks

Attack 9, Initiative 5, Damage 1D6, TN 8, 5 HP
1 XP 1 FP

Goblin Nuramancer

Among the nura, none are very bright, but some rare goblins do learn to cast spells.

These creatures often specialize in Necromancy, and raise powerful armies of ghouls.

♀♂♂ Goblin Nuramancer

Strength	-2	Dexterity	2	Speed	1
Intelligence	1	Wits	0	Charisma	-4

Skills: Combat 1, Projectiles 2, Athletics 2, Medicine 2, Stealth 1, Tactics 2

Path of Nura: Invocation 2, Necromancy 2, Saurecanta 2

Equipment: Dagger

Attack 9, Initiative 1, Damage 1D6 – 1, TN 9, 5 / 5 MP, 4 HP
3 XP 1 FP

Hobgoblins

Hobgoblins are twisted versions of dwarves, grown as large as a human. They have overly long ape-like arms and sloping foreheads. They sprint over the land at an incredible rate, and when armies are raised, little can stand against them. Often their beards will turn stark white while their skin appears as mottled rocks.

²See page 19.

♀♂ Hobgoblin

Strength 2 Dexterity 1 Speed 3
Intelligence -3 Wits 0 Charisma -4

Skills: Combat 2, Crafts 1, Tactics 1
Equipment: Shortsword, partial chainmail

Attack 10, Initiative 4, Damage 1D6 + 3, TN 10 (13), DR 4 P, 8 HP

9 XP 1 FP

Hobgoblins deep underground fight, hunt for food, switch tribes, and fight some more. They cannot make the complex equipment dwarves do, so they have to pick up weapons as they go.

♀♂ Deep Hobgoblin

Strength 2 Dexterity 1 Speed 1
Intelligence -3 Wits 0 Charisma -4

Skills: Combat 2, Tactics 2
Equipment: Club

Attack 10, Initiative 2, Damage 2D6, TN 9, 8 HP

4 XP 1 FP

Deep goblins aren't intelligent creatures, but they're often the smartest creatures around. Most form little groups, but the smartest of goblins generally become tactical leaders for goblins or ogres. Some even learn a little necromancy, and raise little armies of the dead.

Undead Goblin

Just because a goblin's defeated, doesn't mean it's down. Goblin nuramancers will often raise the dead as a battle rages, although this can often go terribly wrong, as the dead don't much care whom they eat. A goblin soul is just as tasty as any other.

♀♂ Undead Goblin

Strength -1 Dexterity -2 Speed 1
Wits -4

Skills: Aggression 2,
Abilities: Undead

Attack 10, Initiative 1, Damage 1D6 - 1, TN 5 (10), DR 2 C, 5 HP

1/3

Ogre

When humans are twisted by the things in the deeps they become not simply tall but monstrously tall. They become oversized mockeries of people, constantly changing weight and appearance. When they are well fed they grow incredibly obese and start sprouting hair in new places. When they starve, they eat away at their own fat, becoming wide-boned skeletal creatures with deep sunken eyes.

♀♂ Ogre

Strength 5 Dexterity 0 Speed 4
Intelligence -3 Wits -1 Charisma -4

Skills: Combat 2, Beast Ken 2,
Tactics 2
Equipment: Greatclub

Attack 10, Initiative 5, Damage 3D6 + 1, TN 8, 11 HP

11 XP 1 FP

The mad priest sits at the other end of the massive room in front of the only source of light – a burning brazier. The side of the room initially seem to contain massive statues, but then one moves. They look like ogres, but decked in heavy chainmail, stitched together from the chain of every dead warrior brought back from town.

They move in unison, like well-trained dogs, and raise their swords.

Encounters: Ogres are always straight to the point. See a human, eat the human. That's it.

The Undead

The undead are native to nowhere. They exist purely as a result of necromantic spells. They can take any number of forms and have varied Traits – the following are presented just quick reference.

Demilich

Any necromancer worth their salt eventually joins the dead, but never really dies. Demiliches are the first stages of a necromancer who ascends to become a machine of pure power, gathering undead forces, powerful spells, and a formidable lair.

Ecology: While in theory these creatures can live anywhere, most live in secluded areas. When your main company is the undead, you can remain safe by living in secluded areas. Deep caves, horrible deserts, or icy mountains provide excellent spots for the dead because they are such difficult areas for the living. Snowy wastelands, filled with frozen corpses, ready to walk again once called, can provide the perfect location for an ice palace.

Encounters: Demiliches tend to stay underground, gathering power. However, particularly vicious ones have been known to approach villages, destroy everyone inside, and leave with an army.

Demilich

Strength	1	Dexterity	1	Speed	-2
Intelligence	2	Wits	2	Charisma	-5

Skills: Combat 1, Aggression 2, Projectiles 1, Academics 3, Deceit 1, Medicine 2, Vigilance 1

Path of Devotion (Qualmë): Aldaron 2, Fate 2, Enchantment 3, Necromancy 5

Equipment: Longsword, partial plate armour, mana stone with 6 mana, jewellery worth 3D6sp, jewellery worth 1D6 + 2gp,

Attack 9, Initiative -1, Damage 1D6 + 2, TN 11 (14), DR 6 P, 5 / 8 MP, 7 HP

13 XP 0 FP

Ghoul

Ghouls are the bread and butter of necromancers. When they first rise from the dead, they stumble clumsily, and chase after any living humanoid. With nobody nearby, some just stand there, and most wander aimlessly. Within hours, the undead get used to their form but their bodies seize up from their dead state, and they start to give off the standard stench of death.

The given example is a standard human ghoul. To make ghouls of other races, simply change the default Strength bonus – dwarves have Strength 0, gnomes have Strength -2.

Tactics: Ghouls attack in swarms and almost always grapple their targets as a first attack in order to claw and bite in later attacks. Where most creatures wouldn't grapple people mid-battle, because it makes them vulnerable, the undead have no sense of self-preservation. They grab, bite, and the other dead have an easier time assaulting the target after that.

Ghoul

Strength	2	Dexterity	-2	Speed	-2
Wits	-2				

Skills: Aggression 2,
Abilities: Undead

Attack 10, Initiative -2, Damage 1D6 + 2, TN 5 (10), DR 2 C, 8 HP

1 XP

Encounters: The undead are created, and their creator is rarely far from them. Most encounters will have them directed, and created with some specific purpose in mind.

Since the undead are slow, they will generally attack when people are cornered, or the undead will be used to gain some specific ground, or attack a given resource.

4.6. OUTSIDERS

Ecology: They are fully sentient, but often too intent upon feeding on humanoid souls to do much except obsess over murder. Occasionally, one will escape and control its urges enough to find a secluded spot and simply try to exist. These creatures often end up haunting local crypts, mines or other forgotten areas. Legends speak of forbidden cabals of Qualmë worshippers who keep such undead creatures as high priests.

Encounters: Ghosts under the control of a necromancer can plan admirably, and often pretend to be yet another one of the dead.

Independent ghastrs tend to stalk prey from afar, and will often not attack adventurers while they are strong. Instead, they continue stalking until other problems arise, and go for the kill if the travellers are ever wounded.

SECTION 4.6

These are the strange creatures which live in far away lands. Only a handful of daring magic users have seen one in person, and only once in a few generations could one ever wander into Fenestra.

These normally-gentle creatures seem to be made out of some kind of living rock, and when curled up on the ground can look like nothing but an oddly shaped boulder. They mainly enjoy sunbathing and will occasionally wake at the same time as another stone creature to speak with it. They cannot identify each other any more than others can, so they often talk to any large rocks in their environment on the basis that you just never know. Their language consists of very long sounds, lasting either one or five seconds long. A short conversation can last a few days. They have an abdomen, between two and eight limbs, and sensory organs, sometimes in a head, other times in a chest area. Their height is usually between six and ten feet tall.

♂ Rock Man										
Strength	5	Dexterity	1	Speed	-4					
Intelligence	3	Wits	-4	Charisma	1					
<hr/>										
Skills:	Combat 1, Academics 1, Ether Lore 1, Stealth 3, Vigilance 1									
Equipment:	None									
<hr/>										
Attack 9, Initiative -4, Damage 2D6 + 1, TN 8 (11), DR 5 P, 11 HP										
<hr/>										
6 XP 6 FP										
<hr/>										

Appearing as nothing more than a brain in ectoplasmic gloom, these creatures are well known for their incredible magical abilities. They typically ignore anyone or anything around them until attacked, though they have been known to attack individuals within groups for reasons unknown. They attack always with spells – their knowledge of magic seems unparalleled, although they have never shared it with anyone, as none can speak.

Archmages are incredibly weak, physically, and entirely blind. They see only through the use of Force magic, and without their spells have a difficult time moving.

☞ Archmage

Strength	-5	Dexterity	-2	Speed	-3
Intelligence	5	Wits	4	Charisma	-5

Skills:	Projectiles 2, Academics 3, Deceit 2, Ether Lore 1, Tactics 1
Path of Divinity:	Force 5, Illusion 2, Invocation 4, Conjuraton 5,
Equipment:	None

Attack 7, Initiative -3, Damage 1D6 – 5, TN 5, 8 / 13 MP, 1 HP , 20 SP
12 XP 0 FP

Tactics: Archmages cast standing spells on themselves which allow them to move quickly and protect themselves. An example set is given, where 6 MP is given up to make themselves into an 18 MP mana stone which can cast both a level 5 Mage Armour spell to protect them (which is then kept alive continuously) and a level 4 Levitation spell which allows them an effective Dexterity and Speed score of 4. This mana stone can also cast a Fireball, dealing 2D6 + 2 Damage in a 6 square diameter. This leaves 15 MP in one store and a further 10 MP in their natural Mana point pool. When threatened, they typically use this natural mana to blow targets apart with invocation spells.

Lavaman

Composed of hot rocks with patches of pure lava, these creatures are nearly unstoppable opponents. Not only can they burn people to a cinder by grabbing them,

sticking a weapon inside them can be as damaging to the weapon as it can be to the creature.

Natural Abilities: Lava men are so hot that contact with them, as when grappling, inflicts 1D6 Damage per round, in addition to any other Damage (this Damage has DR applied to it separately). Any weapon causing more than 8 Damage and an odd number of Damage (e.g. 9, 11 or 13 Damage) is stuck inside the creature and each of its stats except Weight reduces by 1. For example a longsword inflicting 9 Damage would stick into the creature for a moment and come out melted – it would thereafter have the stats 'Damage +0, Initiative +0, Evasion +2'.

Encounters: These creatures never suffer from heat, and tend to hide in lava pools, waiting to grab people. At other times, they wander rocky areas and find dead ends, then wait until newcomers arrive, and try to chase them down the dead ends.

☞ Lavaman

Strength	7	Dexterity	-1	Speed	-3
Intelligence	-3	Wits	-5	Charisma	-3

Skills:	Combat 4, Crafts 1, Deceit 3, Ether Lore 1,
Equipment:	None

Attack 12, Initiative -3, Damage 2D6 + 3, TN 6 (9), DR 7 P, 13 HP
10 XP 2 FP

CHAPTER

V

Tools & Toys

As far as the laws of Mathematics refer to reality, they are not certain; and as far as they are certain, they do not refer to reality.

Albert Einstein

SECTION 5.1

Mana Lakes

Throughout Fenestra there are little nodes where mana wells up from the ground like a wellspring. In these locations, some number of MP is created each round which then raises the current MP of mages or nearby magical items. Whoever has the most empty mana slots – whether an item or a person – gets that mana point. It pours into the biggest vacuum like water into a hole. So if a gnome with a current maximum of 6 MP spent 4 MP, that would mean they had a deficit of 4. Another mage who had only spent 1 MP could only get a point after that gnome.¹

Mana lakes also extend the range of all spells cast within to the entire mana lake at least as spells travel easily from one end to the other. Each has a level, denoting the number of MP it doles out each round, so a mana lake of level 3 would give out 3 MP per round.

Magical items regenerate mana just like people do, so many miracle workers create magical items especially to sit in mana lakes, and recharge quickly.

A selection of such mana lakes with magical items (or some other permanent magical effect) are given below. If your PCs encounter a mana lake on the Random Encounter tables, or you want one for one of your own stories, just pop one of the following into the map.

King's Hand Valley (Level 2)

Spells: Necromancy 4, Path: Divinity (Qualme), Duration: Instant, Type: Ranged Sentient Talisman, Potence: +4, 9 MP

There is a valley which was once filled with bandits who would pillage local villages. To put a stop to it, a priest of Qualmë cursed it with a mummified hand of former Rex Dalius Quennome.² Nobody has any idea how he obtained the hand.

Your arrow hits the bandit leader in the face, killing him instantly. The other duck down behind the hill, then screaming starts and all of them jump over the top, running towards you, despite your drawn bows.

As you loose more arrows, you see the leader you shot stand back up with an arrow still protruding from his eye socket and blood smeared from his mouth downwards. Another stands up, his throat torn out, and both move quickly towards the bandits running towards you.

If, at any time, a dead humanoid body is in the area, it rises from the dead to eat the souls of the living. Most of the time such dead creatures like to stay and feast off the ambient magics in the area. They hunker down under snow, or red, squelching leaves, or simply lie and let the moss grow over them. At first impatient traders would attempt to sneak across the valley as a short cut. Later, only a few brave warriors would come to test their strength. Now none come, and the dead

¹If two are tied for having the biggest deficit, ties are broken by the win going to the highest current maximum MP holder, then the highest Wits Attribute holder, then the highest Intelligence Bonus holder.

²See page 133.

are being eaten away by the moss. But they will not leave. They simply remain, and wait to hear human speech again, and feel human warmth. It has been a long time since their last meal and they have gathered a decade's worth of hunger.

The hand hangs from a tree, and looks very much like a hanging vine or a part of the tree it hangs from. It holds a total of 7 MP and spends 2 to raise anyone in the area as a ghoul as per the second level of the necromancy sphere Calling the Dead. It automatically activates instantly for as long as it has MP to use.

The Petrified Forest (Level 1)

Spells: Illusion 5, Path: Devotion (Alassë), Duration: 4 scenes, Type: Massive Sentient Artefact, Potence: +5, 13 MP

One day during the season of Cálea, a great flood came and washed a marsh clean out. Mud trickled out for the entire season and when all was done, a petrified forest was uncovered. Stone cylinders from one to six feet tall were uncovered throughout this mile long valley. The valley is currently covered in grass and fungi but is otherwise uninhabited by any vegetation.

Around the centre of the valley, anyone mentioning something will soon see an illusion of that thing. The illusions each have a total of 6 points to divide between Speed and Dexterity Bonuses, but have no other Traits. People moving through might imagine what the forest was once like might see the petrified trees turning into real trees. Those worrying about monsters will see an illusion of a monster.

The illusion holds 15 MP in total and can spend 3 at any point in order to create an illusion of up to 5 squares size. Basic illusions are TN 11 to identify as illusions while larger illusions are only TN 9.

The Myriad Web Forest (Level 1)

Spells: Aldaron 3, Path: Devotion (Alassë), Duration: 2 scenes, Type: Talisman, Potence: +4, 5 MP

You continue towards the sound of the crying deer, and brushing foliage aside you can finally see the great tree, a stone's throw away. Half way up the gargantuan tree, a giant, fat spider looks down, clasped to various branches. Beneath it, another giant spider is bound to the tree by a great web with two legs sticking out the side. Beside it, bears, deer, and one chitin-crawler are trapped in more webbing, all around the tree.

The bushes start to rustle, and man-sized arachnids pour out from every direction.

In the middle of a great forest sits a massive and majestic Shiva tree. A guardian spell was placed on it

long ago by a priestess of Laiquë such that if anyone enters the area, marauding animals are summoned to the area. This is no problem to an initiate of Laiquë, as they can typically charm such animals – but anyone who was not a friend of the forest could be in serious trouble.

Since that time, a massive nura spider has taken up residence in the area. This spider, grown to gargantuan size and twisted by strange magics, has made its home here. It perpetually traps summoned animals in its web then eats them. The summoned animals do not leave until they have been killed or leave the area. However, the nura spider does not simply kill them but bind them with its web and slowly liquefies them with its poison. This blurring of the boundaries of when the animal is dead or alive, of where the web ends and the creature begins, means that the animals so summoned remain after the spell has ended.


At any given time, its web is full of up to a half dozen assorted creatures – griffins, aurochs, a bear and such. The web must be laid slowly, but once on the ground or stretched between branches and tree trunks it is extremely strong.

◀ Gargantuan Nura Spider ▶

Strength 6 Dexterity 2 Speed 3
Wits 0

Skills: Aggression 3, Athletics 2,
Survival 1, Tactics 2

Abilities: Web (Strength + Athletics, TN 12 to break free as a movement action)

Attack 11, Initiative 3, Damage 2D6 + 2, TN 9 (14), DR 4 C, 12 HP 
13 XP

During her time here, the spider has become incredibly large and fat and has given birth to many children. Some move away to terrorise nearby farms. Others remain and usually starve to death after failing to fight her for food. She has one mate – one male spider with whom she mates. When hunger overcomes her she sometimes eats another section of his legs. Currently, he has two and a half legs left. He cannot move properly as she she has bound him in webbing and left him on branch near the top of the Shiva tree, hanging like her prey. Every so often she approaches the top to mate with him, or to stop one of her children attempting to eat him.

8C Nura Spider

Strength 3 Dexterity 3 Speed 3
Wits 2

Skills: Aggression 3, Athletics 3, Vigilance 3

Abilities: Web (Strength + Athletics, TN 9 to break free as a movement action)

Attack 11, Initiative 3, Damage 1D6 + 3, TN 10 (15), DR 3 C, 9 HP 

8 XP

The Shiva tree holds 11 MP in total and can conjure animals as per the spell Forest's Call.

The Wishing Wellspring (Level 1)

Spells: Conjunction 5, Path: Alchemy, Duration: 6 scenes, Type: Sentient Artefact, Potence: +6, 14 MP

Long ago gnomes who lived near this area thought it would be fun to create a functioning wishing well for anyone who needed it. They found a natural wellspring deep underground and created a layer of polished stone on top, complete with a gazebo.

In the centre of this stone floor placed in the middle of a large plain is the well. The metal bucket and ropes were reinforced with steel wiring and function to this day, though they could do with being replaced.

The wishing spring lies just ahead. The roof has deteriorated badly, but the stones laid all around still shine brightly. All the rocks are smooth, and as many are gemstones the entire platform glistens in the sunlight. Then you notice a foot sticking out the side. It belongs to a fat man whose face has been completely burnt off.

Any time someone makes an audible wish, puts the well's bucket down and drops a coin into the well, a summoning spell activates and creates the thing they wished for inside the bucket. When it is drawn back up, the wisher can grab the item.

Some time after the well's creation, a priest of Qualmë came and noted how some people were disrespecting the well and were using it too commonly. Their wishes threatened to break the magic which allowed the well to function. He decided to protect the well with a spell of his own. He carved a message in elvish – the tongue of all academics – into the side of the well. It proclaims "Mine m'ere ilyain er" – "Only one wish for everyone". The skull of an older priest of Qualmë was placed at the bottom of the well to guard against misuse. If anyone attempts a second wish a storm of lightning and fire erupts from the well and

spreads across a 5 square diameter, dealing 2D6 + 2 Damage to everyone there.

The well holds a total of 16 MP and an use any of the first four levels of the Conjunction sphere. If the well spends mana to summon an item, the mana must, of course, remain spent, so the well will be depleted by 3 MP for as long as the item remains in use. If the well runs low on mana because too many people are making wishes, it simply cancels the oldest spell it has cast and the wished-for item disappears, whether it is by the well or a hundred leagues away.

The Dwarvish Prophet

Level: 3

Deep underground there are many natural streams, flowing quickly into the depths. Some of these run alongside passages which the dwarves carve out between the various realms they inhabit or realms they inhabited. It is not uncommon for underground travellers to wander along natural caverns only to later find a dwarvish road to take them part of the journey. On one of these roads is a carving of the face of a great dwarvish prophet.

The massive face has no beard, leading almost everyone to believe she was female. A waterfall flows down her face and has worn down everything but the nose, leaving a single, perfect nose and part of the lips while the rest of the face looks more and more like bare rock with each passing decade. There are various possibilities as to who the face might represent – there have been many dwarvish prophets and almost half were female, but the exact identity has never been discovered.

As your guide passes through, runes around the statue's head glow.

"Exactly which happens is not well understood.", he explains.

"Sometimes she blesses you, sometimes she curses you, and sometimes she does nothing at all."

"Some say that spells themselves can become insane after long centuries sitting along in the dark.

The guide wanders past, content with his fate. It's time for you to move past too.

Those following the Codes of the Tribe or Experience receive 2D6 FP (costing 2 MP). Those following Qualmë or the Code of Acquisition lose 1D6 + 4 FP. Others are unaffected. The statue head holds 12 MP in total.

The Resting Grove (Level 2)

Spells: Illusion 5, Path: Devotion (Alassë), Duration: 4 scenes, Type: Massive Sentient Artefact, Potence: +5, 5 MP

Large, ripe fruits litter the forest clearing ahead, and short tufts of grass lay about and look perfect for sitting. Looking up, you suddenly notice various tree houses, with men looking down at you.

This group of trees and bushes looks like a lucky find. There are apples, blueberries, raspberries and tiny strawberries growing all around. Even better, when one piece of fruit is picked, more grows in its place. If it rains, the trees naturally knit their branches together to form an overhead canopy thick enough to keep the rain out. If people nestle up to their trunks, they can warp and open up, allowing people to sleep inside the newly created hollow. The entire grove is a luxurious place which caters for the every need of anyone within, including creating simple items like tables or goblets out of wood.

Once people leave the area, any items they have remain as they were, but the trees return to normal. Any items stored in those temporary shelters is absorbed by the tree, and further mutating magics will not necessarily bring the items back because the tree might not open out in the same way the second time it

opens.

While this place was once a welcome resting stop for many a traveller, or at least for those brave enough to go near such strange magics, it has since been taken over by bandits. They use the trees as a continuous supply of arrows for their bows. They sit in tree houses at the top and shoot down to any attempting to get them out of the area. Since the grove is not far from a major road, the local town master has made a high price on the bandits' heads. None have claimed the bounty yet.

♂ 12 Bandits

Strength	2	Dexterity	1	Speed	0
Intelligence	0	Wits	-1	Charisma	0

Skills:	Projectiles 1, Crafts 1, Tactics 1
Equipment:	Longbow, dagger, partial leather armour, 16 sp

Attack 7, Initiative 0, Damage 1D6 + 2, TN 8 (11), DR 3 P, 8 HP ☐☐☐☐☐☐☐☐
3 XP 5 FP ☐☐☐☐☐☐

The grove contains 13 MP in total and spends 4 in order to make any alteration or 1 MP to calm any wild animal in the area. All spells cast count as having an Intelligence Bonus of +3.

SECTION 5.2

Magical Items

Magical items are fairly formulaic since each path of magic has a limited number of 'mana stones' which they can make, and a limited number of spells. Nevertheless a few examples sit here for quick reference.

Alchemical Items

Bag of Tricks

Spells: Conjunction 4, Path: Alchemy, Duration: 2 scenes, Type: Artefact, Potence: +5, MP: 30

This gem-studded bag has a tough, silver chord around the top, and won't open more than the width of a man's wrist. By simply naming an object, people can pull out any number of objects. Unfortunately, the bag only speaks the gnomish language.

It stores 4 MP, and spends one produce any small, valueless item or substance, with the full use of the fourth level of Conjunction.

Bag of Holding

Spells: Conjunction 5, Path: Alchemy, Duration: Standing, Type: Talisman, Potence: +5, MP: 0/5

This looks identical to the bag of tricks, but instead of summoning items, it leads to a closet. The bag is in fact a magical portal, held permanently open, and allows the owner to deposit and remove items at will.

Exactly how much space is available depends upon how long the user's arm is. Inside is completely dark, and the folds of the bag (or perhaps further magic) do not allow anyone to peer into the bag – only to fondle the various shelves resting inside.

Anyone putting an item into the bag in a hurry must make a Dexterity + Crafts check at TN 6 or risk dropping the item instead of placing it on one of the dark shelves within. Alchemists have theorized about whether the bag leads to a bottomless pit in some demonic realm, or simply a larder. Either way, nobody's arm's long enough to reach the bottom.

The Townmaster's Hat

Spells: Illusion, Path: Alchemy, Duration: 3 Scenes, Type: Item, Potence: 4, MP: 1

Townmaster James of Whiteland was especially scared of assassination during the time of Rex Dal-ius, so he commissioned four hats with an illusion, making anyone who put them on look exactly like him. He has since died, and the hats have been used by various thieves to disguise their identity.

Portal Scroll

Spells: Unrestrained, Open Teleport, Path: Alchemy, Duration: 2 Scenes, Type: Pocket Spell, Potence: 4, MP: 5

The scroll takes 5 rounds to speak properly, and opens a doorway to the Realm of Shifting Corridors.³ The portal remains open for 2 scenes.

Divine Items

The Sleeping Cat

Spells: Sleep, Path: Devotion (Laiquë), Duration: 1 Scene, Type: Item, Potence: 3, MP: 5

A priest of Laiquë once left all her worldly mana to a cat, imbuing it with a single spell. The cat can instinctively make animals of any kind fall asleep. He sometimes uses this to hunt mice, and sometimes to shut people up who are too loud.

Deck of Cards

Spells: Various, Path: Devotion (Alassë), Duration: 1 Scene, Type: Pocket Spells, Potence: 3, MP: Varies

This deck, presumably fashioned by various priests of Alassë, holds a number of cards. Once grasped between *three* or more fingers, the card activates. If it's held, the target is the caster. If thrown, the target is whoever the caster throws it at (the caster doesn't need to be a good thrower for the magic to work).

Each card looks much like a normal playing card, with one non-obvious flaw, such as a joker who's wet himself, or a king who's lost his crown. The spells are each cast with an effective Intelligence and Wits bonus of +4. Only a few cards remain. Once one is pulled, the effects activate immediately and lasts for a full scene.

The Deck of Cards resists all magic, including gaining information about it through Fate.

Spider Arrows

Spells: Transient Web, Path: Devotion (Ohta), Duration: Instant, Type: Pocket Spell, Potence: 2, MP: 3

Back when followers of Ohta still regularly went to wars, they would create these Spider Arrows to make sure their quarry couldn't flee. Wherever the arrow lands, it casts a Web spell on the nearest target by turning the surrounding air into a sticky substance. The target resists with Strength + Athletics, TN 10 or remains caught in the web.

God Slayer

Spells: Raging, Internal, Lightning Bolt, Path: Devotion (Ohta), Duration: Instant, Type: Talisman, Potence: 5, MP: 5

If the sword ever inflicts 12 or more Damage on an opponent (before DR is applied), it can erupt with an invocation spell, inflicting an additional 2D6 Damage which bypasses all DR, including Perfect DR. It otherwise functions as a normal great sword.

Sleeping Dust

Spells: Wide Sleep, Path: Devotion (Qualmë), Duration: Continuous, Type: Pocket Spell, Potence: 5, MP: 3

Once this bag of chitincrawler-dust has been opened, sends the nearest four people to sleep. Each rolls Wits + Academics at TN 12 to resist.

Taming Flute

Spells: Adararon, Path: Devotion (Qualmë), Duration: Continuous, Type: Talisman, Potence: 5, MP: 3

This flute, made of a basilisk's femur, can be played to lull any animal into a state of confusion. The creature takes a Wits + Aggression roll, at TN 12. Failure means it loses any chance to act this turn, and the next turn it suffers a -5 penalty to all actions.

The Raven Tree

Spells: Realistic, Trans Species, Empathic Polymorph, Path: Devotion (Laiquë), Duration: Instant, Type: Talisman, Potence: 4, MP: 22

Anyone taking an apple from this tree instantly transforms into a bird of some kind, unless they are strong enough to overcome the spell. The magic can rearrange up to 7 Attribute points in order to reduce their Strength to -5, and can add up to 7 points to their Speed to bring them high enough to fly. Once the spell has completed, the target remains as a bird until sundown.

The tree regenerates 3 per scene. Apples taken from the tree keep their magic for up to a week if kept in good condition.

Ring of Asphyxiation

Spells: Torpor, Path: Devotion (Qualmë), Duration: Standing, Type: Item, Potence: 2, MP: 1

This simple ring, inlaid with bone, act as per the first level of the Necromancy sphere to stop the user feeling the effects of cold or hunger while the ring is worn.

Wild Seeds

Spells: Plantform, Wind Blast, Path: Devotion (Laiquë), Duration: Instant, Continuous, Type: Pocket Spell, Potence: 4, MP: 6

³See page 17.

1. Illusion of an ogre appears
2. Nearby animals gather to the caster – roll an encounter
3. Nearest Target becomes invisible
4. Nearest Target turns into a chicken
5. Mist fills the area
6. Nearest Target turns into a bear
7. Blinding light
8. Darkness fill the entire area
9. Nearest Target turns into mist
10. Illusion of a tree growing
11. Nearest Target turns into a gnome
12. Illusion of a portal to the Realm of Darkness and Fire
13. Nearest Target sees a vision of the next encounter
14. All nearby vegetation begins growing
15. Nearest recently deceased target gets to reroll a Vitality Check at +5. If none, nearest target gains 2D6 + 4 FP and can store an additional 10 FP

This bag of seeds forms a one-use item. Once opened the bag produces the effects of Wind Blast, moving everyone around back by 4 squares minus their Strength Bonus. Effected creatures lose 4 initiative.

Once the seeds have scattered, if they find any kind of purchase – whether mud, soil or marsh – they grow into thorny plans, covering 4 areas over the course of four round. Anyone forcing their way through the thorns gets slowed down by 3 squares each turn, and those without armour gain 4 Fatigue points due to a thousand little cuts.

Runic Items

Ghost Shield

Spells: Dancing Swords, Path: Runes, Duration: Continuous, Type: Sentient Talisman, Potence: 4, MP: 3

Once the shield's user is in danger, the shield levitates to protect its owner. It has an effective Strength, Dexterity and Speed of 2. The shield immediately uses the *Guard* action to protect its owner.

The Eternal Warrior's Armour

Spells: Call the Dead, Path: Runes, Duration: 1 Scene, Type: Pocket Spell, Potence: 4, MP: 3

This plate armour, inscribed with necromantic runes, raises the wearer from the dead as a ghoul. They're typically used by dwarvish suicide squads and worn only after making a solemn pledge that the wearer will never stop fighting, even past death.

The breastplate contains two spells – a second level spell to ensure the wearer rises from the dead, and a first level spell, ensuring the wearer never attacks another dwarf.

Songs

The Choking Song

Spells: Reading the Ripples, Path: Song, Duration: Instant, Type: Talisman, Potence: 2, MP: 17

The song of growth is sung by village elders in the Bearded Mountains regions. The elders sing only on their own birthday, thanking Laiquē for their village's prosperity. The song is special as it sounds most pleasing when sung by someone devoted to Laiquē, or a follower of the Code of Experience. Conversely, those following the Code of Acquisition, or who follow Qualmē or Ohta, reliably choke and cough while attempting the song.

The song holds a total of 17 MP, and needs spend only 1 when sung.

Medal of Heroism

Spells: Forest's Call, Path: Song, Duration: Instant, Type: Talisman, Potence: 6, MP: 7

The hero sings of the devastation they will unleash upon the local monsters in the forest. Dangerous creatures then come to attack the hero.

Random Starting Conditions

For players who want some inspiration for their character's background, or just more randomness, and for GMs looking for a little inspiration for their NPCs, there is a table of Random Starting Conditions. If you want to offer this to your players, tell them to roll 1D100 and read the result to the player. Remind players that if they are going to roll then they should be ready to accept both good and bad results; this system is here to provide an interesting result, not a beneficial one.

If the player rolls twice and achieves two re-rolls, they may find their parents died twice – this is fine. Grandparents, god parents and adopted parents all count as parents; other examples may have to be modified to retain consistency. No more than three starting conditions should be applied, no matter how many times the player achieves a reroll.

If two players obtain the same result, they share the same background, as per the Story, 'It'll be just like the old days'. If their parents were both killed in the same event then they are from the same village or perhaps siblings. They might both have worked on a similar job or share a magical item which they found at the same time.

- 1: You have murdered a travelling alchemist in cold blood to steal his magical item but do not know its command word. It is an alchemical wand, encrusted with expensive rubies, which holds 3 MP at maximum and regenerates 2 MP per scene. Once the command word is uttered it emits a fireball up to 6 squares away, dealing 1D6 + 1 Damage across 3 squares. This costs 2 MP from the wand's store. The GM secretly decides on a word in English which activates the wand. If you ever state the word while within 'earshot' of the wand, it activates. Alternatively, you may find out the command word by simply trawling through all the words you know – this requires an Intelligence Academics task, TN 10, which can only be attempted once per downtime.
- 2: A prophecy from a high priest of Ohta decreed that you were fated for great things. You might not follow this god – you may not even approve of Her. It matters not a bit to the church how you feel, all they demand is that you carry their sacred weapon. The sword can cast any spell as per the fourth level of the Conjuraton sphere. If it is ever taken from you, the sword teleports back to your hand as soon as it has a sufficient amount of mana. It holds 4 MP at maximum and regenerates 2 per scene. It counts as having an Intelligence bonus of 4. This sword also grants you a +4 bonus to all social tasks involving those who follow Ohta as it is famous among her scriptures. You are required to give the sword a name, just as those who used it to fight against the encroaching nura during the nura wars each gave it a name.
- 3: You are exceptionally well travelled and have a million tales to tell and friends you have met. You gain an additional 3 Story Points but may only spend 2 at a time.
- 4: You are wanted for stealing from the mages' guild. You sneaked into the forbidden parts of the College of Alchemy and took an item. The item is long gone, as is most of the money you might have collected for fencing it, but there is a permanent illusion of you sitting in the middle of the mages' the College of Alchemy so everyone who has ever been there knows your face. The reward is currently up to 200 gp.
- 5: Your identical twin sibling trained as a magic-user of some sort and opened a portal from somewhere in Fenestra. Of course this is a criminal offence – there are portraits of your face all over the guard stations in every city in the kingdom. If you ever spend Story Points, you will be recognised at some point during that adventure. Your twin has all the same Attributes as you, with a minimum of +2 Intelligence. They also have Conjuraton 4, and a minimum of 4 MP. They have the same number of XP as you at all times, so as you advance, they also advance.
- 6: A childhood friend recently met you and had some stolen items to sell – a quiver of five Spider Arrows (see page 47). These holy items are worth a lot of gold, and she expects at least 100gp back from you.
- 7: Your cousin is the head of the Invocation School in the College of Alchemy. Some mages may hate you for this, others will respect you, or at least pretend to in order to garner the good graces of the the College of Alchemy's higher ups.
- 8: You were once sold a sword by a gnome. He says that it is also a key to a grand treasure, and his story, while vague, seemed very convincing. The sword has several odd grooves and cuts around the base, but otherwise functions as a normal short sword.
- 9: The elves of the Quennome forest count you as a friend after you saved one of their number from a woodspy. They even have a song about you. You receive a +2 Bonus when interacting socially with the elves of that region.
- 10: Your home town had a bad-tempered, authoritarian captain of the guards. He killed your brother over an insult, but by the time you arrived back in town he had left as he was re-stationed. The GM has 80 XP to create this character. Additionally,

his base FP is always equal to yours plus 5. If you ever take your revenge, you receive 10 XP in addition to any for the assault. You must land the killing blow in order to take this XP.

- 11: After offending a priest of Laiquë, the forest watches you, and waits to attack. The next time you enter a wooded area, the GM rolls twice on the encounter table. This continues until you make sufficient donations to the temple of Laiquë, but the exact amount was not specified by the priest. In fact, the required amount is $1D6 + 2$ donations, but the amount is not important.
- 12: You are a quickly rising star, but still wet behind the ears. You can only XP when spending Story Points, and are limited to spending 10 XP. All other XP is kept aside until a new Story is told. Once you reach 0 Story Points, this restriction is lifted.
- 13: Your mother died of plague shortly after your father was murdered by bandits. Your family was split up, some being put into forced labour, others imprisoned and still others just went to roam the land to find what they could. Your mission is to reunite your family. Once every two sessions the GM rolls $1D6$ – on the roll of a 1, you find out a sibling has been killed, on the roll of 2-4 you hear of a member of your family who must have your help. On the roll of 5-6 you receive an additional Story Point and must immediately introduce a character who is a long, lost sibling. In total, you have $2D6$ family members to find. Each lost sibling you find grants you 3 XP. If you find and successfully reunite all of those still living, you gain an additional 10 XP and all companions gain 2 XP.
- 14: You once fell into an ethereal portal to another land by accident, and wandered through strange lands for years. You gain 2 Story Points that can only be spent in the ethereal lands. Additionally, if you ever spend a Story Point on finding a mana lake, that mana lake contains a hidden portal to one of the ethereal lands.
- 15: You have come a long way from your little home on the little islands around the Pebbles. You start with the first level of the Seafaring Skill.
- 16: You are a halfbreed. Roll $1D6$ to determine your race randomly. You gain the racial abilities of the first race listed. Halfbreeds are infertile, like mules.
 - 1-2: Human/ Elf: You are a half-elf. You have no racial penalties or modifiers.
 - 3-4: Dwarf/ Gnome: You are half gnome, half dwarf. You gain 1 Intelligence but -1 Strength.
 - 5-6: Gnoll/ Human: You are half gnoll, half human. You gain 1 Strength but -1 Charisma.
- 17: As above, but gain the racial abilities of the second race, not the first.
- 18: You come from a cold, harsh mountainous region in the North of Whiteland. You start with the first level of the Survival Skill for free, with a specialisation in Snow Tundra.
- 19: Your aunt was a planeswalker – she travelled to distant, strange lands and brought back tales so fantastic that most thought she was mad, but you listened to each and every one of those tales of the strange lands outside of this world. You gain the first level of the Ether Lore Skill for free. With a successful Intelligence roll at a variable (but high) TN, the GM must give you basic information about any plane of existence you find yourself in.
- 20: You are born cursed with the taint of the nura. Perhaps you were involved in a nura battle as a youth. Perhaps your mother briefly changed into nura and then saved by a priest while she was pregnant with you. You begin with the first level of the Saurecanta school for free and are on the Path of the Nura. You may gain additional magic schools as normal. You do not know what the different levels of Saurecanta do – you can only find out by increasing this school with XP. You can increase and know about any other magic sphere on the Path of the Nura as normal. You may not gain XP for following a god at any point unless you make penance for your inherent sin and forsake all casting of nura magic for a year. This addition does not come with MP, so you cannot cast spells unless you buy base MP or your Intelligence is already high enough to grant you free MP.
- 21: You grew up without parents, raised by your older sister on the streets of the city of Lakesend in Whiteland. You gain the first level of the Larceny Skill for free.
- 22: Your uncle was a famous Academic, and travelled the land before returning to your people to tell them what strange lands lay about them. You start with the first level of the Academics Skill for free.
- 23: You once, in jest, insulted a dwarven woman who was travelling through your homeland. She could not break the law by ordering your execution on the spot, but has hired a dwarven assassin to find and kill you. If that assassin dies, another will replace him. This assassin is a standard dwarvish warrior with Stealth 2. They will not stop coming until you are dead or you make a very outlandish apology to the dwarven lady in question.⁴

⁴See page 30 for stats.

- 24:** You have some small speck of draconic blood in your veins as an ancestor mated with a dragon, polymorphed into a member of your race. You begin play with the first level of the Invocation sphere and are initiated automatically onto the Path of Blood. If you do not have any mana, you cannot use this spell. You may instinctively learn any other sphere from the Path of Blood by spending the necessary XP. Additionally, you gain DR 4 against all forms of fire.
- 25:** You proudly crafted your own equipment before beginning the adventure. You begin with the first level of the Craft Skill for free and select either a weapon, projectile or anything else worth 10 gp or less to begin with, for free.
- 26:** You were mauled by a beast when younger and have never forgotten it. You have nightmares about the creature each night which leave you Fatigued. Roll Charisma + Deceit against TN 7 each morning – if you fail you begin with 4 Fatigue points. You can stop the nightmares only by finding and killing the creature from your dreams in real life. Roll randomly:
- 6 Dragon
 - 5 Basilisk
 - 4 Woodspy
 - 3 Umber Hulk
 - 2 Chitincrawler
 - 1 Griffin
- 27:** One of your parents was lost in the Etherial realms beyond while exploring there. If ever you find them and bring them safely back home, you gain 15 XP.
- 28:** Your home village was constantly assaulted by nura beasts. Eventually it was entirely destroyed – you managed to flee, one of the last survivors. During your time there, you were forced to learn how to shoot a bow to defend the place – you begin with the first level of the Projectiles Skill for free.
- 29:** You were born on Qualmë's holy day. The god of death will not touch you until your time. Gain a +2 bonus to any Vitality Checks you make.
- 30:** You were born during the height of Alassea, and that goddess has blessed you. You begin with the first level in the Empathy Skill for free, reflecting your natural knack for charming people.
- 31:** You were born at the height of Cálea and have always been one for picking up little factums here and there. You begin with the first level of the Academics Skill for free.
- 32:** Born during the holy day of Vérë, you are known to be true to your word and are known by all the priesthood of Vérë, who are always only too happy to help out where they can. You can spend 1 Story Point every second story to introduce a priest of Vérë, as per the story 'There is a man whom they call ...'.
- 33:** Born during the festival of Laiquë, you have always had a natural affinity with animals. You begin with the first level of Beast Ken for free.
- 34:** You were born during the festival of Ohta, while your entire village was outside in the public square having a series of brawls to settle old disputes. You begin with the Brawler Knack.
- 35:** You are among the last of the Whiteland nobles who were hunted almost to a man after threatening the king's castle wing which sits there. You begin with the first level of the Deceit Skill as you are used to hiding your heritage. There is a 40gp bounty on your head, so you had better keep your identity secret – this will be easy enough around common people, but you might be hard pressed to tell a convincing lie to nobles, many of whom have a good working knowledge of accents and the precise customs of each land and the family and underlings of the landmasters there. There are nobles in Whiteland among each race, so if you are not human, simply assume that you were the chief family in a village in Whiteland which was destroyed.
- 36:** You served in a war some years ago against the South Kingdom. You fought mostly at sea, but did not do terribly well. You lost one hundred men due to your poor military decisions and were unceremoniously thrown out of the military. You begin play with the first level of the Tactics Skill.
- 37:** You grew up in a travelling circus – perhaps as part of a freakshow, perhaps as a magical act. You start with the first level of the Athletics Skill for free.
- 38:** Your father was one of the most famed warriors in the land during the recent war with the Southern Kingdom. You begin with the Knack: Adrenaline Surge which gives you 1 Damage whenever you remind yourself of your legacy.
- 39:** Your home village was destroyed by goblins when you were younger. You begin play with the Knack: Chosen Enemy (Goblins).
- 40:** You grew up on the borderlands between gnolls and humans. If you are a gnoll, you have the Knack: Chosen Enemy (Humans). If you are human, gnolls are your chosen enemy. If you are neither, choose one.
- 41:** You were found as a small child and taken in by a kindly couple – you have no idea if your parents were killed or you were simply abandoned. Roll on the racial chart to determine your parents' race. Their race determines your background culture.

- 42: You were once captured and used as slave labour in the Southern Kingdom. You have escaped but now have the Knack: Tireless.
- 43: Your parents were sentenced to death after a legal dispute with a member of another race – roll randomly on the race chart. You now have the Knack: Chosen Enemy (race). If you roll your own race, roll again.
- 44: You were once on the run for a petty theft for over a month. Almost everyone has now forgotten about it, but the memories of that time, and what you had to do to survive still haunt you. You begin play with the Knack: Perfect Sneak Attack.
- 45: Everyone gets teased during childhood but yours was beyond severe. The constant fights have taught you a thing or two however – you begin play with the Knack: Fox Hop.
- 46: When you were only four years old, you got in a fight with the family dog over a scrap of meat. You took a blade and killed the dog without a thought, then prized the meat from its still-warm jaws. You do not recall this event but your mother recounted it every time you misbehaved, reminding you of how evil you are. You begin play with the Knack: Finishing Blow.
- 47: The military unit you served with have all died – the undead took most of them, the diseased wounds took others, and madness finished off the rest. You alone remain, and you miss the days of rounding up simple criminals, giving them a little beating and then throwing them in the cells. You begin play with the Knack: Expert Flanker.
- 48: You have been assaulted and robbed before. Some people have had it worse, but you have never been able to let go of the incident. Perhaps it's because of the scar across your face. You begin play with the first level of the Vigilance Skill.
- 49: You have a mysterious Deck of Cards which you know to be magical. Each time you draw one a spell flies out. See page 47 for the item.
- 50: You are in love with someone completely inappropriate – perhaps they are above your station, perhaps from a family who detests you. If ever you manage you successfully marry this person, gain 20 XP. The GM is obliged to make this challenging. You can write letters to this person and if you ever find yourself in your homeland, you will automatically encounter this person. You must flesh them out a little but the GM will create the exact Traits.
- 51: You begin as a blank slate – total amnesia. Assign your Skills as normal. Each time you spend a Story Point, a memory resurfaces or someone from your past who knows you arrives. You must slowly piece your past together from these fragments. You can allow the GM to decide on a past and give the pieces to you if unsure of what it should be. Leave 30 XP from your starting XP unspent. You may spend this XP at any point to gain anything but an Attribute Bonus. Any time you spend this XP, you remember an additional piece of your past. You begin play with two pieces of equipment worth up to 40gp; only one of these can be weapons or armour.
- 52: You are old. If you are an elf, you are 100 years old. Apply the normal Attribute adjustments. Otherwise, your maximum Body Attributes are decreased by 1 each but you begin with an additional 20XP.
- 53: You share a background with the player to your left. If they own a magical item, you own it too (or there is some argument). If they would be the last member of their people, you pair are the last of your people. You can share the cost of any Stories you tell.
- 54: Your parents were wiped out when an arrogant alchemist strolled into town and refused to pay the inflated prices for nobles. He incinerated them without a thought and then bribed the local guards to avoid punishment. You begin play with the Knack: Chosen Enemy (Alchemists) and receive 10 XP if you ever track him down.
- 55: Runes have always fascinated you. You begin play with the first level of the Academics Skill and a specialisation in Runelore. You are on the Path of Runes and can purchase any sphere from it.
- 56: You used to work for the temple of Véré and were turned into a human mana-conduit. You now store 2MP, available only to priests of the temple of Véré.
- 57: You were once part of a travelling band of bards, hired as an actor. You had to put costumes together on the fly. You begin with the first level of the Deceit Skill.
- 58: You once worked for a crazed mage named Adrian the Red who was banished from the mages' guild – he never declared why. During this time he gathered a terrifying army of nura. He was eventually wiped out, and luckily for you, by this point you had already left. Every second story you tell using your Story Points must involve either Nura, the undead or mad mages studying forbidden magics. If you know a blacksmith, he might be a hermetical nura hobgoblin living alone in the forest and coming out to trade wares. If you know a cut-throat, this might be an ogre who has managed to survive by convincing a village to constantly deliver meat to him. If you know a powerful mage, this might be an undead priest who sits alone in a chapel, praying to Qualmë each day to release him from his torment.


- 59:** You originally come from some different land in Fenestra. If you begin in Quennome, you might be from Eastlake, or the Pebbles, or anywhere except for Quennome. You may only spend Story Points while outside the current area.
- 60:** You travelled round the South Kingdom for some time – you start with 4 Story Points to be spent anywhere, and 3 Story Points which can be spent only in the South Kingdom.
- 61:** Your father has been put in prison for murdering a nobleman, but you are sure he is innocent. You receive 10 XP for getting him out, one way or another.
- 62:** You were once travelling with a band of merchants when a horrifying forest creature attacked – the GM rolls 1D6 + 11 on the Forest Encounter chart of your local area to determine the exact creature⁵; you now have a crippling phobia of this creature (if the result is a mana lake, reroll). If you encounter this creature, you must make a Wits check, TN 8, each round; failure indicates you must flee immediately and swiftly. If you ever deal the killing blow to such a creature, the TN to overcome your phobia reduces by 1.
- 63:** You once saved a priest of Véré from being attacked by bandits. He blessed you with the safety of the forest from that day onwards. You store 1 MP like a mana stone and regenerate 1 MP per scene. If you spend this MP, you can attempt to send a forest creature to sleep by saying a very short prayer to Véré. The TN is 4 plus the creature's Wits + Aggression. See the core book, page 54, for the Forest Song spell.
- 64:** Your little sister once stole a ring of invisibility from a priest of Alassë. You thought it was quite funny until he took his vengeance, turning her into a cat. He got his ring back and walked away, leaving you in shock. The cat follows you everywhere. It has Str -5, Spd 4, Dex 3, Int 1, Wts 1, Cha 1. If you ever find a miracle worker who can undo the spell (TN 10) you gain 10 XP. Until that time, you have a constant cat companion.
- 65:** You were once married, settled, and happy. Happy until a couple of years into your marriage it transpired that you are infertile. Your partner left you and now you must carve out some kind of life as an adventurer. This is not what you envisioned for your life at all!
- 66:** You are in possession of a book you found on the mutilated body of a man on the road. The bandits took all his goods but left the book out of disinterest. It details extremely advanced alchemical instructions on how to summon creatures from other worlds. This book is worth up to 200 gp to the mages' guild. It can be used to learn the 5th level of the conjuration sphere through the Path of alchemy.
- 67:** You were hired for a battle with a powerful priestess of Qualmë but were so terrified of her undead host that you fled before the battle. While fleeing you accidentally encountered the undead host on the road and had to hide in the surrounding forest. Then the host stopped, and the priestess left her wagon in a forest clearing before continuing towards the battle. After you were sure they were gone, you crept up to the wagon and stole the first thing you could see – a painted skull, sitting on the table. Since then you learnt two things – that all of your companions are dead (and you have been presumed dead with them) and that the skull you stole comes from an old priest of Qualmë. His spirit remains in the skull. He cannot speak but can summon the dead back to life. He has a base MP of 6, Intelligence 3, Wits 1, Necromancy level 5, Invocation level 3, Fate 2 and Aldaron 1. He can affect someone with Necromancy level 4, allowing them Death Sight, at which point the target can see and hear the necromancer. His current wish is to return to a priest of Qualmë. He is not a cooperative magical item for others' use but a creature in his own right. He has only a limited fear of death as returning to this land would be difficult but not impossible.
- 68:** You once spent a month in cells being tortured before the guards realise they had the wrong person. Begin with the Knack: Hardened.
- 69:** There is a prophecy that you will somehow interfere with the will of Qualmë – you have no idea what this is about but some cult or other out there are not happy with you. Someone has sent a ghast to kill you. It instinctively knows roughly where you are. It follows you on foot. You keep moving, on horseback (begin play with a horse) whenever you can, every day. You are safe only in populated areas, where it usually does not approach. See page 41.
- 70:** You serve a minor deity from your home village and wish to spread word of their glory throughout the land. You must select their name and personality. You will work with the GM to create a list of pious endeavours which grant you XP. If you prefer, this can be a unique Code.
- 71:** You once destroyed a powerful artefact from some temple – perhaps a sacred tree in a temple of Laiquë, or a doll from a temple to Alassë. Whether this was on purpose or by accident, that god now has it in for you. Every time you are outside of a city and obtain a result of 'no encounter' the GM re-rolls once in order to try and obtain an encounter. This continues until you somehow make up to the god (via the church) for your terrible transgression.

⁵If the local area has no forest encounters, substitute the encounter table with the most results.

- 72:** You are addicted to alcohol. Any time you have a strong drink – ale does not count – you must make a Wits roll, TN 8; failure indicates you must have another drink. Each drink increases your Fatigue and increase the TN by 1 and you must roll again for another, and another, until you prize yourself away or are too drunk to drink any more or you are forced to stop drinking by some other means.
- 73:** You started your adventuring career with a heartfelt gift from your father – the family warhammer. Apparently it has been in the family for three generations, and now four. You said you were not sure if the weapon fitted your exact adventuring style, but your father only told you that you would get better in time.
- 74:** Your family are rich, and very fond of doting on you. Begin with 50 gp and 100 gp worth of equipment. This can include an entourage who will join you for the first adventure, and possibly a few more – perhaps jesters, cooks, a few soldiers and maybe the services of an alchemist for a single session.
- 75:** Your grandmother, high priestess of Laiquë, died recently and made you promise to look after the family cat. For those who follow the Path of Divinity (Laiquë) it counts as a 5 point mana stone and can Polymorph people as per the 3rd level spell, Polymorph Other. It has a range of 6 squares and uses your late grandmother's Intelligence bonus of 2. The cat has Str -5, Spd 4, Dex 2, Int 0, Wts 2, Cha 3. It cannot speak and the GM makes all decisions about when it will use this power according to the interests of the cat, not the interests of your character.
- 76:** You have been captured for a crime you did not commit and were shoved naked into a cell. You have managed to escape and become a stowaway on a travelling wagon to get where the adventure starts but you start with nothing – not a sword, piece of bread, spellbook or loincloth. You begin with an appropriate number of Fatigue Points if you start in a cold region.
- 77:** You are very young. You begin play with only 20XP. No Trait may be higher than 1, although FP and MP can be at any level. You may raise no Trait to above 1 during play. During your first downtime you enter a growth spurt and gain 40XP and can spend any saved XP.
- 78:** Your mother had to give birth unexpectedly while travelling. The camp did not know it at the time but they had stopped by a mana lake. Since then your eyes have had an unnatural shine to them, begin with 2 MP base – this is a free level but the next level will cost 10 XP as usual.
- 79:** You have been captured by a dwarvish necromancer so that your dead body could be used as the vessel for an ancient warrior-wizard who is destined to return and destroy the Rex of the North while reclaiming all the land around the Bearded Mountains for the dwarves. Unfortunately for them, two things went wrong – the first is that you were not actually dead when the spell started (just close to death), the second is that other dwarves came to interrupt the illegal ritual and kill the necromancer. They set you free, the spell completed but with a strange twist. If ever you die, that powerful spirit shall return and inhabit your body with full access to powerful spells and begin amassing an army and increasing his own personal power by drinking the souls of the dead. The dwarves explained to you that they thought this was a likely result but let you go because you were not guilty of any crime.
- 80:** You once served under your grandmother as a village healer, and later went to serve in the militia to fight in the Whiteland wars of humans and gnolls. You begin play with the first level of the Medicine Skill.
- 81:** You once fought as a gladiator in the arena of a city. You were quickly thrown out for your irritating ability to defeat opponents without drawing blood. Begin with the Knack: Disarm.
- 82:** You once fought in a gladiatorial arena but managed to escape. If ever you use a Story Point or journey to a large city, you are recognised, though not everyone will have an interest in telling local guards where you are – technically, escape is not illegal. However, if your captors ever want to get you back they have the paperwork to show that kidnapping you would also not be illegal. Begin with the first level of the Combat Skill.
- 83:** You once worked as a court jester – you wandered different noble courts, even entertaining the king on one occasion. People took you for an idiot, but during that time you learnt a lot. You gain 1 Charisma and have a minimum Charisma score of 1. This cannot take you above your racial maximum. You also gain an additional Story you can tell – if ever you meet a noble, you can spend one Story Point and say 'Didn't I see you in his majesty's court that time when ...?'
- 84:** You enlisted to fight with one of the most famous heroes of the land – Elric Redthirst, paladin of Ohta, to fight against encroaching nura horrors. You met with the opposing forces on a hilltop, chastised and slaughtered many of them, then chased the remaining host back into their cavernous lair and destroyed each of them to a man. The forces were so equally matched that everyone died – everyone except you. You picked up Elric's sword – a beautiful yet simple thing made from the finest steel, enchanted to destroy any creature. It is known as The God Slayer (see page 47). If the church of Ohta find out you have taken the sword, they will hunt you to the ends of the earth

for it. At present, nobody knows you well enough to be looking for you – they probably assume that some nura survived and stole the artefact. However, almost all followers of Ohta and many others know exactly what the sword looks like – that distinctive purple colouring along the handle and the words of vengeance carved into the hilt are difficult not to remember.

- 85:** You have been hired by priests of Cálë to chronicle your adventures in the land. You are largely expected to make your own way and earn your own money, but any time you are in a large city you may report to a temple of Cálë and receive 2 gp per month of adventuring time, or 6 gp per season. They want all the information on the various secrets of the land that you can obtain for them – hidden grottos, conspiracies, uncharted mana lakes, anything new and interesting.
- 86:** You once wished upon a shooting star during the cold festival at the height of Alassea. You wished for all your dreams to come true. Since then they have – sort of. Any time you sleep the GM secretly rolls 2D6, on the result of 10 or more an illusion is created out of your dreams. This uses any level of the illusion sphere, up to 5th, and counts as if it were cast by someone with Intelligence and Wits 5. The GM crafts a dream out of elements and characters from the current adventure and from your background stories – if you have already specified you have known a blacksmith from childhood and you are currently running away from nura creatures, that blacksmith might arrive after having been transformed into an ogre.
- 87:** Your grandmother was a village healer and taught you all you know about the craft. You later served in Whiteland during the war between gnolls and humans. Begin play with the first level of the Medicine Skill.
- 88:** You have been enchanted to serve as the personal body guard of a high priestess of Véré. However, you managed, in a drunken stupor, to leave long enough for the enchantment to dim a little. Your mistress is still looking for you, and the more legend spreads of your deeds the more intent she will be on finding you. Any time you spend a Story Point, your identity will be known by someone during that adventure. If you ever meet your mistress again, you will not be able to refuse her – you must obey her every command. Mechanically, she has used the 5th level of the Enchantment sphere on you.
- 89:** You were a high ranking member of a guild before deciding to pack it all in and adventure. If you are not human then you have some equivalent expertise in your own culture. You begin play with an additional 2D6 × 4 gp. The guild type is determined by one of your highest Skills.
- 90:** You played a fantastic game of dice, and won a magical scroll. You just need to read the Quenya written and you can find out what it does.
See page 47 for the Portal Scroll.
- 91:** Your father gave you a map to some buried treasure, but wouldn't tell you how he got it, only that you are not the only one with a copy of the map. Each time you spend a Story Point, roll a die. On the roll of a '6' you run into someone chasing the same treasure as you. At this point you can make an Intelligence + Survival check to understand how the map relates to the local landscape. The GM will fill in the details.
- 92:** You have been charged by the local Captain of the Night Guard to explore the world and report your findings. You have the official title 'Associate', and receive 1gp per month as payment. See appendix C for more.
- 93:** If you roll 93 or above, reroll twice



Part III

Side Quests

Stories So Far

He attacked everything in life with a mix of extraordinary genius and naïve incompetence, and it was often difficult to tell which was which.

Douglas Adams

These random Side Quests are written for Mount Arthur, but should work with any area which contains woodspies and chitincrawlers, such as Dogland, or Quennome.

If you have a plot-arc in mind already, you can pull out a couple of these random encounters as flavouring for your campaign, or just slot them in when you've not prepared enough material for the night. Alternatively, you can lump the lot together, and run them as a major plot-arc.

I cannot provide much of a map, as I don't know where anything is. However, do consider populating a

map, or asking the players to do so. When the group leaves the central town, they can make a point on a map marked 'town'. If they encounter the bad bandits of Redfall, you now know that Redfall lies somewhere nearby. Once they encounter the Green Tower, that will stay put on the map wherever they find it.

As the group wander the world, it can be filled out, bit by bit. Maps at this point often have East at the start, so people can organize first thing in the morning by looking towards the rising Sun, so stick that in, then just have a map organically around it.

The overall plot contains two major arcs:

SECTION 6.1

Expanding Wilderness

In the words of Townmaster Catelina:

Our city has burnt to the ground so long ago that people have forgotten where it is. They just call it 'the Lost City'.

It had its own little College of Alchemy, and a great logging industry, until the elves came. They thought they owned all the forest and they couldn't share, so they started telling people to get out, and when they didn't, they just killed everyone. Every single man, woman and child, dead or driven out.

Well it's time to take back what's ours. I've sent trackers out, and it's so overgrown they say you can walk through the old city and not notice you're in it. They say it's huge, but the original stone is in there – buried under all the trees and bushes the elves summoned up with their black magics.

I've commissioned an outpost, and kept it hidden. We'll have more information once they finish their rounds.

This time it'll be different. This time we have a strong king, and he won't let the area fall. Once we have the

area built up, I'll take the lead, and move in with the king's army.

Of course, at present, Rex Wyatt doesn't know about this, and one cannot procure an army without good cause. For the moment, I've had to speak with some unsavoury characters who've agreed to work under my direction. Lieutenant Darren of the Night Guard has understood the gravity of the situation, and has organized some criminals he knows to carry out their orders.

While Lord Catelina has kept his small, but illegal army secret, Adrian, high priest of Laiquë has already learned of it, and decided to intervene.

This secret army, along with all the information required to keep them safe, a few such as weapons, and political protection at the right time, it orchestrated by Lieutenant Darren of the Night Guard.

My typical excuse has been scouting. I take my horse, and enough money for plenty of supplies, then simply leave the guard house in the town for a few weeks. Ini-

tially, Captain Oscar of the Night Guard was irritated at my apparent abandonment of duties, but recently we've started hearing of other bandits. It's been a real blessing. Whenever I come back, I tell him something of their movements, whether I've seen them or not.

Of course, most of the time, I simply go back to the

the Green Tower and meet with the others. They're good men – none chose to live as bandits, but times are tough. There are so many woodspies around the Lost City that we started calling ourselves the Woodspy Bandits, and somehow the name just stuck.

SECTION 6.2

The Nura Conspiracy

The brothers Redclaw Whiteland and Areth Whiteland were young when their parents rebelled against Rex Wyatt. Their parents were murdered, and they fled. Since then, the two brothers have become vicious bandits, with a tenacious desire to do anything they can to harm the royal interests.

They have since split up and gathered in two locations. Areth has found a portal in the town's sewer to the nura realm, which he can open at will. Areth immediately started thinking of how he could use this to tear apart the local trading hub.

We have connections all over, but you have to think local, even when trying to overthrow a king. The town's small, but it's a major hub for trade, and information, especially since we got Wendy Pig, owner of on side. She's a fierce one.

Setting up in a sewer sounds horrific, but we have a nice area at the side we've decked out like a normal house. It even has fancy cushions. Of course we explored deeper and deeper, until we found the portal. You just say the word (and no, I won't tell you what it is), and the great round stone circle opens up to another world. And that world stinks. It stinks in there, really bad. There's a full castle, and you can look down and see a full world of these horrible goblin creatures wandering about.

Truth be told we were drunk when we first opened the portal, and at the other side, a man stands there, asking if he can come in. Just this bald guy, with a funnyfucker accent. He asks us if he could have a bit of the pork we were eating, so I tossed it towards him (because who wants to actually invite someone in from a magical portal?) and he eats it slowly, then says "thank you", like we're all sitting down to tea.

Well that was it rolling. He tells us he's the king there, and that he will gift us magical items for our generosity. We're not stupid, so obviously, we tried the ring out on a street kid from above. He read this scroll aloud and bang, fire rises in front of him, and throws itself onto the nearest wall. The burn-marks are still there.

Since then it's been rings that can keep you awake and tireless for days, daggers that summon fire, and this ogre-dust that turns someone into a raging monster.

Even better – he gave us workers. He brought in hobgoblins to dig for us from the deeps, and we've expanded out this old underground patch, and unearthed all sorts. He told us they just need pushed, so we push them, and push them, and when they've had too much they die,

and we bring them back with a great magical brazier he gifted us. Once the dead are back, we stuff them in little cages for keeps. When the time comes, we can send a miniature army of nura to an undefended town, and that'll be a major trading route down.

And I know what you're thinking – we're being duped, and something bad's going to happen. But what you need to understand is that the portal closes after a few minutes, and we're the only ones with the word to open it, and it has to be opened from this side.

Since that time, Redclaw has left to live outside with a few other men, coordinating things from outside.

At the start it was all innocent – I'd dress up as a travelling alchemist and sell a magical item for a small price to a few of the local lords. Then I started selling those scrolls, where you read them and they only work once. I came back one day just for dinner, and spoke with a few of them.

They all had the same complaints – the taxes are too high, Rex Wyatt's gone mad, and worst of all were the constant envoys checking on this and that, making sure everything was accounted for, and they never had any power. They couldn't even keep their own guards, just had to rely on the Night Guard to look after their area, and the Night Guard aren't always were people need them.

So we got talking more, and said we had more items, and overall the plan was to wait and gather others, with an understanding that when the time was right, we'd all kick off at the same time. We could free all of Fenestra.

So we wait, we build our armies, and we speak gently with Villagemasters.

Recently, we've obtained a new base of operations in the forest. It's been the strangest time, I can tell you, really has. Some of the rings – these magical rings – which came through, well they make you feel kind of cold and stop you feeling tired. Then one day in the forest we find this abandoned temple to Qualmë, so we investigate and find it's full of the walking dead, and they just ... don't do anything. They never attack us. It's like we're invisible, because of the power of the rings.

So we stayed there for a bit ... okay we didn't – we fucking ran away, okay? The smell of death, the wandering dead people, we couldn't take it. But it's amazing what you get used to in time, you know?

Well we explored around, and found the mausoleum's

abandoned. How weird is that? The living are in the mausoleum, while the temple's occupied by the dead. So we're camped out there, with just one neighbour to speak of.

It's been a funny arrangement, but then we're living in funny circumstances. We approached the central tower, the actual temple itself, and there was this awful screaming, and it sounded like someone saying "Get out now!". So we got out. And some time later, one of the dead approached us with a piece of paper and a quill and ink. And it asked us who we were.

And you know what? I explained the lot. A leap of faith with a monster, and I told it the full plan, full and honest.

And he let us stay.

When our horses died, he pulled them back to life, and they do just what they're told, though they have a strange occupation with dead bodies. And all he's really asking in return is that once in a while, we bring someone back, still breathing, and we leave them in the tower for him. And that's not too much to ask, considering his hospitality.

And I know what you're thinking – but the dead can't

see us, and we're ready to vanish from there at a moment's notice if things go sour. I got this under control, and when it all starts to go wrong, we'll be safely here while the fighting starts with the king against the dead. And once everything's ash, we'll rise again, and we'll be ready to liberate the land, and split Fenestra up into six Kingdoms, just like the old days, and everyone can just rule over their own part of the Shattered Castle, and we'll finally be free.

Throughout the encounters, a number of them prompt the local Nura Rating to rise (see chapter 2). At the start the party may have little to worry about, but before the end most of their excursions will be interrupted by rampaging goblins and ogres. Only by finding and plugging the portals to the nura lands – both in the town and the forest – can the party return the land to a state of normality.

For a full breakdown of all characters involved, see the glossary. For a full list of all Side Quests, organized by area, see Appendix E. You can use this list to see available Side Quests in the current area at a glance.

CHAPTER

VII

Town Encounters

A criminal is a person with predatory instincts who has not sufficient capital to form a corporation. Most government is by the rich for the rich. Government comprises a large part of the organized injustice in any society, ancient or modern. Civil government, insofar as it is instituted for the security of property, is in reality instituted for the defence of the rich against the poor, and for the defence of those who have property against those who have none.

Adam Smith

SECTION 7.1

Encounters

The Lizardite Amulet

The lizardite amulet summons any item, and is exceptionally powerful as it has 30 MP in total. It functions as per the third level conjuration sphere. Unfortunately, it cannot be used unless the user first uses the activation word, and secondly, speaks in Gnomish.¹

The Lizardite Amulet

Spells: Any, Path: Alchemy, Duration: Continuous, Type: Greater Item, Potence: 5, MP: 30

The amulet was loaned from the College of Alchemy to Rex Wyatt for his entertainment, and now has to return.

(Town) The Shell Game

The local Woodspy Bandits have heard that the amulet is returning to the Shattered Castle, and plan to attack the amulet bearers and steal it for themselves. The College of Alchemy have already heard that news of the item's location has got out, and are aware of bandits coming to take the item.

Chief alchemist Jared, of the town's citadel, has arranged for three replicas to be created, and has transported them to the town.² The guards plan to pass them

off as the real item, and have them delivered to the real amulet bearers, with a message:

The enemy will attack. Take this fake item.
Bury the real one, and give up the fake.
– Jared

The only problem is that nobody knows which road the Night Guard who carry the Lizardite Amulet will take, so Jared is sending any able-bodied men he can in all directions, each with their own copy of the amulet.

Captain Oscar is going around giving speeches to quickly recruit people for a mission.

If the characters are part of the Night Guard, they must take the mission. If not, they will be instantly deputized, and have to take the mission (but can expect financial compensation).

¹The amulet was made by a gnomish alchemist, though the college don't like to talk about this fact.

²See page 80 for Jared.

Summary: The Lizardite Amulet

- ☑ The Shell Game – The characters must take a fake magical amulet to the Night Guard so it can be swapped for the real one 60
- ☐ The Book of War – Lord Catelina hires a local thief to steal a book to learn of the amulet's command word 62
- ☐ Rumours of Magic – Local villagers think they have figured out the command word for the amulet 62
- ☐ The Mob – A fake amulet is dropped, and the townsfolk all clamour after it . . . 62
- ☐ They Took Our Jobs! – Novice cutthroats assault the characters, but they have no idea what they're doing. 63
- ☐ The Old Lady – An old lady has found the amulet, and used it to hand out magical jewellery to local serfs 63
- ☐ Martha Returns – The old woman who has the item helps the characters 64

You see Captain Oscar talking to a group of the Night Guard nearby.

...and at that point, hand the amulet to them, but do not read the note.

Journey immediately to the crossroads east. Once you find them, hand over the amulet and the note, and leave.

Once the captain has finished his speech, he hands over a green amulet to the group of men wearing chain armour – apparently members of the Night Guard. He then turns, spots you, and approaches.

Men, the king has appointed you to carry out an immediate mission. This Alchemical Amulet must be delivered immediately to a group of the Night Guard coming up from the South. Journey South, find them at the crossroads, and hand the amulet to them, but do not read the note.

Once you find them, hand over the amulet and the note, and leave.

At this point the characters can accept or refuse the mission. If they accept, they will be loaned horses. Whichever they choose, play another encounter in the villages as soon as they leave the town.

The Amulet Bearers are five brave members of the Night Guard who have ridden for a long time. But today, they've decided to go off-road, and rest. The smoke from their campfire still wanders up into the sky, but they're not moving – just resting. They have no idea how to use the Lizardite Amulet.

♂ Five members of the Night Guard

Strength	3	Dexterity	1	Speed	0
Intelligence	0	Wits	-1	Charisma	0

Skills:	Combat 2, Survival 2, Tactics 1
Equipment:	Greatsword, partial chainmail, shield, 61 sp

Attack 10, Initiative 1, Damage 2D6 + 1, TN 11 (14), DR 4 P, 9 HP

9 XP 5 FP

The Bandits only want to grab the item, and head back to the Green Tower ³. The bandits want to sneak up on the amulet bearers at the crossroad, unaware that the amulet bearing Guards are in fact camping nearby.

Most of the bandits are ex-soldiers. They get their information from a traitorous member of the Night Guard – Darren.⁴

♂ Ten of the Woodspy Bandits

Strength	2	Dexterity	2	Speed	0
Intelligence	0	Wits	-1	Charisma	0

Skills:	Combat 1, Beast Ken 1, Tactics 1
Knacks:	Adrenaline Surge,
Equipment:	Shortsword, partial leather armour, 9 cp

Attack 9, Initiative 1, Damage 1D6 + 3 (2D6), TN 11 (14), DR 3 P, 8 HP

6 XP 5 FP

³See page 126 for more on the Green Tower.

⁴See page 90 for Lieutenant Darren.

♂ Brook

Archetype: Ohta

Personality: Suspicious

Mannerism: Scratches back of head

Strength	4	Dexterity	2	Speed	-1
Intelligence	0	Wits	1	Charisma	1

Skills: Combat 2, Academics 1, Deceit 2, Empathy 1, Survival 1

Equipment: Longsword, shield, complete chain armour, dagger

Attack 10, Initiative 0, Damage 2D6 + 1, TN 13 (18), DR 4 C, 10 HP ☐☐☐☐☐☐☐☐

10 XP 6 FP ☐☐☐☐☐☐

Woodspy Leader Brook is a massive man, unable to run well, but he rarely needs to. If things turn sour, he will flee at the first sign of trouble, taking his men with him.

The Crossroads have a little tree coverage a stone's throw from the road – just the place to ambush people coming from the South.

How this plays out depends upon the players. They might go towards the Night Guard, in which case they have a moment to speak, and then the bandits attack.

Alternatively, they may just wait at the crossroads, in which case the bandits see them, then surround them quietly. If the party aren't wearing the Night Guard uniform, they bandits assume they are nothing to do with the Night Guard and wander off quietly... assuming the characters don't spot the abortive ambush and make trouble.

(Town) The Book of War

Lord Catelina hired Derek, a local thief, to steal the Book of Ancient Wars, detailing various battles about the time of time of Rex Dalius.⁵ The book comes from the restricted works in the Temple of Cálë (i.e. the local library). Among the various things the book talks about, it mentions the alchemical amulet which conjures things, and describes the word which allows the user to activate its powers. This won't be obvious as the book is very long, and very tedious.

What *is* obvious, is the sprinting thief.

A man sprints towards you at lightning speed, carrying a book, then darts to the side and down the street.

Players who say they want to stop him before he rushes past should make a Wits + Empathy check at

⁵See page 133 for more.

⁶See page 76.

⁷See the core book, page 11, for Group Rolls.

TN 9. As soon as he's gone, three of the town guard round the corner in pursuit, shouting at the characters to get him.

The thief attempts to run to the Mincing Pig Tavern, then disappear in the lively crowd, and into Jane's room.⁶

♂ Derek

Strength	1	Dexterity	2	Speed	0
Intelligence	0	Wits	1	Charisma	1

Skills: Combat 2, Projectiles 1, Athletics 2, Deceit 1, Larceny 1, Stealth 1, Tactics 1

Knacks: Dodger, Perfect Sneak Attack

Equipment: Rapier, dagger, 12 cp

Attack 10, Initiative 2, Damage 1D6 + 2 (2D6 + 2), TN 10, 7 HP ☐☐☐☐☐☐

5 XP 6 FP ☐☐☐☐☐☐

If questioned at any point, Lord Catelina will have plenty of excuses, and in the end be given a library fine of 3cp.

(Villages) Rumours of Magic

Whether or not the book survived, one way or another, the item's magical activation word has been discovered... or so the villagers think. Specifically, they think the command word "Saurë" will activate the item. Everyone's talking about what they would do if they found the "magical wishing amulet". Most people don't understand its powers, and think they can just wish to be the Rex, or to be young.

An Intelligence + Academics Group Roll at TN 7 lets the party know that this is nonsense.⁷

Play the next Side Quest from the Villages immediately.

(Town) The Mob

A trumpet at the city gate sounds off, and the Night Guard can be seen standing upon the great town wall, with three bleeding criminals kneeling at their sides, and three severed heads in their hands. The town crier shouts out.

The item resurfaces in town, as a guard drops it, and all the townsfolk are ready to trample each other to death for it.

Hear ye, all!

Our brave, and skilful warriors of the Night Guard have gone out to the depths of the forest, and pulled out some of the local bandits who have so terrorized the poor men and women in these lands, with theft and murder.

They have lost one of their number, and we mourn the loss of ... how the hell do I say this?

We mourn the loss of 'Stanisele', who died fighting for Rex Wyatt.

But we also celebrate, as the famous lizardite amulet, property of the College of Alchemy, was rested from the hands of the bandits.

One of the night guard holds the amulet aloft in great, gloved hands, but then fumbles, and slips. The amulet falls many yards smoothly to the ground. The crowd hear the tiniest 'clink', and then a young girl runs forward, shouting that she wants to wish for shoes. The crowd begin to move, *fast*.

Getting through the crowd requires a Strength + Empathy roll, TN 10. Town guards nearby also want to use the item, so they pull out their swords and prepare to cut down anyone stealing "Rex Wyatt's property". If the players don't intervene, the scene turns into a bloodbath within a couple of rounds.

Once finally obtained, an Intelligence + Academics Group Roll at TN 10 shows that this is not the real amulet.⁸

(Town) They Took Our Jobs!

Don't try any funny business. Just hand over the gold. Or silver. Or at least definitely those boots – god I'd kill for proper boots. I mean, I actually will. I'll kill you. Hand them over.

Pick a character who's most likely to go somewhere alone. If that's not feasible, the party are ambushed when sleeping in a tavern. However it goes down, they're being robbed by some wannabe-thieves.

A quick Wits + Empathy check, TN 8, reveals the thieves haven't a clue what they're doing. Once the non-fight has ended, the characters might ask what these three think they were doing. They reply that they once worked for a Villagemaster, but Clarisa was accused of stealing tax money. Robert was set to guard the money after the next round of tax collection, but in the morning, it was all gone. The next week, all the

staff were fired, as their replacements had arrived.

They claim that they never stole a penny, and have no idea how the money vanished.

The truth of the matter is that the taxes in the local village were being paid with false coin. One woman, using the Lizardite Amulet, summoned false coinage, which disappeared soon after.

♂♀ Clarisa and Robert

Strength	1	Dexterity	1	Speed	0
Intelligence	1	Wits	-1	Charisma	0

Skills: Combat 1, Empathy 1, Deceit 1
Equipment: Dagger, 14 cp

Attack 9, Initiative 0, Damage 1D6 + 2, TN 8,
7 HP ☐☐☐☐☐☐☐
1 XP 5 FP ☐☐☐☐☐☐

♂ Steven

Strength	1	Dexterity	2	Speed	2
Intelligence	0	Wits	2	Charisma	2

Skills: Combat 2, Athletics 2,
Deceit 2, Larceny 3, Tactics 1
Knacks: Dodger,
Equipment: Shortsword, 4 cp

Attack 10, Initiative 3, Damage 1D6 + 2, TN 11,
7 HP ☐☐☐☐☐☐☐
3 XP 7 FP ☐☐☐☐☐☐☐

(Villages) The Old Lady

A grubby little girl dances down the road with bear feet, occasionally singing, then stopping.

"Do you like my jewels?", she asks.

She has one massive green rock of immense value, hanging from a copper chain, and four bracelets on each arm, each studded with crystals.

The actual Lizardite Amulet taken by a loyal group of the Night Guard, but soon after they were killed by ghouls created by the Undead Priest Antonym. The ghoul carrying the amulet wandered away from the group, and since Antonym had no idea about the amulet, it was just ignored. Finally, that ghoul ended up attacking the villages, where Martha killed it and took the item. After a visit from a gnomish alchemist, she

⁸See the core book, page 11, for Group Rolls.

⁹Gold coins, ledge, boots, gold-necklace, dry sticks, satchel, fancy bracelet, pestle, mortar, horseshoe, bandage, water, frying pan, coat, hat and bowl.

learned the item's command word, and a few gnomish words for things to summon.⁹

Today, she summoned jewels to entertain Emily, a little girl. Emily wants to keep the source of her jewels a secret, and the characters have zero chance of bribing her. After a day, the jewels vanish into thin air.

♀ Martha the Healer

Archetype: Acquisition

Personality: Slow

Mannerism: "Um..."

Strength	-1	Dexterity	0	Speed	-3
Intelligence	1	Wits	0	Charisma	1

Skills: Academics 1, Empathy 2, Medicine 3

Equipment: Lizardite amulet, bandages

Attack 7, Initiative -3, Damage 1D6 - 1, TN 7, 5 HP □□□□□

1/3 6 FP □□□□□□

(Villages) Martha Returns

If the characters left Martha to continue her good work in the villages with the magical item then there's one more part. Combine this with the next Side Quest's encounter, and if the characters get into trouble, Martha comes to their aid, along with her sons, Harry and Oscar. If not, leave this encounter till the next time the characters are in trouble in the villages.

♂♂ Harry & Oscar

Strength	2	Dexterity	0	Speed	0
Intelligence	0	Wits	-1	Charisma	0

Skills: Combat 1, Beast Ken 1, Tactics 1

Knacks: Adrenaline Surge, Extreme Charge

Equipment: Shortsword, partial chainmail, shield, 5 cp

Attack 9, Initiative 1 (2), Damage 1D6 + 3 (2D6 + 1), TN 10 (13), DR 4 P,

8 HP □□□□□□□□

8 XP 5 FP □□□□□

Wolf Heads

The characters hear of an adventuring party travelling around, and eventually meet them. This Side Quest is designed to run in the background, and flavour other encounters.

♀ Jubilee

Archetype: Experience

Personality: Cheeky

Mannerism: Thumbs up

Strength	0	Dexterity	2	Speed	1
Intelligence	0	Wits	1	Charisma	1

Skills: Combat 1, Projectiles 2, Athletics 1, Deceit 1, Larceny 3, Stealth 1, Survival 1, Vigilance 1

Knacks: Precise Strike, Quick Shot

Equipment: Shortsword, partial leather armour, dagger, short bow, 12sp.

Attack 9, Initiative 2, Damage 1D6 + 1, TN 11 (14), DR 3 P, 6 HP □□□□□□

4 XP 6 FP □□□□□□

♂ Bertold

Archetype: Véré

Personality: Angry

Mannerism: Massive Grin

Strength	3	Dexterity	0	Speed	1
Intelligence	0	Wits	-1	Charisma	0

Skills: Combat 2, Projectiles 1, Athletics 2, Deceit 1, Survival 2

Knacks: Unstoppable, Finishing Blow, Extreme Charge

Equipment: Greatsword, partial chainmail, dagger, long bow, camping equipment

Attack 10, Initiative 2 (4), Damage 2D6 + 1 (2D6 + 3), TN 9 (12), DR 4 P,

11 HP □□□□□□□□□□

13 XP 5 FP □□□□□

Summary: Wolf Heads

- ☑ ☞ Rumours of Glory – The party overheard about the famous warriors in their area 65
- ☐ Arm Wrestling – The characters meet the Wolf Heads 65
- ☐ ☞ Rumours of Ogres – The party hear more of the Wolf Heads 65
- ☐ Helping Hands – The party encounter the Wolf Heads again, who lend a hand . 65
- ☐ ☞ A Cry for Help – The party find the Wolf Heads attacked by ogres 65

♂ Lucretius

Strength	1	Dexterity	0	Speed	-1
Intelligence	2	Wits	0	Charisma	0

Skills: Projectiles 1, Academics 2, Crafts 1, Survival 1
Knacks: Combat Caster, Specialist (Intelligence + Projectiles)
Path of Conjunction 3, Invocation 3,
Alchemy: Illusion 1
Equipment: Mana stone worth 4 MP

Attack 7, Initiative -1, Damage 1D6 + 1, TN 7,
 6 / 8 MP □□□□□□□□, 7 HP □□□□□□
 6 XP 5 FP □□□□□

♀ Amy

Archetype: Véré
Personality: Scornful
Mannerism: Crossed Arms

Strength	1	Dexterity	0	Speed	0
Intelligence	2	Wits	0	Charisma	1

Skills: Academics 2, Empathy 1
Path of Fate 3,
Devotion:
Equipment: Dagger, 65 sp

Attack 7, Initiative 0, Damage 1D6 + 2, TN 7,
 4 / 4 MP □□□□, 7 HP □□□□□□
 3 XP 6 FP □□□□□

(Town) ☞ Rumours of Glory

The local gossip relates to how the local heroes, known as the *Wolf Heads*, recently protected a town from a goblin invasion.

1. There were around forty goblins.
2. The Wolf Heads stopped them with grease spells over the walls, so the goblins could not climb properly, leaving the archers time to pick off more.
3. The local village master refused to pay for goblin heads taken, claiming it would be illegal as it

would count as him raising his own army.

4. The party refused to gather payment from the local peasants, but have sworn a blood oath to kill Village Master Solus.

This last rumour isn't entirely accurate – the Wolf Heads are irritated with Village Master Solus (see page 103), but have not sworn an oath to kill him.

Play this encounter at the same time as the next Side Quest part, and raise the local nura rating by 1.

(Villages) Arm Wrestling

The Wolf Heads have just encountered ten chitin-crawlers, and slain the lot. They used a giant web spell, along with a lot of arrow fire.

They are tired, but unwounded, and are up for fun, so they went to a nearby village to drink. Wherever the characters are they encounter the Wolf Heads, who then challenge them to arm-wrestling contests, or magical contests. The Wolf Heads will also speak about encountering goblins, both during the recent assault on a village, and in general. The games are mostly in good faith, but if the party have any obviously valuable items, Jubilee will attempt to steal it from them.

(Town) ☞ Rumours of Ogres

The characters hear more of the wolf heads, specifically about how they are looking for some abandoned temple to Qualmë, which could be the source of so many goblins in the area.

Play this encounter at the same time as the next Side Quest on your list.

(Forest) Helping Hands

The wolf heads come across the party at the same time as another encounter. If the party are in trouble, they come to save them. If the party aren't, they may just walk together with them for safety.

(Villages) ☞ A Cry for Help

A dozen ogres ambushed the Wolf Heads on the road, and the party heard their cries in the distance. By the time the party arrive (assuming they come towards the cries) Bertold is unconscious (-3 HP), and Jubilee is nearly dead (2 HP left).

Ten ogres remain alive. Five are focussed on the remaining Wolf Heads, and the other five have decided

to wait in the bushes to ambush the party (or if not the bushes, inside nearby houses, or anywhere appropriate).

If the party leave then the Wolf Heads die. If the Wolf Heads survive, they will rest in the town, and be ready for any call to adventure, such as joining the fight against the nura in the future.

♂ 5 Ogres

Strength	6	Dexterity	0	Speed	3
Intelligence	-3	Wits	-1	Charisma	-4

Skills: Combat 1, Beast Ken 1, Crafts 1

Equipment: Nothing.

Attack 9, Initiative 3, Damage 2D6 + 2, TN 7, 12 HP ☐☐☐☐☐☐☐☐☐☐
6 XP 1 FP ☐

♂ 5 Hiding Ogres

Strength	4	Dexterity	0	Speed	4
Intelligence	-3	Wits	-1	Charisma	-4

Skills: Combat 1, Beast Ken 2, Tactics 2

Equipment: Greatsword

Attack 9, Initiative 5, Damage 2D6 + 2, TN 9, 10 HP ☐☐☐☐☐☐☐☐☐☐
7 XP 1 FP ☐

The Trouble with Ale

The Ale Guild of the Bearded Mountains takes dwarvish ale to the town, then waters it down, and makes an absolute killing in profits. The local Ale Guild aren't happy, and shenanigans ensue.

Anatole, Master of the Ale Guild, dresses his men as Knights¹⁰ from the faraway Ale Guild of the Bearded Mountains, and has them cause trouble in order to give his rivals a bad name. In retaliation, Guildmistress Susan, dignitary to the Bearded Mountains' Ale Guild, destroys much of the local ale stores.

(Town) The Drunken Knight

This encounter can easily slip into the background – the knight has no interest in assaulting the players, especially if they look well-armed.

From the street ahead a drunken man in full plate armour falls against a wall, before getting back up and shouting at passers by that they're pathetic for drinking elvish nonsense, and need a proper dwarvish drink.

...except, he's not a knight. He's a member of the local Ale Guild, and a patron of the temple of Alassë. He's acting drunk and showing a symbol of the bearded mountains in order to give the rival sellers a bad reputation.

Players may notice he's pretending to be drunk with a Wits + Medicine Group Roll, or notice that his coat or arms isn't painted onto his breastplate quite right with a Wits + Academics Roll. Both have TN 10.

♂ Chris, Town Ale Guild Member

Archetype: Alassë

Personality: Angry

Mannerism: Pointing at people

Strength	2	Dexterity	0	Speed	1
Intelligence	0	Wits	-1	Charisma	1

Skills: Combat 1, Athletics 1, Deceit 1

Equipment: Longsword, complete plate armour

Attack 9, Initiative 2, Damage 1D6 + 3, TN 10 (15), DR 5 C, 8 HP ☐☐☐☐☐☐
5 XP 6 FP ☐☐☐☐☐☐

If questioned, Chris says this is "just a little joke".

(Town) Ale Explosion

Play this encounter at the same time as the next on the list.

Suddenly the house to your right explodes, and water rushes down the street, knocking aside stalls, women, two stray dogs, and sweeping the lot down the road. It foams and froths like mad, and then you notice – this isn't water, it's ale!

The party can avoid being swept down the street by the storm with a Wits + Athletics roll, TN 8.

Background: The local Ale Guild found that the more ale is brewed in a batch, the cheaper it becomes. They

¹⁰The term "Knight", is used by townsfolk for anyone in armour. Guilds who travel need a lot of protection, as the roads are dangerous, and they general count as 'knights'.

Summary: The Trouble with Ale

- ☑ The Drunken Knight – A knight of the local Ale Guild starts fights while pretending to be from the Ale Guild of the Bearded Mountains 66
- ☐ Ale Explosion – Barrels of Ale explode down the street 66
- ☐ You Can't Drink Here – People jeer at envoys from the Bearded Mountains Ale Guild and a fight breaks out 67
- ☐ ☐ Dry – Guild fights have caused all ale supplies to run out 68

bought a few cheap houses around the city, and build massive barrels to house the ale in. However, Susan found where they're stored, and paid a few street-rat children to come in and mess the place up, pulling corks out of the barrels, and such. Unfortunately, with just a little too much jostling and jumping on the barrels, the unstable equipment exploded.

If the PCs investigate, an Intelligence + Vigilance Team Roll, TN 10, will allow the characters to find the bodies of the children who started the problem, along with the fact that they were recently speaking with Susan, who currently drinks in the Mincing Pig.¹¹

(Town) You Can't Drink Here

A crowd is vomiting out of a pub, pushing six men out with them...or rather three men and three dwarves, all heavily armed. The crowd shout for them to go back to the mountains and that they're not welcome in the area, but a dwarf, covered in metal from head to toe, and wearing the emblem of the Ale Guild from the Bearded Mountains, starts argues back at them, listing a litany of laws concerning public houses and the rights of foreign Guild Captains, with deafening volume.

The crowd just jeer, making a large vein in the dwarf's head bulge while his face turns redder by the moment.

A party of three men and three dwarves from the Bearded Mountains are tired from a long day's walk, and need a rest and drink, but the townsfolk think of the Ale Guild from the Bearded Mountains as nothing but troublemakers.

Laxen, the angry dwarvish Guild Captain, has had enough of the bickering and feels tough in his full plate armour. He has no idea that Susan has been pulling stunts, such as destroying the stores of the local Ale Guild.

If the characters do nothing, the crowd at one point pelt Laxen with some old soup, and local ale. He swings his axe, and a fight breaks out instantly. The group then flee the city, and all ale trade with the Bearded Mountains stops.

If the characters try to de-escalate the problem, give them an appropriate roll. They have time to try multiple tactics, from asking the crowd to calm down, to threatening to call the guard. However, the crowd are very angry, so the default TN for the encounter is 10.

♂ Guild Captain Laxen

Archetype: Experience

Personality: Dour

Mannerism: Strokes beard

Strength	1	Dexterity	1	Speed	0
Intelligence	0	Wits	0	Charisma	-1

Skills: Combat 2, Crafts 1, Tactics 1
Equipment: Wood axe, partial chainmail, 132 sp

Knacks: Chosen Enemy: Goblinoids, Defender

Attack 10, Initiative 0, Damage 1D6 + 3, TN 9 (12), DR 4 P, 7 HP
 6 XP 4 FP

♂♂♀ Joshua, Rachael and Rob

Strength	3	Dexterity	1	Speed	0
Intelligence	0	Wits	-1	Charisma	0

Skills: Combat 2, Survival 2, Tactics 1
Equipment: Greatsword, partial chainmail, 33 sp

Attack 10, Initiative 1, Damage 2D6 + 1, TN 10 (13), DR 4 P, 9 HP
 8 XP 5 FP

These two are heavy drinkers, and heavy fighters, but they will stop as soon as Captain Laxen gives the word.

¹¹See the core book, page 12, for Team Rolls.

♂♂ Mugin & Thunin

Strength 0 Dexterity 1 Speed -1
Intelligence 1 Wits 0 Charisma 0

Skills: Combat 1, Crafts 1, Deceit 3
Equipment: Shortsword, 67 sp

Attack 9, Initiative 0, Damage 1D6 + 1, TN 10,
6 HP ☐☐☐☐☐☐

1/3 5 FP ☐☐☐☐☐

Susan still drinks at the Mincing Pig.

Conclusion: If the characters can track down Susan and have her talk with Anatole they might be able to make peace between the two groups. In this case, crisis is averted, and the final part can be discarded.

♀ Susan

Archetype: Alassë

Personality: Inquisitive

Mannerism: Hands behind her back

Strength 1 Dexterity 1 Speed 0
Intelligence 2 Wits 0 Charisma 1

Skills: Combat 1, Academics 1,
Deceit 1, Vigilance 2
Equipment: Dagger, 11 cp, 20gp hidden
nearby

Attack 9, Initiative 0, Damage 1D6 + 2, TN 8,
7 HP ☐☐☐☐☐☐

1 XP 6 FP ☐☐☐☐☐☐

(Town) ☞ Dry

Later that day, you can find no rest in a tavern. The first has run out of ale, and the second. Asking around, people are saying they've all dried up, and now serve nothing but foul water. The town are becoming agitated.

If the party did not manage to avert total disaster in the previous encounter, play this encounter together with the next Side Quest.

For the next two encounters, all social rolls have a -2 penalty, as everyone around is feeling irritable.

Meanwhile, townsfolk are drinking more and more unpurified water, all of which has been tainted by the sickness of the nura who live in the sewers. Raise the local nura rating by 1.

There is no possibility to repair this damage once it's done, and no option to repair the situation any time soon.

Random Meetings

(Town) Pickpocketed

You feel the side of your leg and suddenly your heart stops. You wonder where is... *which item is the last one written on your character sheet?*

The player with the highest Intelligence Bonus makes a Wits + Vigilance roll, TN 9. Failure indicates a thief has stolen the last item on the player's character sheet, and successfully fled.

It might be possible to track the thief, down with enough time spent investigating, but it'll require an Intelligence + Vigilance roll at TN 11.

Gary, local pickpocket, has no excuse except for his young age, and bad luck in life, though he's 25 and was recently kicked out of an apprenticeship for drinking too heavily on the job.

If the players turn him in, he will be pulled up about previous crimes at the same time, and hanged by the end of the week. With the right deal, he might agree to accompany them on a dangerous mission.

♂ Gary

Archetype: Laiquë

Personality: Arrogant

Mannerism: Picks nose

Strength 1 Dexterity 1 Speed 1
Intelligence 0 Wits 1 Charisma 2

Skills: Combat 1, Athletics 1, Deceit 1,
Larceny 2,

Knacks: Fox Hop,

Equipment: Rapier, dagger, 3 cp

Attack 9, Initiative 3, Damage 1D6 + 2, TN 9,
7 HP ☐☐☐☐☐☐

2 XP 7 FP ☐☐☐☐☐☐

(Town) The Riddle

The townsfolk are abuzz with a riddle. The mage's guild have become tired of only getting students sent by rich parents with no real ability. They've raised a bounty of 5gp to anyone who can solve the riddle. Their hope is that the most talented young men of the realm will come forward, and once they do, a long talk proceeds, as the mages tell whoever gets the correct answer why they should join the College of Alchemy.

Summary: Random Meetings

Summary: Random Meetings	
☑ Pickpocketed – Someone has stolen one of the characters' items	68
☐ The Riddle – The College of Alchemy have raised a bounty on a riddle	68
☐ The Captain – Captain Oscar jumps into another encounter to help the party . .	69
☐ Illegal Songs – A bard is caught singing about how much better it was before the current ruler, Rex Wyatt	69
☐ Pickpocketed Again! – Someone else picks a character's pocket	70

Three gods stand in front of you. One always says the truth, one always lies, and one speaks randomly. They refuse to speak your language, but they understand what you are saying. You have three questions to identify each god.

To answer the riddle correctly, the characters must pose three questions which guarantee they will correctly identify each god – guessing is not allowed.¹²

(Town) The Captain

♂ Captain Oscar

Archetype: Tribe

Personality: Solemn

Mannerism: Pitying glances

Strength	1	Dexterity	2	Speed	0
Intelligence	1	Wits	-1	Charisma	1

Skills: Combat 2, Academics 1,
Empathy 2, Stealth 2,
Survival 1, Tactics 2

Knacks: Adrenaline Surge

Equipment: Longsword, dagger, 2sp

Attack 10, Initiative 1, Damage 1D6 + 2 (1D6 + 3),
TN 12, 7 HP 

3 XP 11 FP

Captain Oscar is heading home after a long night (if this is the afternoon, it's been a *very* long night). Combine this encounter with the next Side Quest part. If the party are in trouble, he helps. If they're known thieves, he tries to follow them, then brings guards.

(Town) Illegal Songs

A little crowd have gathered in the side street, occasionally clapping their hands to a beat. Getting closer, you can hear a mandolin and a soft voice, singing of great heroes fighting back nura hordes coming up from the depth.

The singer is Roger the bard, and he's here to sing the praises of any nobles who might pull together an army to push back the nura, like nobles did in the old days. However, such an army would be illegal, as only Rex Wyatt can gather armies, or amass large amounts of weaponry, and so far the area does not have enough of the Night Guard to defend itself from rising levels of nura.

Five armoured guards arrive, and start shouting “Move aside!”, to the crowd. Without word of explanation, they grab the bard and drag him away. The mandolin sits on the ground alone, and the crowd just sit there, stunned and morose.

The guards understand who their employer is – they're loyal to Rex Wyatt and know that it's best to avoid the notion of nobles having their own standing armies, even in songs about a long time ago.

For the rest of the day, all of the town is full of talk about how in the old days, the nura were not a threat, because individual lords could pull together the armies they needed to quell nura uprisings.

If the party do not intervene, Roger will end up in the cells for six months.¹³

¹²This question is mostly here for fun. Most players will have zero chance of answering this riddle. It's placed here solely as a conversation piece, but be aware that this is technically possible, and the party may soon be very rich.

¹³For the cells under the Night Guard station, see page 81.

♂ Roger

Archetype: Laiquë**Personality:** Excited**Mannerism:** Drums Fingertips

Strength	1	Dexterity	3	Speed	1
Intelligence	2	Wits	1	Charisma	3

Skills: Combat 2, Academics 3, Empathy 3, Deceit 1, Performance 1

Equipment: Rapier, lute, 203 sp, golden necklace worth 4 sp

Attack 10, Initiative 3, Damage 1D6 + 2, TN 11,

7 HP □□□□□□□

3 XP 8 FP □□□□□□□

(Town) Pickpocketed Again!

The player with the highest Academics Skill rolls Wits + Vigilance, TN 8.

You feel your trouser leg, and suddenly think “Oh, not again!”. *What’s the last item written on your character sheet?*

This time it’s a young woman, down on her luck as her family farm was consumed entirely by nura. The rest have died, and she’s now alone.

If caught, Judith apologizes profusely, and explains her situation.

♀ Judith

Archetype: Acquisition**Personality:** Fearful**Mannerism:** Messes up her hair

Strength	1	Dexterity	1	Speed	0
Intelligence	0	Wits	1	Charisma	0

Skills: Combat 1, Athletics 1, Deceit 1, Larceny 1, Tactics 1

Knacks: Dodger,**Equipment:** Shortsword, dagger, 6 cp

Attack 9, Initiative 1, Damage 1D6 + 2, TN 10,

7 HP □□□□□□□

1 XP 5 FP □□□□□

Sewer Bandits

Areth of Whiteland has built an underground lair, and is using it to build a team of bandits. Unfortunately, the nura influence below starts to spill upwards.

(Town) ☞ Bad Water

Deep underground, all the changes made in the secret sewer lair have unsettled the earth. As a result, the town’s water has gone foul.

You stop at a nearby fountain, as everyone does in the town, but the water taste’s suddenly foul.

The rest of the night, others make the same complaints about the rotten taste.

Raise the local Nura Rating by 1. Play this encounter at the same time as the next Side Quest part.

(Town) ☞ The Nura Child

David Whiteland, delivering goods on behalf of Lord Catelina, was pickpocketed by a street-child. The child had pilfered food, enchanted to turn whoever ate it into a nura monster.

Screams erupt nearby and people flee. Around the tavern’s corner, a monster walks out. It stoops to pick up a piece of beef one of the people had dropped, then stares at it with large, innocent eyes.

Characters can make a Wits + Medicine roll, TN 9, to notice that this monster is in fact a kid who’s simply been afflicted by dark magic, and turned into a small ogre.

Curing the child won’t be easy, but sufficient research at a Temple to Cálë shows that it can be done through starvation (Intelligence + Academics, TN 8).

Raise the local Nura Rating by 1.

♂☞ James, Street-Child

Strength	2	Dexterity	1	Speed	2
Intelligence	-3	Wits	0	Charisma	-4

Skills: Combat 2, Tactics 1**Equipment:** Spear

Attack 10, Initiative 3 (5), Damage 1D6 + 3, TN

10, 8 HP □□□□□□□

5 XP 1 FP □

If taken alive, James will be able to describe David’ face, but couldn’t say who he is. James has only been a nura for a couple of hours, so if the party know

Summary: Sewer Bandits

☑ ☐ Bad Water – The town's main spring smells disgusting	70
☐ ☐ The Nura Child – A street urchin transforms into a nura creature	70
☐ ☐ Streetbrawl – The local alcoholics are on the street, and fights are breaking out	71
☐ ☐ ☐ Unexpected Ghouls – Hobgoblin ghouls from below emerge and attack the town	71
☐ ☐ Underground Assassins – The bandits in the sewer cut Captain Oscar's throat	72
☐ ☐ ☐ The Nura Rise – The hordes underneath begin to spill above ground	73

to starve him, he can return to being a normal child before long.

(Town) ☐ Streetbrawl

Recently, the the Mincing Pig has had a problem with the undead nura living underground, and has had to close to deal with the situation.¹⁴ As a result, all the alcoholics who have been chucked out of every area in the city are out in full swing. The rest of the night is full of random people brawling.

A drunken man with uncomprehending eyes stares at you, then shouts.

Oi! Pointy-eared freak. The freak-show left last week. They decide to leave you behind?

Trev's not happy, and he's taking it out on the group. Pete doesn't know the group, but he's decided he's going to speak up for them and kick the crap out of Trev. However the PCs react, a fight will break out around them. Once the fight's ended, the characters might think they're out of harm's way, but the streets are rampant with trouble.

♂ Irate Alcoholics

Strength	2	Dexterity	0	Speed	0
Intelligence	1	Wits	-1	Charisma	-1

Skills: Beast Ken 1, Crafts 1,
Equipment: Dagger, 9 cp

Attack 7, Initiative 0, Damage 1D6 + 3, TN 7,
8 HP
1 XP 4 FP

If the characters approach the Mincing Pig, they hear noises inside as of heavy metalwork. The White-land thieves in the sewers are fighting back a horde of undead who got free. Three of them are sentient, and quite capable of spotting and attacking humans wearing magical rings. The other twelve are only taking orders, but the total gang has proved to be too much for the

thieves, who've barricaded the trapdoor down, and are trying to poke spears down.

If the PCs come to the rescue and don't know about the situation, Wendy Pig and the rest tell the PCs that they're as surprised as anyone else that the long, mysterious hallways down there have undead living there.

(Town) ☐ ☐ Unexpected Ghouls

Twenty of the undead from the sewer have escaped because the bandits who live down there were simply not careful enough. If the characters confront the dead head-on, they will have a bad time, six of the town guard are only a few streets away.

Screams erupt next door. Feet move quickly, and you see three men being pulled to the ground by a silent mob of massive, naked men. The mob pulls the men inside but makes no sound, and then the screaming stops.

Another steps closer, and you can see these are not men, but stinking creatures wearing nothing but long beards. Their ears are pointed, and their bodies covered in warts. Each one has dead, white eyes, or gouged out eye sockets, but they look at you with intense interest, then start to walk towards you.

In the far distance, the town guard can be heard shouting to keep the noise down.

Any character can summon the nearby guard with a Strength + Empathy roll, TN 7, to shout out loud. The guards take 5 rounds to arrive, but every Margin on the roll reduces that time by 1 round, to a minimum of 2 rounds.


At the end of the day, the ghouls will be put to the sword one way or another, but the question remains; what brought them here?

¹⁴See page 77 for details on what happened.

♂ 20 Undead Hobgoblins

Strength 2 Dexterity 0 Speed -1
Wits -3

Skills: Aggression 2,
Abilities: Undead

Attack 10, Initiative -1, Damage 1D6 + 2, TN 7 (12), DR 2 C, 8 HP 
2 XP

Increase the local nura rating by 1.

(Town) (Underground Assassins

Captain Oscar recently asked a number of guards about recent nura sightings, and why there was suspicious activity in the town, such as the strange Whitelander accent heard in the Mincing Pig. He got too close, and Areth felt he had to die, so four men were requested to pretend to be drunk while walking down the street, and then suddenly stab him in the neck.

You hear guards shouting “After them!”, in the distance, and quickly scurrying feet, as a woman shouts for someone to help.

If the characters stay to help the wounded man, they find Captain Oscar with a knife-wound, next to his wife. The roll is Wits + Medicine, at TN 9 to save his life.

If they run after the thieves, they make a Group Roll of Speed + Athletics.¹⁵ Remember that whoever’s trying to patch up Captain Oscar’s bleeding neck won’t be able to join the chase.

Roll	Result
12	“Giving chase, you catch up to four men running from the scene of the crime.”
11	“You run round an alley, and find a drain cover clanking. The assassins have jumped underground.”
9	“You run in hot pursuit, but the attackers have disappeared down a street, into thin air.”
7	“The attackers sprint away, leaving you running in the dark.”

♂ David



Archetype: Tribe
Personality: Cheeky
Mannerism: Grins wide

Strength 1 Dexterity 2 Speed 2
Intelligence -1 Wits 1 Charisma 1

Skills: Combat 2, Deceit 2, Larceny 2, Stealth 1, Survival 1, Vigilance 2

Knacks: Stunning Strike, Perfect Sneak Attack

Equipment: Shortsword, dagger

Attack 10, Initiative 3, Damage 1D6 + 2 (2D6 + 2), TN 11, 7 HP 
7 XP 6 FP 



♂ Four of the Sewer Thieves

Strength 1 Dexterity 1 Speed 0
Intelligence 0 Wits 1 Charisma 1

Skills: Combat 1, Projectiles 1, Athletics 1, Deceit 1, Larceny 1, Stealth 1, Tactics 1

Knacks: Dodger, Perfect Sneak Attack

Equipment: Shortsword, dagger, 12 cp

Attack 9, Initiative 1, Damage 1D6 + 2 (2D6 + 2), TN 10, 7 HP 
3 XP 6 FP 

Next: If the party follow the assassins underground, they run to the nearest entrance – perhaps the butchers or the Mincing Pig. Go to page 82. Otherwise, this incident will remain a mystery.

If Captain Oscar survives, he has little idea of what’s happening, although a little investigation could reveal what he’s been asking about recently (Intelligence + Vigilance Teamwork Roll, TN 10). Raise the local Nura Rating by 1.

¹⁵See the core book, page 11, for Group Rolls.

(Town) ☾ ☾ The Nura Rise

Areth was betrayed. The hobgoblins sent up to work for him from the hell-realm were instructed to grab him and force the password out of him. He fled immediately, and a number of them stayed to capture his companions. All the thieves in the sewer were then turned into ogres.

A familiar looking man darts past you. Running after him, or perhaps after you, are ten ugly creatures with clubs, just like the dead creatures you saw before, but this time *alive*.

☾ ☾ 10 Hobgoblins

Strength	2	Dexterity	1	Speed	2
Intelligence	-3	Wits	0	Charisma	-4

Skills: Combat 2, Tactics 2
Equipment: Spear

Attack 10, Initiative 3 (5), Damage 1D6 + 3, TN 10, 8 HP ☐☐☐☐☐☐☐☐☐☐
5 XP 1 FP ☐

If the characters capture Areth, he begins shouting something over and over – the activation phrase for the portal.¹⁶ Once captured, he knows that he’s done for, and may as well give the nura the password to open the gate they so desire. Three ogres are in earshot, and they immediately run to the Mincing Pig to go underground and open the gate.

While Areth was sprinting underground, he managed to open one cell with various undead hobgoblins inside, in order to slow the nura horde down. However, they have now come above ground. In total, above ground are:

- Two groups of ten hobgoblins.
- Three ogres.
- Six undead hobgoblins.

☾ ☾ 6 Undead Hobgoblins

Strength	1	Dexterity	0	Speed	-1
Wits	-3				

Skills: Aggression 2,
Abilities: Undead

Attack 10, Initiative -1, Damage 1D6 + 1, TN 7 (12), DR 2 C, 7 HP ☐☐☐☐☐☐☐☐☐☐
1 XP

☾ ☾ 3 Ogres

Strength	6	Dexterity	0	Speed	4
Intelligence	-3	Wits	-1	Charisma	-4

Skills: Combat 2, Beast Ken 2, Tactics 2
Equipment: Greatsword

Attack 10, Initiative 5, Damage 3D6, TN 9, 12 HP ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
10 XP 1 FP ☐

If that password ever makes its way underground, the town is doomed. Nura spill from everywhere. Raise the local nura rating by 2, and roll for an encounter each time the characters enter a new area, even within the town. The party may find nura spiders, goblins, or any number of other creatures.

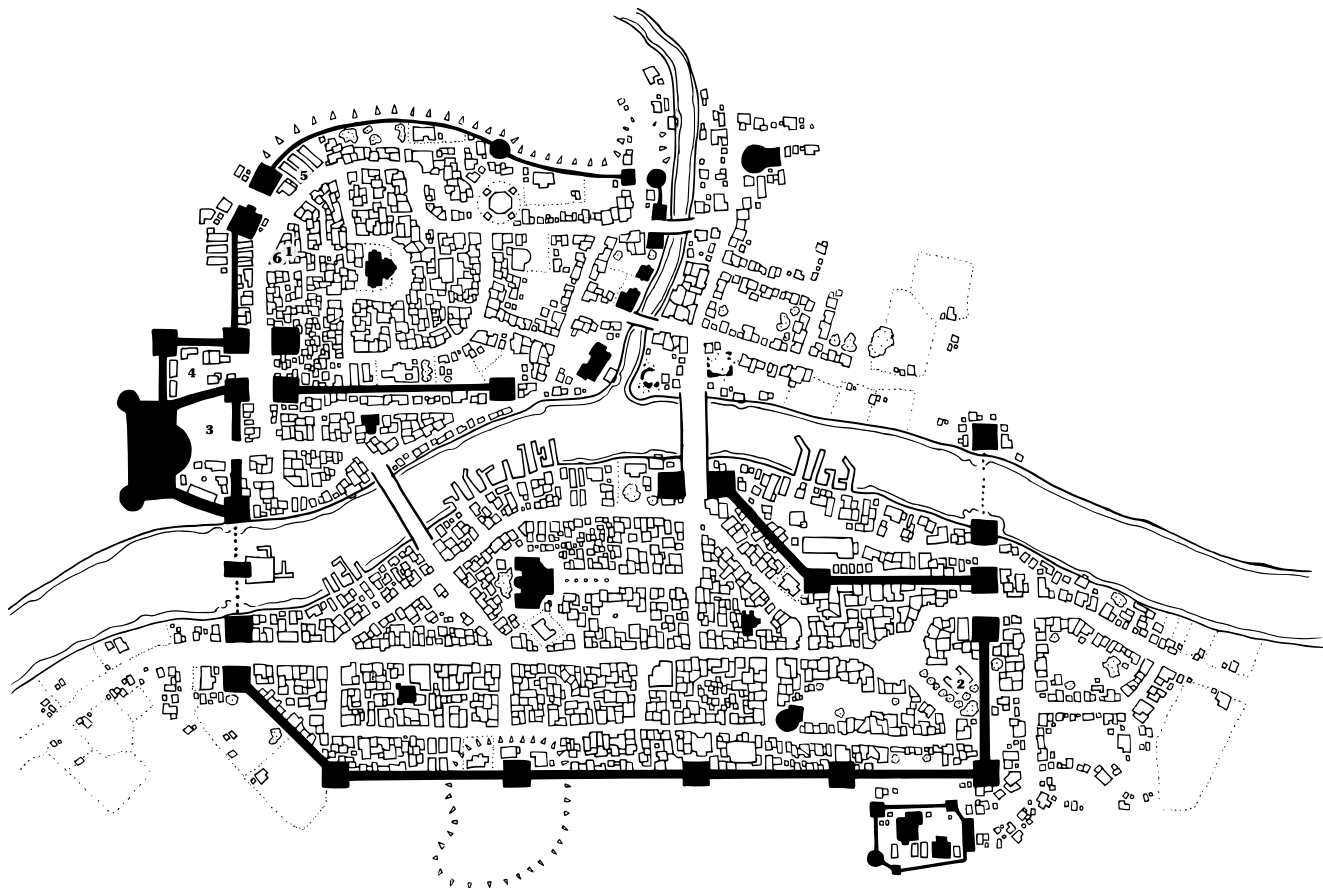
SECTION 7.2

Locations & People

The town is a lifeless and lawless area. People enter it to sell, and the most fearful of people prefer to stay inside its walls, make a meagre living, and generally go hungry rather than face the creatures outside. Those who eat well are the nobles, direct servants of the nobles, and any of the Guard corrupt enough to bend a few laws (so almost all of them).

While there isn’t a legal difference between the guards in the city and the Night Guard outside, the difference is palatable. Those inside are used to being heavy handed or violent with people, but they’re terrified of anything unnatural.

¹⁶The activation word is simply elvish for ‘We are open for trade’.



Number	Location
1	The Mincing Pig.
2	The White Horse Tavern.
3	The Citadel of Lord Catelina.
4	The Guard Station.
5	Butchers' entrance to the Lost Library in the sewers.
6	Temple of Ohta.

The Mincing Pig

Two men are pummeling each other in front of the pub's door. One limps and the other's nose is burst open and streaming down his shirt, but they continue circling like boxers. Two guards cry out and run forward to stop the public disturbance, and the two men immediately run together into the Mincing Pig, a disreputable tavern near the city's entrance. The guards stop at the door, look at each other for a moment, and then back away.

Nobody wants to go to the Mincing Pig with unfriendly intentions.

The roughest and oldest pub in the town sits just across from one of the major entrances, enticing traders in with the promise of the latest news and cheap ale.

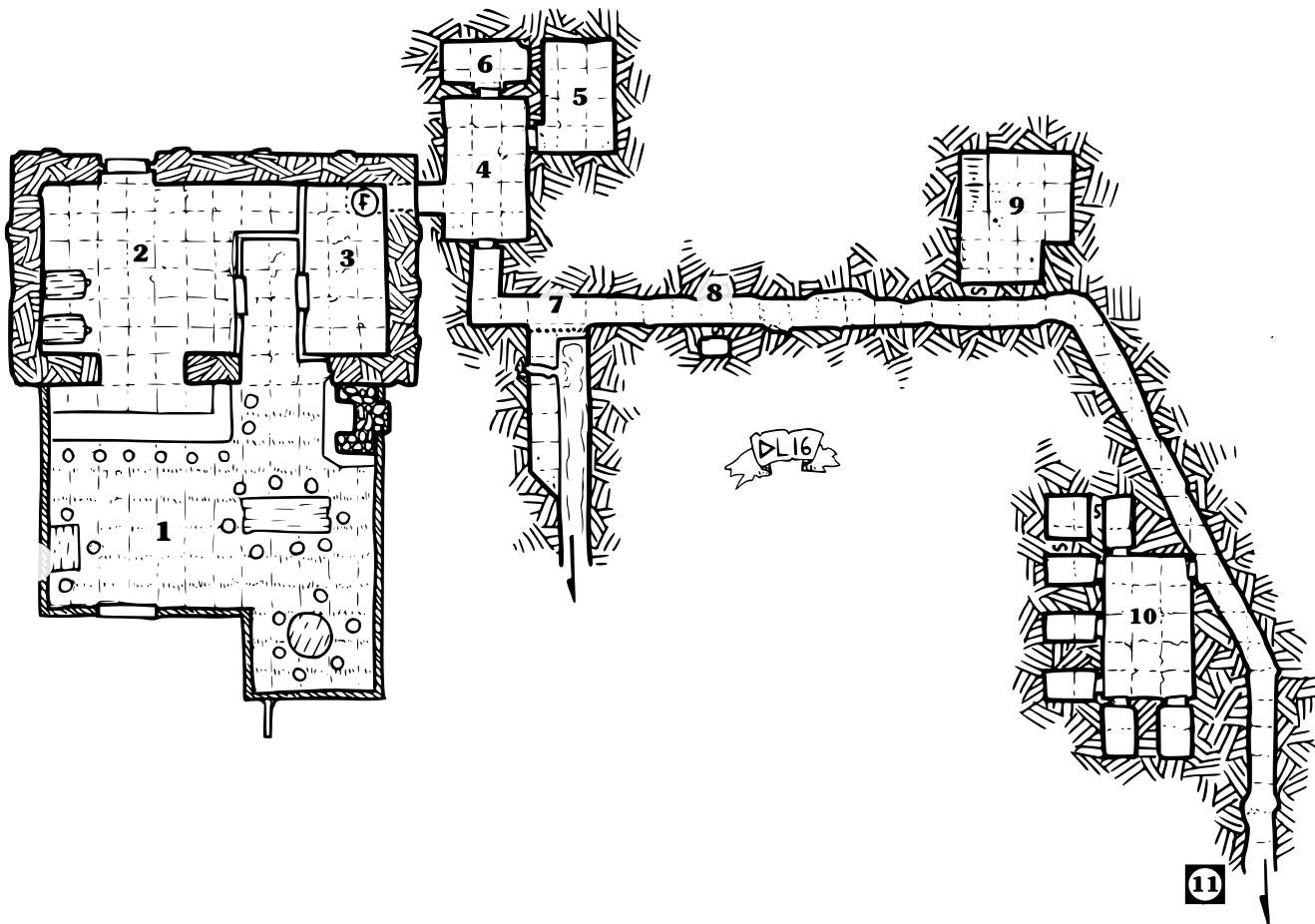
The owner, Wendy Pig, keeps the place in order with a mixture of social contacts with the roughest characters in the town, and occasional sudden violence.

The place gets lenient treatment from the guards as it's an official Temple of Alassè, complete with an official priestess. The fact that she spends most of her time drunk doesn't detract from her status, or stop the occasional noble asking her to sneak items into the city.

1: Beerhall

Alassean song and cooked pig wafts hits you in the face as soon as the door opens. With only three tables in the room, people have carved out little seating circles on the ground. A fat cat with a brown collar sits in the rafters eyes you suspiciously as you struggle through the disorganized crowd to get to the bar.

The cat's name is Bob, and his collar is made from dried, woven daffodil. The collar is activated by shouting the elvish word for 'dragon', at which point Bob will turn into a nura cat until someone says the elvish



word for 'cat'.

As a result of Bob's collar, elves and people who speak elvish (such as many academics) are not welcome in the Mincing Pig.

⌘ ♂ Bob

Personality: Slick

Mannerism: Licks Paw

Strength 1 Dexterity 4 Speed 3
Wits 1

Skills: Aggression 3, Athletics 3,
Stealth 1, Sealth 1, Survival 1,
Vigilance 3

Knacks: Extreme Charge

Abilities: Claws (+1 Damage)

Attack 11, Initiative 3 (4), Damage 1D6 + 2
(1D6 + 3), TN 11, 7 HP □□□□□□□

5 XP

Wendy Pig slams the door at the back of the room hard, blocking the view of the man who was out there. Nancy tells you to leave, as if she were shooting

2: Kitchen

The man at the back door is Peter – one of the local Whiteland nobles. He's had to take to theft and occasionally spies on people to survive, like so many other

♀ Wendy Pig

Archetype: Acquisition**Personality:** Threatening**Mannerism:** Chin pointed up

Strength	1	Dexterity	2	Speed	-1
Intelligence	1	Wits	2	Charisma	1

Skills: Combat 1, Deceit 3, Empathy 1, Tactics 1**Knacks:** Adrenaline Surge**Equipment:** Dagger, a hidden dagger, and an even more hidden dagger.Attack 9, Initiative -1, Damage 1D6 + 2 (1D6 + 3), TN 9, 7 HP ☐☐☐☐☐☐☐1 XP 11 FP ☐☐☐☐☐☐☐☐☐☐☐☐

Wendy Pig has owned the pig since her father forged the inheritance documents, then died of alcohol poisoning shortly afterwards.

3: Jane's Room

Jane, priestess of Alassë, works here as a prostitute and organizes much of the cash inflow of other prostitutes. She has a lot of respect and time for what the dispossessed nobles of Whiteland want to achieve, though she doesn't know the details, and has no idea that the undead are wandering around below.

Perfumes and sex fill your noses. The wide room practically begs for shoes to be removed as it's filled with pillows, throws, and blankets. The only raised platform is a table strewn with fortune-telling cards, where Jane sits with a headband made of gold.

Under Jane's fortune-telling card table the floorboards are loose, and lead down to a new room, muffled by a thick curtain. The number of people entering here has lead to wild rumours about the number of men Jane satisfies each day, and the number of hours they spend in there. However, the reality is that almost everyone who enters the room simply wants to go to the secret side chamber.

♀ Jane – Priestess of Alassë

Archetype: Alassë**Personality:** Playing dim**Mannerism:** Humming between sentences

Strength	0	Dexterity	1	Speed	0
Intelligence	1	Wits	0	Charisma	2

Skills: Academics 1, Empathy 2, Deceit 1, Larceny 2**Path of Devotion (Alassë):** Fate 2**Equipment:** Dagger, headband of mist (stores 5 MP, able to fill 2 areas with mist), 10sp worth of bracelets, rings, and necklacesAttack 7, Initiative 0, Damage 1D6 + 1, TN 8, 3 / 3 MP ☐☐☐☐☐☐☐☐2 XP 7 FP ☐☐☐☐☐☐☐☐**4: Thieves' Den**

A number of local thieves know of this secret and secluded room. It was once a side-chamber in a temple to Qualmë and Ohta, but now houses only ruffians who want to speak about good places to steal, or shady opportunities for extortion.

Three men sit cross-legged on the floor, quietly playing cards. The second they see you, an additional layer of silence enters the room.

♂ Three Cutthroats

Strength	1	Dexterity	2	Speed	1
Intelligence	0	Wits	2	Charisma	2

Skills: Combat 2, Athletics 2, Deceit 2, Larceny 2,**Knacks:** Fox Hop,**Equipment:** Shortsword, dagger, 3 cpAttack 10, Initiative 2, Damage 1D6 + 2, TN 11, 7 HP ☐☐☐☐☐☐☐☐3 XP 7 FP ☐☐☐☐☐☐☐☐**5: Wendy Pig's Room**

Wendy Pig lives in a mess of old notes about what she owes to whom, chests of illegal weapons¹⁷ hidden under various clothes (swords mostly), and various

¹⁷Weapons are not illegal but stockpiling more weapons than an individual can use is.

expensive alcohols, along with poisons, all lying about without labels.

6: Pantry

Wendy Pig used to store additional casks of ale, the good wine, and the best salted pork in here. However, last month she heard a maid screaming and ran down to check on what had happened. Through the door to the pantry she saw some undead creature chewing the still-living maid's face off chunk by chunk and immediately slammed the door shut. Her shaking hand locked the door, then she gathered metals from the kitchen to jam into the lock so that it could never be opened again.

The thieves who live in the sewers have apologized to Wendy Pig for letting the creature escape, but none have volunteered to open the door. On its way out they could see it was a different sort of undead – not a regular ghoul, but something with a mind, and the ability to plan.

The creature looks like a regular, skinny woman, with long brown hair, dead around six months. However, the simple shell hosts a powerful necromancer. Normally, the undead in the tunnels below are made from hobgoblins, but the thieves murdered a woman one night and decided to take her down below. One of the sentient hobgoblins had enough magical ability to summon a powerful spirit into her.

○ Monster in the Cellar

Strength	0	Dexterity	1	Speed	0
Intelligence	2	Wits	0	Charisma	-5

Skills:

Combat 2, Academics 2, Medicine 1, Stealth 3, Survival 1, Vigilance 3

Path of Devotion:

Aldaron 3, Fate 2, Necromancy 2

Equipment:

None

Attack 10, Initiative 0, Damage 1D6, TN 8 (11), DR 2 P, 6 / 8 MP

□□□□□□□□

, 6 HP

□□□□□□

8 XP 0 FP

The creature has already risen the maid from the dead, and has an escape plan. It will create a magical mist as it hears anyone attempting to enter the door. Once the door opens, the mist pours out, obscuring all vision, and the ghoul-maid will come shambling out. Anyone attempting to kill the creature inside will probably attack the maid, and in the confusion, the monster from the cellar will attempt to stealth its way outside. In Jane's room, it will cover itself in blankets, posing as an embarrassed man who must leave unseen. Once on the street, it can find an alley to hide in, and begin its murderous rampage before diving into the river at the first sign of a mob.

○♀ Undead Maid

Strength	1	Dexterity	-2	Speed	-2
Wits	-2				

Skills:

Aggression 2,

Abilities:

Undead

Equipment:

3 cp

Attack 10, Initiative -2, Damage 1D6 + 1, TN 5 (10), DR 2 C, 7 HP

□□□□□□□□

1/2 XP

7: Runoff

Various little pipes, nooks, and gutters in the city lead underground. This little drain pops out here, and heads steadily downhill, eventually landing in the sewers below (see page 86).

The first member of the party to go down the tunnel rolls to spot the tripwire (Wits + Vigilance, TN 8), and failure means they immediately go tumbling downwards to the sewers.

A little river can be heard ahead. The torchlight shines on a thin but taught rope, stretching across a passage to the right. The little river flows down steeply, fed by a gushing crack in the wall. It's not clear if the rope was to server as a poor guard-rail or as a tripwire to send people tumbling down.

8: Ventilation Shaft

This little tunnel reaches upwards to allow a modicum of fresh air to circulate down in the nasty little dungeon. Characters with a Strength of 0 or greater are too large to fit through the narrow hole. It emerges on a street, just below a rich man's house.

9: The Temple of War

Long ago, the twin temples to Ohta and Qualmë stood close by, although the priests always had a respectful distrust of each other. They each barred the door from their own side, and allowed it to open only during prearranged meetings.

Wendy Pig has since covered the door with a shrine to Alassë, along with a large wooden backing which covers the door. She doesn't want the various thieves who come down here to get the idea that they can raid a sacred temple, as it'll only cause more trouble.

If the party break in, they find that the temple's lowest room is filled with expensive tapestries, swords, axes, and other items, each catalogued according to an extensive system they require to stay legal. Rex Wyatt has very precise rules about the ownership of weapons.

10: The Ossuary

The locked door requires an Intelligence + Larceny check, TN 11, to open.

The door swings inwards to show a full room decorated in bone. Skulls arranged in circles, with shoulder-blades making a decorative backing, little stick-figures carved from femurs, tibiae and fibulae, and pillars, dripping with candle wax, crafted from metal bolts holding up skulls and rib-bones. Among all of them, gold coins sit in eye sockets, and jewels have been wedged into the ribs. A sparkling treasure rests all around the room.

Letters in Quenya state "We bones await yours".

The temple of Qualmë held its fasting chambers here, where men would compete to stay underground and hungry the longest, with the winner receiving accolades, honour, and feasts. Anyone who died won instantly, and their family received double the normal prize money, along with their departed's skull, newly painted with sacred quotations.

The total value of the jewels inside here is 350gp. Wendy Pig, and the bandits know better than to go grave robbing, especially when they are aware the old temple had guardians.

Three men competed and won the right to protect the temple. They starved themselves into a state of lichdom after being buried alive in one of the walls. While the hidden room, being covered in bricks, is almost impossible to detect (Intelligence + Crafts, TN 14), they can break those bricks down at any point.

♂ Three Temple Guardians

Strength	2	Dexterity	1	Speed	-2
Intelligence	3	Wits	1	Charisma	-5

Skills: Combat 2, Aggression 2, Projectiles 2, Academics 3, Deceit 1, Medicine 3, Vigilance 2

Path of Devotion (Qualmë): Aldaron 3, Fate 3, Enchantment 3, Necromancy 5

Equipment: Dagger, partial plate armour, mana stone with 2 mana, golden necklace worth 3 sp, ornate silver earrings worth 1 gp, Portal Scroll

Attack 10, Initiative -2, Damage 1D6 + 3, TN 8 (1), DR 6 P, 8 / 9 MP ☐☐☐☐☐☐☐☐
8 HP ☐☐☐☐☐☐☐
13 XP 0 FP

11: The Descent

This path downwards leads to the thieves' den underground (see page 86).

The Temple of Ohta

The temple is a simple one-storey building with a wide area. It functions mostly as a gymnasium, as priests of Ohta tend not to give sermons. Below, in theory, would be an emergency store of weapons which Lord Catelina could use to raise an army if nura or other enemies appeared. However, over the years, Rex Wyatt has sent continuously more members of the Night Guard down to take from the store, so now the shelves lie mostly empty. The townsfolk are unaware of this change, and Boris, who run the temple, doesn't want to tell anyone, for fear of stoking panic.

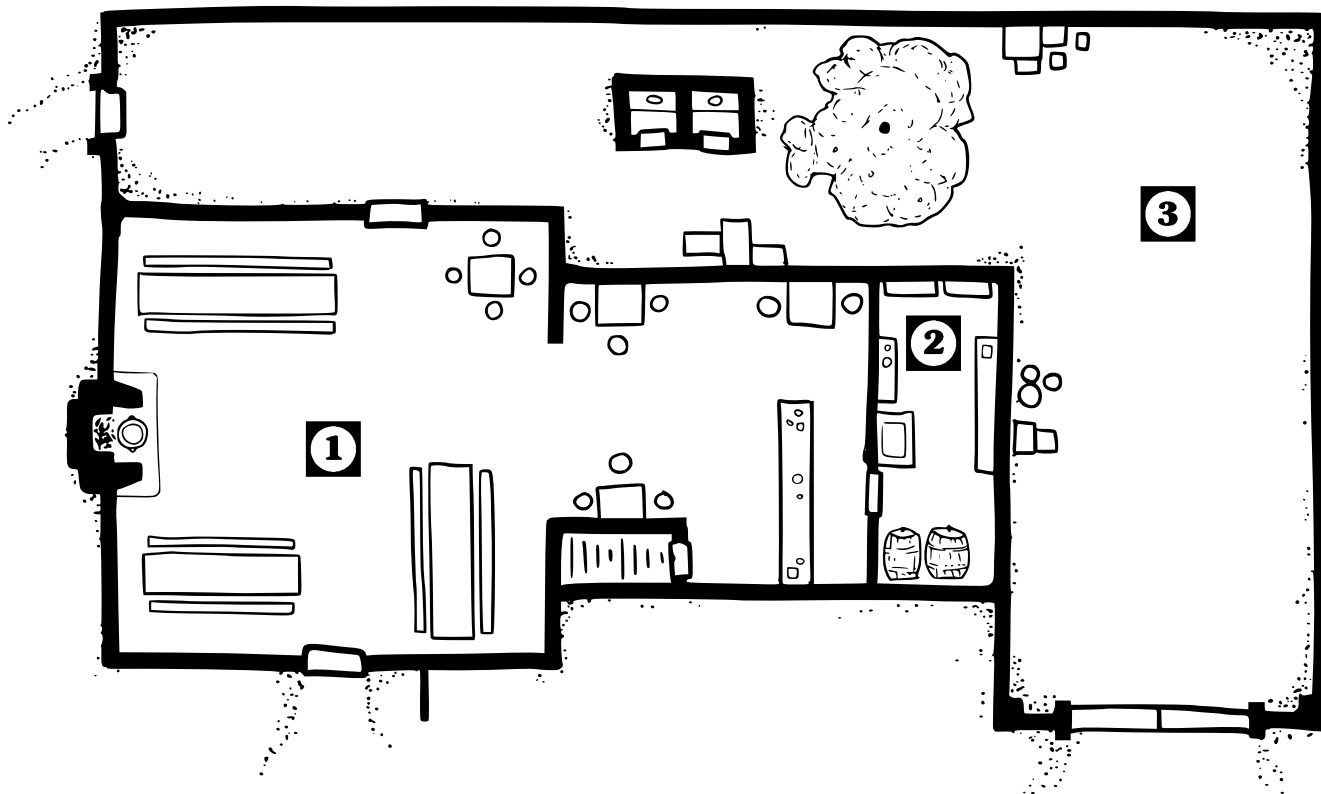
♂ Boris

Strength	1	Dexterity	0	Speed	0
Intelligence	1	Wits	0	Charisma	0

Skills: Academics 1, Empathy 2

Equipment: Dagger, 281 sp

Attack 7, Initiative 0, Damage 1D6 + 2, TN 7, 7 HP ☐☐☐☐☐☐☐
1/3 5 FP ☐☐☐☐☐



The White Horse

1: Drinking Hall

A large man with a well-greased moustache halts you at the door.

My good gentlemen and excellent ladies, I've been looking all over town for a noble from Whiteland. Do you know where I might find him?

Elric guards the door, and wants to know if the characters are loyal to Rex Wyatt – and all loyal subjects know that there *are* no nobles in Whiteland, because Rex Wyatt has chased them all out for their rebellion.

You don't know? Well I have an idea – if he's around here, he'll be in the jail, which is where riff raff go who go where they're not wanted! So out you go!

If the characters answer correctly, they're let in, but the establishment will be leery of them – there's no real incentive to make money here, the patrons are a small group of elites, and a few polite traders.

The hall contains various villagemasters playing games, and half a dozen local guards.

2: Kitchen

The staff sleep here during long shifts. The lack of proper ventilation makes the air difficult to breathe.

3: The Courtyard

Lord Catelina has his legs tied together and is hopping away from a coterie of chuckling men. A chicken runs out in front of him with a little paper hat. He lunges forwards and grabs the chicken in his teeth. As the chicken reaches the peak of its small voice, He shakes the chicken back and forth like a rabid dog until the chicken stops clucking.

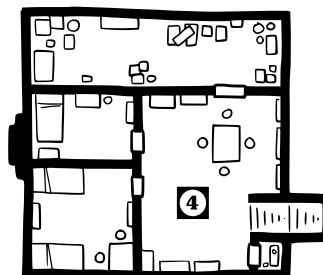
The crowd cheer, and another man steps forward to have his feet bound.

The courtyard usually contains a couple of carriages, and nobles playing ridiculous games.

4: Upstairs

Upstairs contains two rooms, a load of equipment for the tavern, sleeping mats for favoured servants, and bookshelves.

The bookshelves contain rather a lot of history books, most focussing upon anti-elven propaganda, such as the



time they destroyed the now-lost city.

The Citadel

The citadel is massive, and contains various floors.

1. Ground Floor: Outsiders

- Left Wing: Ballroom.
- Left Wing: Guardroom.
- Right Wing: Dining Room.
- Right Wing: Servants' Quarters.
- Right Wing: Kitchen.

2. First Floor: Insiders

- Left Wing: Guest Beds.
- Left Wing: Study.
- Right Wing: Lord Catelina's Sons' 9 Quarters (a nearby tree stands tall enough to access one room).
- Right Wing: Secret Stairway up to the floor above.
- Right Wing: Winery.

3. Second Floor: Others

- Left Wing: Jared, the Alchemist's Study.
- Left Wing: Lord Catelina's close servants' quarters.
- Right Wing: Lord Catelina's room.
- Right Wing: Treasury.

The lower floor holds fifteen guards in each wing.

♂♂ The Citadel Guards

Strength	2	Dexterity	1	Speed	1
Intelligence	0	Wits	-1	Charisma	0

Skills: Combat 1, Survival 1, Tactics 2
Equipment: Longsword, partial chainmail, 3 cp

Attack 9, Initiative 2, Damage 1D6 + 3, TN 11 (14), DR 4 P, 8 HP ☐☐☐☐☐☐
 7 XP 5 FP ☐☐☐☐

The various sons of the townmaster will fight for no more than one round before surrendering, and promising that their father will pay handsomely.

♂♂ Lord Catelina's Nine Sons

Strength	1	Dexterity	-1	Speed	0
Intelligence	2	Wits	0	Charisma	1

Skills: Combat 1, Academics 3, Deceit 3, Empathy 3, Vigilance 2

Equipment: Dagger, 5 cp, 16gp hidden nearby

Attack 9, Initiative 0, Damage 1D6 + 2, TN 6, 7 HP ☐☐☐☐☐☐
 1/2 XP 6 FP ☐☐☐☐

♂ Jared, the Alchemist

Archetype: Acquisition

Personality: Caring

Mannerism: Counts everything at every opportunity

Strength	0	Dexterity	0	Speed	0
Intelligence	2	Wits	0	Charisma	0

Skills: Academics 1, Deceit 1, Tactics 2

Path of Alchemy: Invocation 3,

Equipment: 27 sp, mana stone with 4 mp

Attack 7, Initiative 0, Damage 1D6, TN 7, 7 / 8 MP ☐☐☐☐☐☐☐☐
 6 XP 5 FP ☐☐☐☐

♂ Lord Catelina

Archetype: Acquisition

Personality: Enthusiastic

Mannerism: Snorts, loudly

Strength	1	Dexterity	0	Speed	0
Intelligence	2	Wits	0	Charisma	2

Skills: Combat 1, Academics 2, Deceit 2, Empathy 2, Vigilance 2

Equipment: Dagger, 6 cp, 18gp hidden nearby

Attack 9, Initiative 0, Damage 1D6 + 2, TN 7, 7 HP ☐☐☐☐☐☐
 1 XP 7 FP ☐☐☐☐

The Guard Station

The grounds are patrolled by a minimum of five guards at any point. Captain Oscar has an obsession with guards constantly rotating around the premise. As a result, they've hidden a stash of whiskey in the bushes at the back, and sometimes have 'rounds', while they do the rounds.

The wooden buildings tacked into the outer wall have thin rooves which constantly bend and creak – walking silently across them is impossible for anything with a total weight of 4 or more.

Inside, Captain Oscar keeps a few magical items stashed away in his own room.

♂ 30 Night Guards

Strength	2	Dexterity	2	Speed	0
Intelligence	0	Wits	-1	Charisma	0

Skills: Combat 1, Beast Ken 1, Tactics 1

Knacks: Adrenaline Surge, Extreme Charge

Equipment: Shortsword, partial leather armour, shield, 4 cp

Attack 9, Initiative 1 (2), Damage 1D6 + 3 (2D6 + 1), TN 12 (15), DR 3 P,

8 HP ☐☐☐☐☐☐☐☐

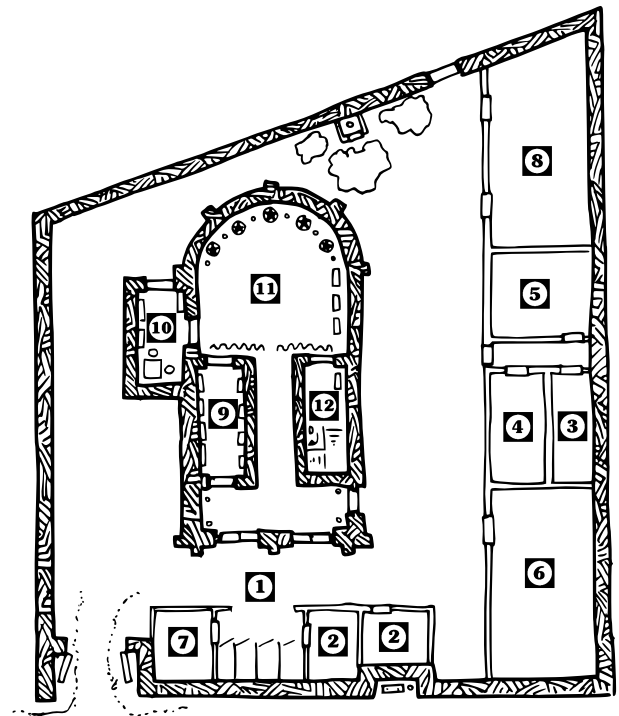
8 XP 5 FP ☐☐☐☐☐

Scroll of Fire

Spells: Fireball, Path: Alchemy, Duration: Instant, Type: Pocket Spell, Potence: 4, MP: 4

Once the words on the scroll are spoken, the scroll is destroyed, and a fireball spanning 5 squares leaps out to deal 2D6 Damage.

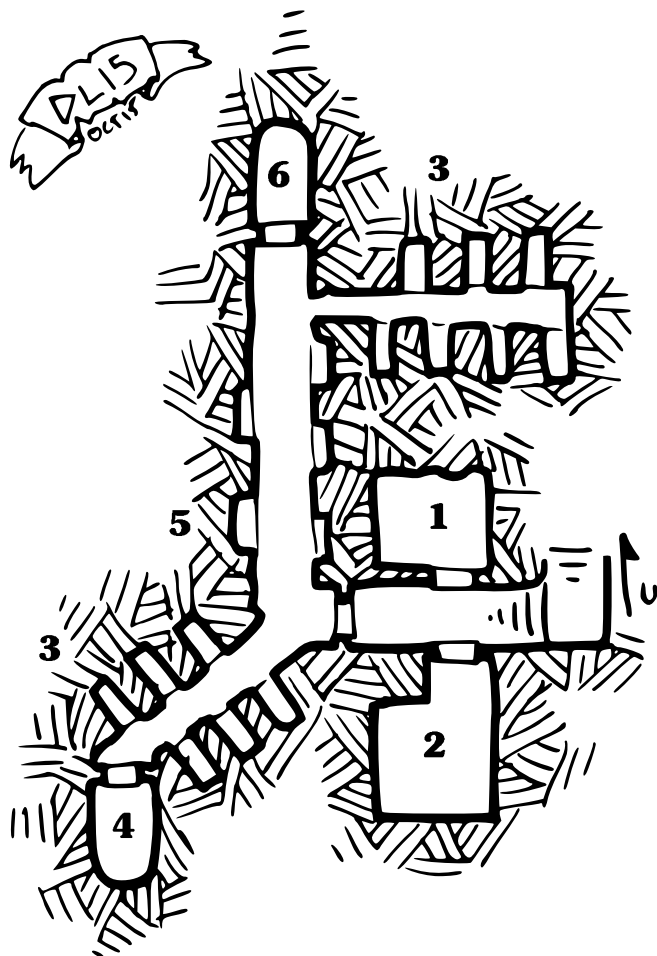
The guard house also contains 10 Spider Arrows and three sets of Eternal Warrior's Armour (see page 48).



1. Stables
2. Storeroom room with handheld weapons, siege weapons, and basically every item listed in the core book
3. Toilet
4. Captain's Toilet
5. Captain Oscar's Room
6. Sleeping Quarters
7. Dressing room, with armour
8. Lecture Hall (though mostly used as a drinking hall)
9. Records Room, containing lists of fugitives, laws, tax records (a copy is kept in Lord Catelina's treasury), and and valuable paintings of local nobles
10. Interrogation room
11. Shrines to Alassë, Laiquë, Ohta, Qualmë, and Véré.
12. Stairway down to the dungeons

The Dungeon

Some time ago, the guards captured an ogre, and Lord Catelina ordered them to keep it alive so he could better understand the nura, and perhaps to bring it out as a pet one day. Since then he's forgotten about it, but the guards have to keep feeding it. Twice a day, they take a cart down the stairs, deal out a small portion to each of the inmates, then place the rest by the great door as a massive, grabbing hand reaches out the shutter and piles the food into its mouth.



With a hood shoved over your head, you're taken down a set of stairs, then spun around, then down another, spun around again, then taken down another set of stairs, spun around again, then pushed hard down a long hallway. The stench of shit fills the room. You hear a horrible, inhuman, roar, feel something slippery under your feet, then pull right, down the hall, right again and two steps later the bag's pulled from your head, and you see a small pair of eyes in the darkness in front of you as the door slams shut behind you. The lock clicks shut in the darkness, and the little voice asks "Hello?".

4. Empty cell
5. Fake doors with locks on them
6. The Ogre

♂☾ The Ogre

Strength	7	Dexterity	0	Speed	4
Intelligence	-3	Wits	-2	Charisma	-4

Skills: Combat 2, Beast Ken 2, Crafts 1, Tactics 1

Equipment: Nothing

Attack 10, Initiative 4, Damage 2D6 + 3, TN 7,
13 HP ██████████

8 XP 1 FP █

The Lost Library

The old temple of Qualmë stretched deep underground, and soon after it was built, a library was commissioned by local alchemists. The two shared much of the space for some time. The place held students, priests, alchemists, and a grand library. However, once the nearby city was destroyed (now the Lost City), there was no longer enough money, pilgrims, or students hoping to one day see the great university of the city to sustain the underground library, or the temple.

A century later, an earthquake destroyed most of the area, and the library has been left in the silent darkness since then.

When the Whiteland nobles, bereft of a home and desperate, found they had this secret space available in the Mincing Pig, they dug their way down as quickly as they could. The nearby sewage stream, heading swiftly underground, made pulling rocks and mud out simple.

The doors are all locked by a single key, and barred from the bandits' side. Lockpicking them requires an Intelligence + Larceny Group Roll, TN 10 if the bar's up, and TN 14 otherwise.

The narrow hallways make longer weapons difficult to use. The *Enclosure Rating* here is 4, so anyone using a weapon which requires 6 Initiative will suffer a -2 penalty to attack.¹⁸

1: Stairway to the Butchers

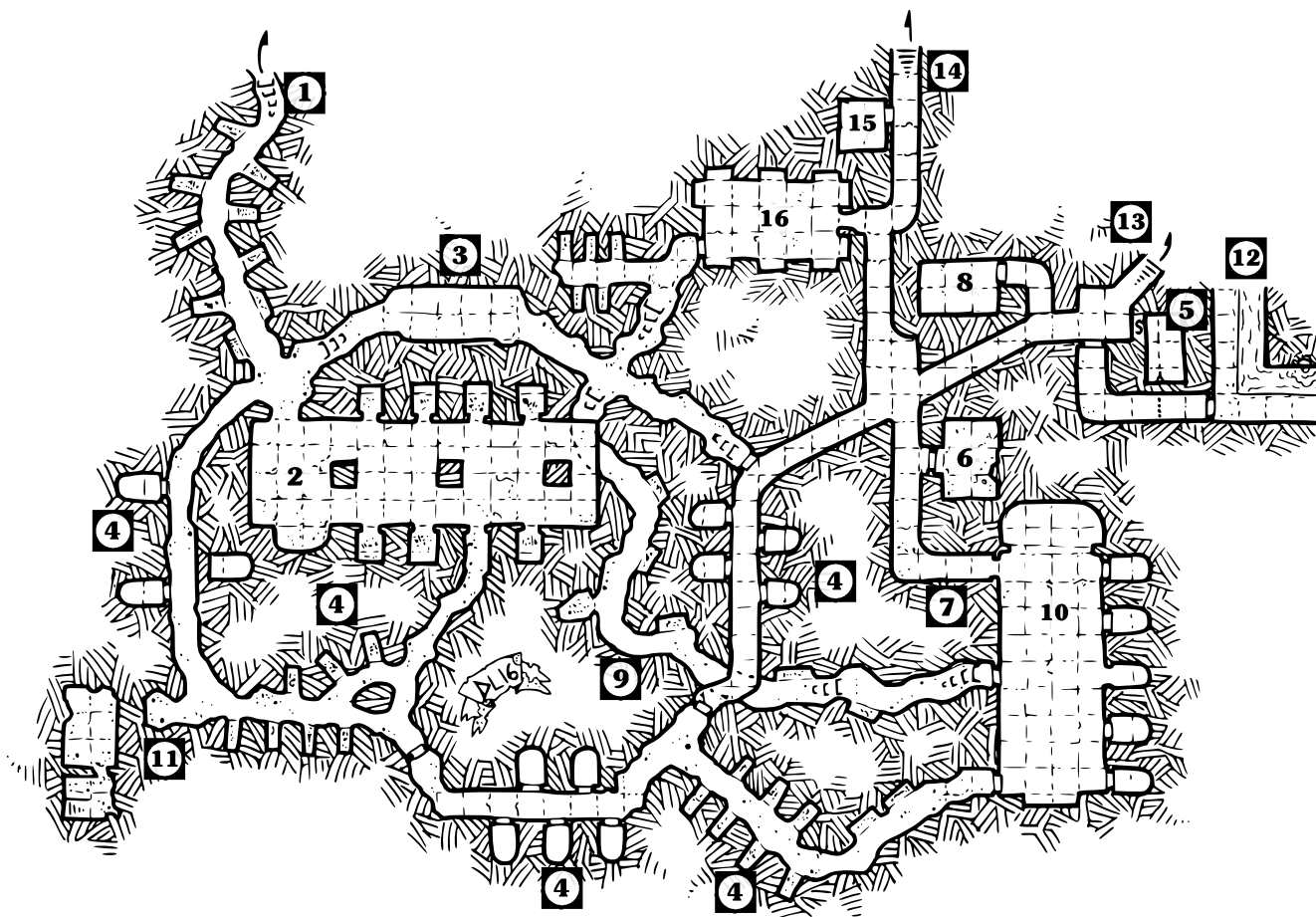
This stairway has been dug upwards to a drain just outside of a butchers. The bandits enter and exit through here.

They didn't know what to do about a toilet, and they've never wanted to move the ogre, so the ogres shits in a bucket, and once a day it throws the contents out of the hatch and onto a guard. This is the only fun the ogre has, and the biggest irritation the guards have to put up with.

As the characters enter the dungeon, they're separated and thrown in with thieves, townsfolk who talked badly about Rex Wyatt, and one indebted trader who can't stop pitting himself.

1. Food Storage
2. Drunken guards
3. Starving prisoners

¹⁸See the core rulebook for more on Enclosure Ratings, page 41.



2: The Old Library

Players might be expecting a dramatic fight as an enemy pops out from the alcoves. There isn't one. The only thing to find here is a single alcove which was dug through, leading to a brutally hacked-out tunnel.

Observant characters may notice that a single brazier looks different from the rest. It's from the underground realm through the portal, and raises any dead in the area as ghouls.

Markings on the walls show where hundreds of bookshelves once provided the entire city knowledge, but not a scrap of paper remains, and the only remaining shelves lie broken on the ground. High above, the braziers hang inactive between three great stone pillars. Each wall has four alcoves for specialist books, but now has nothing.

early warning signal. The dogs have been stolen from the streets, and a number of people would like to see them returned.

The dogs won't sound any alarm until they see the characters – they're used to people moving about, and generally anticipate being fed when they hear footsteps. They also don't panic when seeing the undead, as the undead have no interest in attacking them.

The underground Patron has gifted hobgoblin bands to make new tunnels, so the bandits can carve out their own little underground kingdom. Once the hobgoblins die, they're raised from the dead by the brazier hanging in the old library (page 83).

Each room holds $1D6 + 3$ undead hobgoblins. Most also hold one of the sentient undead who were smuggled into the area. The sentient ones will not attack first – they will show restraint, stay behind the other dead, and in general interest themselves with plotting how to get the gate open permanently once the Patron wishes it.

3: The Dogs

Just ahead, you can see half a dozen dogs lying on the ground and chained up. They perk up, pull their chains taught, and sniff the air in front of them.

The original function of this room's been long forgotten. Currently various dogs are chained here as an

♂ 6 Dogs

Strength -2 Dexterity 0 Speed 1
Wits 1

Skills: Aggression 2, Survival 2, Vigilance 2
Abilities: Teeth (+1 Damage after grapple), Quadraped (double movement)

Attack 10, Initiative 1, Damage 1D6 – 1, TN 7, 4 HP □□□□
1/3

♂ ♀ ○ Sentient Undead Hobgoblins

Strength 2 Dexterity -1 Speed -2
Intelligence 1 Wits 0 Charisma -5

Skills: Combat 2, Aggression 2, Crafts 2, Tactics 3
Equipment: None

Attack 10, Initiative -2, Damage 1D6 + 2, TN 6 (9), DR 2 P, 8 HP □□□□□□
1 XP 0 FP

4: Dead Storage

Anyone attempting to move through a hallway filled with these narrow tunnels must roll Speed + Athletics, TN 8 or be grabbed by one, at which point another gets a chance to grab the character, and another. Three can make an attack at any given point once someone is in range.

Ahead is another alcove with an iron gate in front, holding those strange dead creatures behind them. Arms reach out, filling the hallway.

♂ ♀ ○ Undead Hobgoblins

Strength 1 Dexterity 0 Speed -1
Wits -3

Skills: Aggression 2,
Abilities: Undead

Attack 10, Initiative -1, Damage 1D6 + 1, TN 7 (12), DR 2 C, 7 HP □□□□□□
1 XP

Remember that these undead hobgoblins look like any other – they shamle, their eyes are dead, and they want to kill. However, they have a mind, and are quite prepared to use it to put people off-guard by playing dumb.

5: Magical Item Storage

The boarded up wall pulls open – the entire thing was a door made to look like a blocked entrance. The rings of shelves show a strange assortment of items – jars filled with human teeth, an old brazier, dried snowdrops, and a vial of blood.

Areth stashes most of his prizes in this room on a simple series of shelves. Each is cast with Intelligence +1 and Wits +1.

1. A bag of teeth that turn into any simple item, as per Conjuraction level 3.
2. A vial of lamb's blood which makes the user invisible to the dead and immune to fatigue, marked "Dead Wine" (as per Necromancy level 1).
3. A pressed Autumnal leaf, which releases 2 mana when destroyed.
4. An ancient scroll, proclaiming elves the friends of humans, and seven reasons not to worry about nobles being assassinated. Anyone reading the scroll can raise any creature in the vicinity from the dead, regardless of size, as per the third level of Necromancy.¹⁹
5. The Assassination Dagger, which inflicts an additional 1D3 + 1 HP Damage during the round's first attack (ignoring all FP). This ability can be used once per scene.
6. Magic Mushrooms, enchanted with Saurecantia level 2 to decrease the user's Intelligence and Charisma by 3 and increase Speed by the same amount.
7. A slashed painting of a broken castle – damaging it further summons an archmage (see page 41.)
8. Foul alcohol in a bottle, which makes the imbiber regenerate fatigue if they eat, and otherwise inflicts hunger pains, as per Saurecantia level 1 (see page 14).

¹⁹This scroll was made by the Saurecantia sphere.

6: Areth's Room

The door opens to a noble's room, bearing a striking contrast to the dungeon around. The bed's well made, the sheets are silk, and various books sit on shelves. On the table sits various maps.

- The city map shows every entry point the bandits can enter the city above, including the theoretical passage the bandits think could be found again under Lord Catelina's Citadel.
- A map of the area, outlining the Lost City, the portal by Redfall, and Antony's lair.
- A complete map of the current location – the Abandoned Library.

Besides the map, the table has an emergency magical item – an egg, which grants +3 Speed and Strength, but -6 Charisma and Intelligence. It activates once broken, whether thrown at someone, or broken on purpose.

The books are variously written on History (real and imagined), The Art of Lies (by an elvish author), instructions on hosting a dinner party, and a ledger, detailing library items Areth has sold to Lord Catelina,²⁰ and various other items which were stolen.

7: Ogre Dust

A thin wire was stretched across the floor, leading up to a small stretch of leather, holding snowdrops. Anyone failing a Wits + Vigilance roll, TN 12 in the twilight, feels the petals fall down. A moment later, the character's afflicted as per Saurecanta, level 2, and gains +4 Strength at the cost of -4 Charisma.

A little thread pushes against your face, like a steel spiderweb. A second later, something flutters around your head. The falling debris feels annoying beyond words, and it's difficult to say why – you simply feel incredibly irritated, and hungry. *Extremely hungry.*

8: Food Storage

Barrel after barrel fill the room, along with the smell of wine, apples, and vinegar. A little basket of choice snacks sits on top.

The room is normal, except for the basket of choice snacks, which is poisoned with an intense laxative. Areth suspects one of his men steals food when returning from business in the town, so he's left a basket of poisoned food. Someone can tell it's poisoned with a Wits + Medicine roll, TN 8. Failure means the character will have a bad night, and gain 3 Fatigue Points each scene for the rest of the day.²¹

²⁰Nothing here mentions Lord Catelina by name.

²¹Feel free to roll for the characters so they're not aware there's a problem.

9: The Drowned Hallway

This area recently suffered a little flood. Most of the water has dissipated, but this lower portion of the tunnels remains flooded. The undead hobgoblins remain locked in their cells underground.

Going down the stairs you feel your feet hitting cold water. It's not clear how far the water goes down, but it's cold.

The water goes up to the ceiling by the last step, and for four squares after. Each ghoul-stuffed room the characters pass the dead will lash out, with TN 12 to escape the grabbing hands, assuming the characters aren't Keeping Edgy, and have been blinded by the dark waters.

10: Portal Room

The grand hall's end glistens with jewels of all colours of the rainbow, arranged around a great stone sphere, with a single concave side facing the room.

The rest of the massive hallway contains nothing but a couple of ale casks and stools. Five doors line the far side, and another two doors on the side of the room you came from. The walls are scorched with fire.

A moment later, the characters hear doors moving as the bandits wake up and move from the little rooms they sleep in at the side of the alcove. Each room contains two.

The portal's command words are nowhere to be found here, but can be researched with an Intelligence + Academics roll, TN 16 (or 10 with a good library). If opened, a portal opens directly to the Realm of Darkness and Fire (page 19).

♂ 12 Sewer Bandits

Strength	1	Dexterity	1	Speed	0
Intelligence	0	Wits	1	Charisma	0

Skills: Combat 1, Athletics 1, Deceit 1, Larceny 1, Tactics 1

Knacks: Dodger,

Equipment: Rapier, dagger, 6 cp

Attack 9, Initiative 2, Damage 1D6 + 2, TN 9,

7 HP ☐☐☐☐☐☐☐☐

2 XP 5 FP ☐☐☐☐☐☐

♂ Areth

Archetype: Experience

Personality: Alpha male

Mannerism: Hands on sword

Strength	1	Dexterity	3	Speed	2
Intelligence	1	Wits	1	Charisma	1

Skills: Combat 3, Academics 1, Beast Ken 1, Crafts 2, Deceit 3, Tactics 2, Vigilance 2

Knacks: Adrenaline Surge, Specialist (Speed + Athletics), First Strike

Equipment: Longsword, partial leather armour, two daggers, 40sp

Attack 11, Initiative 4 (6), Damage 1D6 + 2

(1D6 + 3), TN 13 (16), DR 3 P,

7 HP ☐☐☐☐☐☐

10 XP 11 FP ☐☐☐☐☐☐☐☐☐☐

11: Entrance to the Citadel

The picks and torches on the ground show that someone's been working their way into the ground. At the moment, the tunnel ends in a dead end.

The single square of rock ahead is made of fallen debris, so the PCs can move it far easier than most rock walls with a Strength + Crafts Group Roll, TN 9.²² They'll need to accumulate a total margin of 10, whether in one roll, or many, in order to clear the way. Each roll takes 1 scene.

12: Sewer Entrance

This path follows an artificial stream, which goes downhill from the Mincing Pig, above. The stream continues downwards to an underground area and then goes underground. Anyone venturing down here simply dies in the unending blackness.

13: Entrance to the Mincing Pig

Up these stairs, characters can reach the bowels of the Mincing Pig. If they're bursting out to see the place for the first time, people will know they're not regulars and attack. Once up, everyone in the Mincing Pig will deny any knowledge of the deeper tunnels, and the fact that bandits lived down there.

14: Exit to the External Farm

The stairs go upwards for some time, and eventually arrive at a room filled with barrels of food, and a trapdoor above. A man can be heard snoring.

Outside the town's walls the tunnel ends in a farmhouse. The thieves rarely use farmer Angus's escape route, as they risk compromising their position. His house above has several rooms, as he's done rather well for himself, and hopes that once the revolution comes he'll be in an even better position.

15: Guardroom

Here four of the thieves sit and play simple dice games to pass the time, or occasionally sleep in the foetid straw. These are not lost nobles from Whiteland, but opportunists that Areth has taken on board.

♂ Four Cutthroats

Strength	1	Dexterity	2	Speed	1
Intelligence	0	Wits	1	Charisma	1

Skills: Combat 2, Projectiles 1, Athletics 2, Deceit 1, Larceny 2, Stealth 1,

Knacks: Fox Hop, Perfect Sneak Attack

Equipment: Rapier, dagger, 7 cp

Attack 10, Initiative 3, Damage 1D6 + 2

(2D6 + 2), TN 10, 7 HP ☐☐☐☐☐☐

6 XP 6 FP ☐☐☐☐☐☐

16: The Old Temple to Qualmë

There are twelve pillars in total in the room, and each one was formed by members of a family, over the course of generations, donating money to the Temple of Qualmë. Those who died in its service had their skulls added to the tower. It could take two hundred generations to create some of these towers. Once the tower is completed, the top skull has the family's name carved into the forehead. Family members

The massive room has a strange lack of smell. Towers of skulls stand in neat piles, each resting in a small pillar. Some are as tall as a man, others reach nearly to the ceiling. Each one has writing upon the top skull.

At the far side of the room is another exit.

There are twelve pillars in total in the room, and each one was formed by members of a family, over the course of generations, donating money to the Temple

²²See the core book, page 11, for Group Rolls.

of Qualmë. Those who died in its service had their skulls added to the tower. It could take two hundred generations to create some of these towers. The top skull has the family's name carved into the forehead, and speaking the family name along with religious incantations to Qualmë activates some magical effect.

Each pillar can be used once a day. They require a short prayer (which takes a full round to say), and understanding which prayer aligns with which skull requires an Intelligence + Academics Group Roll (the TN depends upon the type of pillar). The character requires a Margin of 2 to know what will happen before casting the spell.

Smaller Pillars: (TN 8)

1. (2) Regenerate 1D6 FP.
2. The target loses 1D6 FP (this family stopped paying temple dues).

Larger Pillars: (TN 10)

1. The room is filled with sweet-smelling mist, as per Aldaron level 2.
2. The target sees a vision of the future, as per the Fate spell Augury.
3. Target regenerates 1D6 + 2 FP.

Towering Pillars: (TN 12)

1. This one pillar is topped by a trapped spirit, rather than being a simple magical item. The spirit, once presented with any appropriate token of the dead, will enchant it to be a useful magical item. The enchantment will come from the Necromancy sphere, and is cast with Intelligence +2 and Wits +2. The enchantment lasts for a day.
2. The target regains 1D6 + 3 FP.
3. Any recently deceased target is returned to life, as per Fate level 5.

Village Encounters

A rock is a good thing, too, you know. If the Isles of Earthsea were all made of diamond, we'd lead a hard life here.

Ursula Le Guin

SECTION 8.1

Encounters

Here and No Farther

Centuries ago, men created a logging city, and the elves destroyed it.¹ Recently, Lord Catelina has decided to reclaim it, though nobody knows exactly where it is. He sent a dozen trackers to find the place in the hopes of rebuilding it. However, Adrian, won't tolerate new attempts to reclaim what has been buried in the city. He has been turning anyone who finds or hunts for the place into animals.

I've found nura slugs in the area. They're slow, so I could run away easily, but it doesn't bode well. If the nura are on the rise in the area, they must be coming from somewhere. Hopefully Rex Wyatt will make sure to raise an army for everyone's protection.

Play the next Side Quest's encounter immediately.

(Villages) Introducing the Forest Priest

Looking behind you, there's a short, slender man with long, brown, woollen robes coming towards you on horseback.

Adrian has heard men are journeying to the forest to search for the lost city, so he has decided to track them down. When he meets the characters on the road, whether they're journeying to or from the town, he's going the same way, and asks if he can walk with them. If he gets a moment to make conversation, he tells the party this:

If the character encounter danger, he helps, possibly by giving a blessing to the party mid-battle, or possibly by changing opponents into animals with the Polymorph sphere.

¹Other Side Quests offer explanations of why this happens. The truth is that the humans were opening nura portals, and mostly destroyed the city themselves. The elves just cleaned up.

Summary: Here and No Farther

- ☑ Introducing the Forest Priest – Adrian walks with the party 88
- ☐ You See a Deer – A human has been transformed into a deer, and simply stops to stare at the characters 89
- ☐ The Green Tower – The Woodspy Bandits are setting up a secret operations base 90
- ☐ Rogue Sheep – The party find a person turned into a sheep 91
- ☐ The Dead Messenger – A dead messenger still has his scroll 91
- ☐ Adrian Exiled – The town crier announces that Adrian is a wanted criminal . . 91

♂ Adrian

Archetype: Alassë

Personality: Precise

Mannerism: Looks down

Strength	0	Dexterity	2	Speed	1
Intelligence	2	Wits	3	Charisma	2

Skills: Combat 1, Academics 2, Beast Ken 3, Crafts 1, Deceit 2, Stealth 2, Vigilance 1

Path of Blood: Aldaron 2, Fate 3, Polymorph 4

Equipment: Quarterstaff, dagger

Attack 9, Initiative 2 (4), Damage 1D6, TN 11, 8 / 8 MP □□□□□□□□, 6 HP □□□□□□

8 XP 17 FP □□□□□□□□□□□□□□□□

♂ Jade the Tracker

Archetype: Tribe

Personality: Personable

Mannerism: Plays with knife

Strength	1	Dexterity	1	Speed	0
Intelligence	0	Wits	0	Charisma	1

Skills: Combat 1, Beast Ken 2, Empathy 1, Survival 2

Equipment: Nothing, not even clothing.

Attack 9, Initiative 0, Damage 1D6 + 1, TN 8, 7 HP □□□□□□□

1/2 XP 6 FP □□□□□□

(Villages) You See a Deer

A startled deer stops in front of you, then just stops and stares.

Yesterday, Jade the tracker came to the Lost City, but Adrian didn't like the intrusion, so he turned the intruder into a deer. Jade fled instantly.

If the characters begin to question the odd behaviour of the deer, they can make a Wits + Beast Ken Group Roll to notice that something is wrong, TN 10.

Anyone attempting to dispel the magic must make a Group Roll at TN 12.

If returned to human form, Jade can instantly identify Adrian as the man who turned him, though in deer form he will have a lot of trouble expressing himself, and can do little more than show distress around the miracle worker.

The characters may decide to visit Adrian in order to have the spell lifted, but Adrian simply tells them that this is an ordinary deer, enchanted to think that it is a man. Spotting the lie requires a Wits + Empathy Group Roll, TN 11.

If the party manage to dispel the Polymorph spell, the game is up, and everyone will know about Adrian's actions, although they will still not know his motives.

²See page 57 for more on Lord Catelina's motivations.

(Forest) The Green Tower

Deep in the forest, Lord Catelina has commissioned masons to secretly start building a single tower from the fallen stone of the Lost City.² This is the first foray into the deep wilderness. The top is to be disguised by painting it green (the colouring is made by malachite, which can be expensive).

In the deep forest, where there should really be nothing, you see a little tower, and a man hanging out the window, painting it green. With another day of painting, the green tower could have been made almost invisible from a distance.

Half of the masons are active members of the Woodspy Bandits, lead by Lieutenant Darren. The other masons are aware they must keep the project a secret, but think that they work for Rex Wyatt, at least indirectly. As a result, the group cannot attack the PCs without some way to explain their behaviour to the regular masons.

At this stage it's unlikely that they find the secret portal to catacombs of the old Temple of Qualmë, as the builders have no idea what lies under their feet. However, it is possible for them to discover this information by obtaining old maps of the Lost City.

Lieutenant Darren has not informed the rest of the Night Guard, such as Captain Oscar of his activities, so if he suspects the characters are acquainted with the Night Guard, he will remain hidden, or start spinning lies about how the place is top secret business of Rex Wyatt.

While the party introduce themselves, The tower is assaulted by a basilisk. If the characters seek sanctuary in the tower, the workers will let them in, unless there is a good reason not to. See page 126 for the layout of the Green Tower.

The basilisk will remain outside for a day, and its stench quickly drives all the bandits to the top of the tower, where the swords are stored. At this moment, Lieutenant Darren realises the illegal swords sit in plain view, whether or not the party realize he is a traitor.

♂ Lieutenant Darren

Archetype: Acquisition

Personality: Suspicious

Mannerism: Grins wide

Strength	2	Dexterity	1	Speed	2
Intelligence	1	Wits	0	Charisma	1

Skills: Combat 2, Athletics 2, Beast Ken 1, Deceit 1, Larceny 1, Survival 2

Knacks: Adrenaline Surge, Disarm, Defender, Furious Blows

Equipment: Longsword, partial chainmail

Attack 10, Initiative 3, Damage 1D6 + 3 (2D6), TN 11 (14), DR 4 P, 8 HP ☐☐☐☐☐☐☐☐

11 XP 11 FP ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

♂♂ 6 Woodspy Bandits

Strength	2	Dexterity	2	Speed	1
Intelligence	0	Wits	-1	Charisma	0

Skills: Combat 1, Beast Ken 1, Tactics 2

Knacks: Stunning Strike,

Equipment: Shortsword, partial leather armour, 9 cp

Attack 9, Initiative 2, Damage 1D6 + 3, TN 11 (14), DR 3 P, 8 HP ☐☐☐☐☐☐☐☐

7 XP 5 FP ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

♂ Basilisk

Strength	6	Dexterity	-2	Speed	1
Wits	1				

Skills: Aggression 4, Projectiles 2, Athletics 1

Abilities: Odour demands Strength check, TN 9. Acidic breath (1D6-2 Damage).

Knacks: Unstoppable

Attack 12, Initiative 1, Damage 2D6 + 2, TN 5 (10), DR 4 C, 14 HP ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

10 XP

If the party have met the Woodspy Bandits before, they can spot these are the same people with a Wits +

³See the core book, page 12, for Teamwork Rolls.

⁴See page 81 for more on the guard station.

Empathy Team Roll.³

If news of their whereabouts is brought to the Night Guard,⁴ then the Woodspy Bandits will be chased out of the area, in due time, once all the necessary paperwork has been completed.

The Woodspy Bandits may also recall the characters (with the same roll). If they do indeed recall who the characters are, they will try to attack by surprise in order to keep the characters from spilling their whereabouts to anyone.

(Town) Rogue Sheep

Run this encounter in Town, at the same time as the next Side Quest's part.

A man in ragged clothing, missing a couple of fingers and a couple of teeth, chases a sheep down the road. A woman shouts out "Oi, Trevor! That ain't your sheep!".

"Well whose bloody is it then, bitch?!", the ragged man snarls back.

The sheep runs into a tavern, and Trevor runs in after it.

Yesterday, Lord Catelina and a number of his men met to discuss further building inside the deep forest, and hunting for the Lost City. One of the maids who worships at the temple of Laiquë on the Town's outskirts heard this and told Adrian. Adrian tracked down the main architect, Darren, cornered him in an empty ally, and turned him into a sheep with his polymorphing ability.

The sheep goes into the the Mincing Pig because it's the only place of safety he knows. The sheep is obviously sentient, if anyone bothers to ask him clear questions.

Before the characters can decide what they're doing, start the next encounter in the town.

(Villages) The Dead Messenger

The Immortal Bandits have attacked a caravan and killed everyone, but none of them were literate, so they did not know to take the scroll from the dead messenger's hand. The messenger was from Redfall Village, and was charged with delivering a message from Lieutenant Darren to Lord Catelina, about the completion of the tower.

Conversation stops abruptly when you see death on the road ahead. A caravan of four carts lie stagnant. Ten bodies and three horses, all filled with arrows, too many to count, but enough to show a senseless and vicious attack. A little at the side of the road, a man lies bleeding from his arm, with a scroll still clutched in his hand.

The messenger's name is Tobias of Redfall. As the party arrives, he says "Take this to the citadel", then falls silent from blood-loss.

Keeping him alive requires a Wits plus Medicine Group Roll at TN 10, but even if he lives, he's in no state to help with anything.

The message has an unknown seal, belonging to no family in the area. The characters know that breaking someone else's seal is illegal, but if they do, they find an encrypted message. If they pass an Intelligence + Academics roll, TN 9, they find it states:

The Green Tower is nearly complete. The men say they can hear noises underground sometimes, so we will have to investigate soon.

We await your inspection, my liege.

If the characters hand the message in, and Lord Catelina sees they have broken the seal, he will be livid, and have them arrested. If he does not receive the message, he will not approach the Green Tower until he receives another message, much later. If he receives the message and believes it to be intact, then he will approach the Green Tower to inspect it.

Lord Catelina's Journey begins by going out with ten of the Night Guard to the villages to see a festival, then he requests they leave him. Soon after, fifteen of the woodspy bandits, dressed as pilgrims of Laiquë will escort him the rest of the way.

If the party attempt to follow him, have them make a Strength + Stealth check to endure the journey without being seen, TN 9.

♂♂ 15 Woodspy Bandits

Strength	1	Dexterity	1	Speed	1
Intelligence	0	Wits	2	Charisma	-1

Skills: Combat 1, Projectiles 2, Athletics 1, Deceit 2, Larceny 2, Stealth 2,
Knacks: Fox Hop, Perfect Sneak Attack
Equipment: Shortsword, dagger, partial leather armour, 10 cp

Attack 9, Initiative 2, Damage 1D6 + 2 (2D6 + 2), TN 10 (13), DR 3 P, 7 HP
 7 XP 4 FP

(Town) Adrian Exiled

Adrian has been found to be a criminal after Captain Oscar stalked him, and found him turning a mason into a pig. The pig ran away, and was murdered and eaten before Captain Oscar could find him, so 'cannibalism', has been added to Adrian's list of charges. Adrian has since fled to the deep forest to escape trial.

Hear, ye! Hear, ye!

A criminal from the Whiteland former nobility has been found, and shall be executed tomorrow, noon, together with three thieves and one man who blasphemed the crown.

Adrian, former high priest of Laiquë, has been caught using black arts, including cannibalism, and now carries a total reward of 200 silver pieces living, and 300 silver pieces dead.

All elves in the town must carry with them a letter of registration, stating their business in town, and their current lodgings. Reporting an unregistered elf brings a 50cp reward.

Elvish characters may have a difficult time with the registrations, since everyone in the town will ask them for documentation in the hopes of turning them in for a reward. Even characters who were previously friendly towards party elves begin to view them as a potential source of income.

The criminal of the Whiteland Nobility is someone in hiding, who's come to meet with Redclaw but would rather hang than give up his kin's whereabouts.

Desperate Measures

Village Master Clandon of Redfall has come under a horrible nura curse, turning him and his family into ogres. He has lost most of his mind, and must eat constantly. His servants pity him, and continue to carry out his orders, which mostly include bringing him more and more food. They know that if he's dispossessed, they'll all be out of work, and have to join the Night Guard, or worse.

As a result of the local starvation, many of the local peasants have turned to banditry.

(Villages) ♂ Bad Bandits

Bertrand is healthy enough, but the rest of his crew of eight men look nearly emaciated. They demand silver, or at least copper, but then quickly settle for any rations the characters might have.

A single arrow hits the road ten feet in front of you with a dull thud. A man stands up from the bushes nearby saying "Stand forth, and deliver!".

If the characters refuse, the bandits might shoot, but they're easily intimidated. If the characters attack, the bandits flee.

Of course, these aren't proper bandits. This is the first robbery they've attempted. If questioned, they explain that they're really farmers in the nearby village Redfall, and the local sheriff's been demanding steadily more and more meat and grain as taxes. They don't have the strength to go on.

♂ Bertrand

Archetype: Qualmë

Personality: Pessimistic

Mannerism: Squints

Strength	3	Dexterity	2	Speed	0
Intelligence	0	Wits	-1	Charisma	0

Skills: Combat 2, Beast Ken 2, Tactics 1

Knacks: Adrenaline Surge,

Equipment: Greatsword, partial leather armour, 46 sp

Attack 10, Initiative 1, Damage 2D6 + 1 (2D6 + 2), TN 11 (14), DR 3 P, 9 HP ☐☐☐☐☐☐☐☐

8 XP 5 FP ☐☐☐☐☐☐

♂ Emaciated "Bandits"

Strength	1	Dexterity	-1	Speed	-1
Intelligence	0	Wits	-1	Charisma	0

Skills: Combat 1, Beast Ken 2, Crafts 1

Equipment: Dagger, (three have shortbows)

Attack 9, Initiative -1, Damage 1D6 + 2, TN 6, 7 HP ☐☐☐☐☐☐☐☐

1/3 5 FP ☐☐☐☐☐☐

If the characters investigate further, they may well end up at Redfall Keep. In that case, have them stopped at the gate, and play out the encounter below with Nathaniel the Diplomat.⁵ He won't let them in the keep, but he will promise all he can if the characters complete the mission he has for them.

Wherever the party have encountered these bandits, Redfall Keep is nearby, so if you want to pen a map as you go, at it here.

Increase the local Nura Rating by 1.

⁵See page 93, "The Non-Starter".

Summary: Desperate Measures

- ☑ ☐ Bad Bandits – Villagers from Redfall are so hungry they have turned to banditry, but they're not very good at it 92
- ☐ ☐ Wrong Direction Chickens – A tradesman is taking chickens *from* town to Redfall 93
- ☐ ☐ The Non-Starter – Master Clandon's diplomat asks the party to help him 93
- ☐ ☐ ☐ The Town Crier – Master Clandon has been found out, and everyone in the town wants the bounty on his head 94

(Villages) ☐ Wrong Direction Chickens

Redfall needs a lot of food to keep Master Clandon's family fed, so they have started ordering more food. Normally, villages feed the towns, but in this case the town is feeding the village.

The road is speckled with light rain, and you pass by various traders en route. All of them are coming from town, so most trundle by with empty wagons, though one has a full cart of chickens in cages. The rain lets off just as the Sun sets, leaving everyone damp.

Slip in the fact that a trader is travelling with chickens away from the town casually. If the party notice, they can ask, and he'll tell them he's going to Redfall because he was paid a lot to do so. Otherwise, just leave the clue dangling.

Increase the local Nura Rating by 1.

(Town) The Non-Starter

A man wearing a fine, purple gown has been watching you from the side of the tavern for some time.

Once approached, he explains (or if not approached, he approaches the PCs).

You look like a capable bunch. I come with a mission from my lord, who shall remain nameless. A terrible curse has been cast on him, and he needs the services of Adrian to remove the curse.

My patron will pay you a total sum of two hundred gold pieces in return for taking that priest, by any means necessary, to his castle. Once he is with you, return post-haste, and ask for me. I will then bring you to my master's manse.

Adrian has gone on a personal pilgrimage some time ago. Nobody knows where he is, and the characters have almost no chance of finding him. The mission is a non-starter, because Adrian is not an easy character to find, but there's plenty of opportunity to get the

characters in more trouble while they're looking.

If the characters decide to hunt anyway, locating the priest can involve asking around the town about where he planned to go, researching historical sites of interest, or asking local elves what happened to him. No matter what the roll, the TN is 12, but they can re-roll with each new method they think of finding him. If the characters journey into the forest and simply hunt for him, they must endure three forest encounter rolls. If they want to perform this as a Resting Action, they must endure six forest encounters.

Once Adrian is located, he cannot actually 'cast magic' and cure the Master Clandon, because nura can only be cured through starvation. However, Adrian still has a plan – he will turn Master Clandon (and possibly his family) into bears, and then have them hibernate. If the season is right, or if he can coax the bears into hibernation with frost magics by making a cold room, he will indeed be able to cure the curse.

♂ Nathaniel the Diplomat

Archetype: Véré

Personality: Practical

Mannerism: Scratches nose

Strength	1	Dexterity	1	Speed	0
Intelligence	1	Wits	0	Charisma	1

Skills: Academics 1, Deceit 1, Vigilance 1

Equipment: Dagger, 11 cp, 20gp hidden nearby

Attack 7, Initiative 0, Damage 1D6 + 2, TN 8, 7 HP □□□□□□

1/3 6 FP □□□□□□

(Town) ☹ ☹ The Town Crier

A guard at Redfall has fled, and informed the whole town that Master Clandon has turned into an ogre.

Hear ye! Hear ye!
Oi! I said "Bloody well listen!"
The current price of dwarvish coin is to be lowered by a tenth of the current value.
Guards are no longer allowed to urinate in public. Guards caught urinating in public may be reported to the local guard station.
Honest work is to be found digging fortifications in the Wetlaw town.
It can wait till I'm bloody-well finished, Margaret. Shut it!
Listen good to this one!
Master Clandon of Redfall Keep has turned evil, become a depraved monster, and is to be killed on site. His last known whereabouts is his own keep. Within this establishment, his own staff may be killed on the basis that they harbour a criminal. All goods found therein are considered legal property by the finder.

Elliot the crier knows nothing more than he's said. A number of townsfolk quickly decide to take up arms and slay the local monster, hoping the ransack his house and loot anything of value.

Of course, the only way to put a stop to this is for the characters to find the Adrian and bring him to the keep before the angry mob arrive, convince the mob that they have already cured Master Clandon, or somehow rush Master Clandon to safety.

Stalling the impending trouble before it starts with a Charisma + Academics roll, TN 12. Otherwise, they need to be at the keep to interfere with the growing mob. However this turns out, the crowd cannot be held back for long – everyone in the town is now curious about what is happening at Redfall.

Increase the local Nura Rating by 2.

The Necromancer's Pets

Antonym has lived as the lone priest and guardian of his temple for centuries, and has grown increasingly paranoid, so he wants to gather an army of ghouls to guarantee his safety. He started by enchanting a bauble which raises people from the dead, then enchanted crows to place the medallion on the dead to raise them. After a century of slowly growing his little dead battalion, he is ready to assault a full village, and

expand it into an army. Every villager he kills becomes another soldier for his army of the dead.

If the party ever decide to track Antonym down, they will need to make an Intelligence + Academics roll, TN 15 (or TN 10 with access to the library in town).

(Villages) The Crow

Play this encounter at the same time as the next on your list. If a corpse appears during the encounter, that's where the crow goes. If no corpses appear, the characters find a trader by the road, robbed by unknown bandits, and the crow on top of his body.

A crow lands upon the corpse and stares at the vacant eyeballs, before landing a sturdy peck on the left one.


A little glimmer around its neck shines. The crow wears a medallion, and a moment later it takes off, leaving the right eyeball undigested.

A moment after the crow has flown away, the corpse animates, and attacks the characters.

○ Ghoul

Strength 1 Dexterity -2 Speed -1
Wits -2

Skills: Aggression 2,
Abilities: Undead

Attack 10, Initiative -1, Damage 1D6 + 1, TN 5 (10), DR 2 C, 7 HP 
1 XP

Even if this ghoul doesn't join the characters, Antonym has gathered an army of 50 ghouls by looting the dead.

(Forest) The Undead Horde

Antonym is not a precise creature, and has misplaced twenty of his ghouls. Once they wandered away from the rest of the herd, they broke into the forest to wander some more.

Crackling sticks indicate someone walks close by, and a moment later indicates a full procession walking somewhere close by. But you wait, and no voices come out – only crackling sticks.

The party makes a Wits plus Vigilance roll, TN 6, to notice the undead while they are still 10 squares away. Each roll on the margin indicates an additional 10 squares to notice the horde, so rolling 10 means 50 squares' distance.

The horde has wandered away from its necromancer, while he was distracted. There is no way to use them

Summary: The Necromancer's Pets

- ☑ The Crow – A recently fallen corpse is raised from the dead by a bird with a magical amulet 94
- ☐ The Undead Horde – Hundreds of ghouls have become lost and now wander the forest 94
- ☐ The Survivors – A village has been ransacked by ghouls, and only followers of Qualmë have been spared 95
- ☐ The Callback – Someone from a previous encounter returns from the dead 95
- ☐ The Dead Devour a Village – The necromancer makes a full-on assault on a village 95

to find where the necromancer lives, as they have no desire to return to him.

While these ones have run away, the necromancer has gathered a full army of 100 ghouls.

(Villages) The Survivors

Last night an undead horde pulled apart an entire village. The undead were directed well by the necromancer, and almost nobody escaped. However, four people were evidently followers of Qualmë, god of death. Two wore medallions to commemorate departed loved ones, and another two gave prayer to the God of Death when the undead came. As a result, they were spared.

Rupert, Jake, Sarah and Eliza cannot explain why they were spared – they only know the undead never touched them while they ate the rest of the village.

On the horizon, four humanoid silhouettes stumble forward silently. Once they see you, they start running towards you.

If the characters track the ghouls, they find it rains en route, making tracking more difficult. However, a Wits + Survival roll, TN 10, will get them there. Alternatively, researching previous churches to Qualmë within the area with an Intelligence + Academics roll (TN 10) will tell the party where they need to go.

By this time the necromancer has gathered an army of 200 undead.

(Villages) The Callback

You wake through a nasty dream about a crow cawing in your face, although it may really have been a nearby crow.


Look back through the finished encounters in the villages, and pick some event where the players met people – the more the merrier. The Immortal Bandits have met those people on the road and killed them for their wares. The necromancer's pet crow has come along after to turn them and used its amulet to turn those NPCs into ghouls.⁶ This could simply be the trader from 'Wrong Direction Chickens', or possibly a PC's ally from when Story Points were spent.

⁶If the crow died in a previous encounter, then this is a different crow.

♂♂ Ghouls

Strength 2 Dexterity -2 Speed -2
Wits -2

Skills: Aggression 2,
Abilities: Undead

Attack 10, Initiative -2, Damage 1D6 + 2, TN 5 (10), DR 2 C, 8 HP 
1 XP

(Villages) The Dead Devour a Village

The necromancer has gathered an army of a full 400 undead, and has decided to take most of them to a nearby village, and kill everyone inside. If the characters are nearby a particular village, that's the village he assaults. Otherwise, refer to Lakeside village, page 104.

The village falls quiet at night, except for shuffling feet as people try to be quiet going out to the toilet at night, or chattering about local town gossip.

A man in the distance tells his child off harshly for going out at night into the forest with his friends.

His tactics are to create a full ring of undead around the village, and pull it slowly tighter until the entire village is surrounded. Once there is nowhere to go, he releases the undead to attack.

The party can make a Wits + Vigilance roll, TN 10, to spot the dead before they attack.

Preparation depends upon a single Tactics roll. If the party see the dead a scene before, they can make an Intelligence + Tactics roll, TN 6. Otherwise, they can make a Wits + Tactics roll, TN 10. Each margin on the roll decreases the number of round the party must fight before the dead retreat. If the margin is 0 or less, the dead attack for 6 rounds before more raise.

Roll	Result
14	The party somehow spot the dead in the distance, and have a full scene to organize.
10	The party notice the dead almost too late, and have 3 rounds before the dead engage the village in combat.
9	The party have only 2 rounds before the dead engage the village in combat.
8	The dead surround the village entirely before being spotted, and the party first hear of the dead when they enter the village and begin tearing a house apart.
< 8	The cries of war are mistaken for a normal scuffle, and the moment the party investigate, they are engaged in combat.

The screams outside get louder and louder. Outside the window you can see some enemy, rising from the river. They're pouring out like a reverse waterfall, with every part of the bank filled end to end.

For tactical purpose, divide the village into four quadrants – perhaps 'the well', 'the hallway', 'the fields', and 'the shrine', or whatever fits the village the characters have ended in.

Each quadrant is attacked by 50 ghouls, while the necromancer stays around the outside, picking off anyone who tries to escape. He starts with hit hunting bow – his undead sight allows him to spot people in the dark with ease. After that, he uses magic, starting with curses, then invocation magic.

The entire village attack together. While many may attack each round, each character only has to face the number of ghouls attacking them personally. Use the following as a guide:

Round 1	4 ghouls attack.
Round 2	5 ghouls attack.
Round 3	5 ghouls attack.
Round 4	Nearby houses go down, torn apart by the dead.
Round 5	All houses a broken, and the dead invade. 3 more ghouls attack.
Round 6	Those already dead rise again as the necromancer completes a spell.
Round 7	2 ghouls attack.
Round 8	The dead retreat at the necromancer's order, and any dead villagers return with him.

Anyone carrying obvious trinkets displaying an allegiance to Qualmë may be spared so long as they are not actively attacking the dead.

Cleanup depends upon the battle's outcome. Once the battle's over, the village will most likely be mostly destroyed, and Antonym's army much larger. The villagers will shake, huddle together, and most consider moving.

The encounter repeats until the party slay Antonym. The characters can complain to local nobles, but they note that they are not allowed a standing army, so

they can do nothing about the situation. The party can write to Rex Wyatt, but they will be lucky to receive anything but stock letters from bureaucrats stating that the situation has complications.

♂ 200 Ghouls

Strength	1	Dexterity	-2	Speed	-1
Wits	-2				

Skills: Aggression 2,
Abilities: Undead
Equipment: 3 cp

Attack 10, Initiative -1, Damage 1D6 + 1, TN 5 (10), DR 2 C, 7 HP ☐☐☐☐☐☐☐☐
 1 XP

Immortal Bandits

Redclaw and his men are a bandit ring with a difference. Most bandits have to raid local areas, until trackers in the Night Guard eventually catch and kill them. Redclaw and his team have rings which make them semi-undead, and hide in a lair surrounded by ghouls. Their undead horses walk slowly, but never tire, so Redclaw's band can raid villages for many miles around before retiring to their impregnable keep.⁷

The Immortal Bandits have used their position to raid local areas for food and wealth. All of this is eventually brought back to Areth in order to trade more with the nura.

(Villages) Fallen Traders

A dead caravan lies ahead, with dead horses in front, and dead men at the side. Every wagon, person and horse has been filled with arrows.

Here the bandits have been again, and removed all the goods they could – food, beer, clothing, and some swords.

⁷See page 117 for more on their foetid living conditions.

Summary: Immortal Bandits

- ☒ Fallen Traders – A number of traders have fallen to bandits 96
- ☐ Hidden Eyes – Bandits watch the characters from the side of the road silently . 97
- ☐ The Feast is Cancelled – The Immortal Bandits have raided a village during a wedding 97
- ☐ The Dead Tracker – A member of the Night Guard sent to track down where the dead have come from has returned as a ghoul 97
- ☐ The Showdown – The bandits have finally decided to confront the characters . . 98
- ☐ Bandits Caught – The bandits who plagued the countryside have been imprisoned 98

The Night Guard still hunt for the Immortal Bandits, but the bandits appear randomly, and then disappear just as quickly into the depths of the forest. This time they've been careless with their tracks. The party can follow them with a Wits + Survival roll, TN 8, if they have the time and supplies for a two-day journey.

(Villages) Hidden Eyes

Redclaw and twenty men hide in the dense trees on a hill, a mile away from the road. They watch, quietly, for traders. A single man, Engel, sits closer to the road, waiting to call like a pigeon if someone rich wanders onto the road, or call like a crow if an armoured troop wander along.

The road through over to the hamlet is quiet, with only rustling trees, and a crow cawing in the distance.

Nobody will bother the characters, unless they look both rich and unarmed.

Spotting the fake call requires a Wits + Beast Ken roll, TN 10.

If the characters capture Engel, he claims to be a hunter, but spotting the lie is only TN 8 on a Wits + Empathy roll. If they come for the rest of the bandits, they flee on horseback.

♂ Engel

Archetype: Qualmë

Personality: Brash

Mannerism: Licks lips

Strength	2	Dexterity	0	Speed	1
Intelligence	0	Wits	-1	Charisma	-1

Skills:	Combat 2, Deceit 1, Survival 2
Equipment:	Shortsword, dagger, partial leather armour, ring of asphyxiation (see page 47).

Attack 10, Initiative 2, Damage 1D6 + 3, TN 9 (12), DR 3 P, 8 HP ☐☐☐☐☐☐☐☐

6 XP 4 FP ☐☐☐☐

(Villages) The Feast is Cancelled

Earlier, Redclaw and his men came, took all the food they could, murdered three men who drew swords, then left.

The village looks like some kind of inverted funeral. A woman stands in a beautiful beige dress at a wooden altar to Vêrë, consoled by a man wearing the traditional bright wedding hat. Three dead men lie at the altar's feet, including a priest. A crow attempts to land on one of the dead men, but a local man lunges at it, then gives chase, as if trying to chase the crow into the sky.

The bandits are ten miles away, and can still be tracked with a Wits + Survival roll at TN 10. If the PCs catch up to them, the bandits run away.

Characters with a good eye (Wits + Crafts, TN 11), can spot that the crow has a medallion around its neck.

(Villages) The Dead Tracker

Anderson was hired to track down the bandits. However, the Necromancer's pet crow spotted him, and informed the bandit leader, Redclaw. He was caught,

and killed, then left for dead; but one of the necromancer's crows found the corpse and turned it into a ghoul. Instead of going to the necromancer, he wandered aimlessly.

The party may notice by his green clothing that he serves in the Night Guard. They can also see an arrow made of crow-feathers, sticking out of his arm. This is exactly the same kind of arrow that killed the traders in the first part of this Side Quest – 'Fallen Traders'.

○ Ghouled Tracker

Strength 1 Dexterity -2 Speed -2
Wits -2

Skills: Aggression 2,
Abilities: Undead

Attack 10, Initiative -2, Damage 1D6 + 1, TN 5 (10), DR 2 C, 7 HP □□□□□□

1/2 XP

If the party enquire with the Night Guard, they will be told where he was wandering to search for Antonym, which should help them narrow the necromancer's location down.

(Villages) The Showdown

The Immortal Bandits have decided to assault the characters. Perhaps they have heard of the characters fighting with the bandits in the sewers, or simply think the party have gold. Whatever the reason, they follow the characters from a distance, waiting till they run into trouble. Roll a regular encounter for the area. If nothing comes up, use the encounter below, and if possible have the Immortal Bandits attack just after a fight.

♂ 15 Bandits

Strength 3 Dexterity 1 Speed 1
Intelligence 0 Wits -1 Charisma 0

Skills: Combat 2, Survival 2, Tactics 2
Equipment: Greatsword, partial chainmail, 24 sp

Attack 10, Initiative 2, Damage 2D6 + 1, TN 10 (13), DR 4 P, 9 HP □□□□□□□□

9 XP 5 FP □□□□□

♂ Redclaw

Archetype: Qualmë

Personality: Approachable

Mannerism: Drums fingers

Strength 3 Dexterity 3 Speed 0
Intelligence 1 Wits -1 Charisma 2

Skills: Combat 3, Academics 1, Empathy 1, Deceit 3, Survival 3, Tactics 2

Knacks: Defender, Last Stand

Equipment: Longsword, partial chainmail, 50 sp wrapped in cotton wool, knife

Attack 11, Initiative 1, Damage 2D6, TN 13 (16), DR 4 P, 9 HP □□□□□□□□

11 XP 12 FP □□□□□□□□□□

Play the next encounter only if the bandits survive.

(Town) Bandits Caught

Last night the Immortal Bandits slept on the roadside at the wrong time, and Captain Oscar with a few of his men heard about strangers in the area. They awoke to find swords at their throats, and were bound, and taken to prison.

Hear, ye! Hear all!

Bandits who roamed the highways, lead by a man known as Redclaw, have been apprehended. The leader shall be drawn and quartered by week's end, and his companions hanged that night.

Bakers are henceforth forbidden from purchasing the flour of the Quennome region, and any found doing so will be charged with consorting with elves.

The temple invites any charismatic men or women to aid the festivities, as playwrights and actors are required for the upcoming festivities.

Redclaw will not be killed by law enforcement. Those in the Mincing Pig will inform Areth long before, and the rescue will commence as the bandits in the sewer storm the guards' holding. Meanwhile, if Antonym's lair survives, the other bandits await instructions there.

The only way for the characters to secure Redclaw's demise is to watch the guards' station all night. If they do so, ten bandits stage an attack during the night.

The Distraction starts by using ogre dust in three places in town to distract the guards (see page 15 for Ogre Dust).

The attack begins once there are only ten guards left in the station. Areth's men arrive, ready to break everyone out underground and take off into the nearest entrance to the sewer.

♂♂ 12 Bandits

Strength	2	Dexterity	2	Speed	1
Intelligence	0	Wits	-1	Charisma	0

Skills: Combat 1, Beast Ken 1, Tactics 2

Knacks: Stunning Strike, Extreme Charge

Equipment: Shortsword, partial leather armour, shield, 4 cp

Attack 9, Initiative 2 (3), Damage 1D6 + 3 (2D6), TN 12 (15), DR 3 P, 8 HP

9 XP 5 FP

SECTION 8.2

Locations & People

Redfall

The villagers in Redfall have become tired of armed tax collectors. If the characters enter the area, they will find peasants laying an ambush for them.

As you step onto the bridge, you see a dozen men walking behind you with large bags covering their heads. In front, another ten gather as well. Each carry a large sack, then one reaches in and plucks out a rock.

The farmers don't want to kill the characters – just scare them off; but it will take some quick talking to stop the stoning before it begins. The party may roll Wits + Empathy, TN 11. If the characters are nearby a particular village, that's the village he assaults. Otherwise, refer to Lakeside village, page 104.

The villagers have no idea that Master Clandon has been tainted with dark magic, they only know they haven't seen him in a long time, and that he has increased taxes, and takes almost all his taxes in food, back to the keep.

♂ 20 Angry Farmers

Strength	3	Dexterity	0	Speed	0
Intelligence	-1	Wits	-1	Charisma	-1

Skills: Combat 1, Beast Ken 2, Crafts 2, Empathy 1

Equipment: Dagger, 5 cp

Attack 9, Initiative 0, Damage 2D6, TN 7, 9 HP

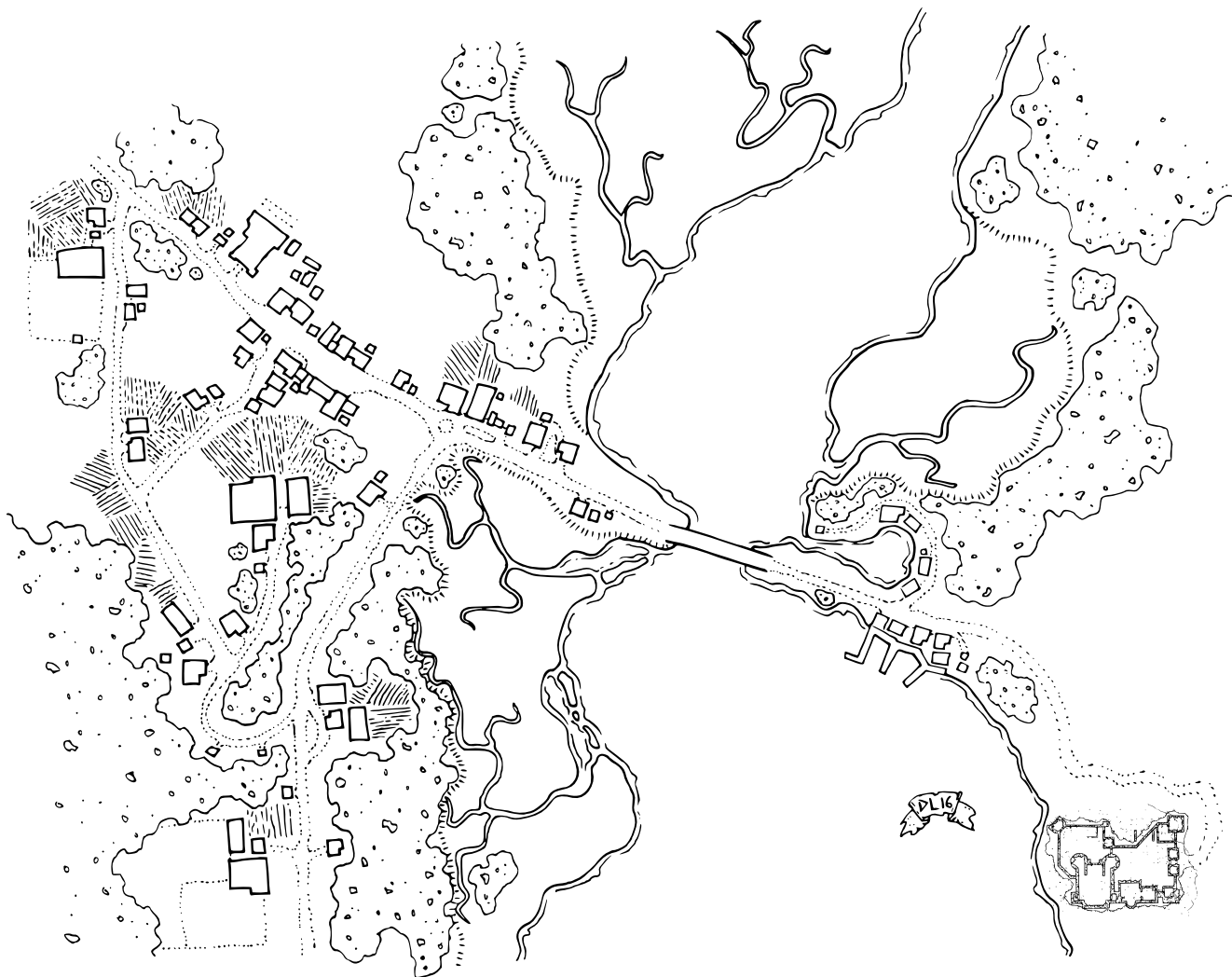
2 XP 4 FP

8.2. LOCATIONS & PEOPLE

Once the fight is over, the leader of the group – Matt – will come forward, and may even apologize for the misunderstanding if the party have a good explanation as to why they're in Redfall.

If the party attempt to persuade the villagers to assault the keep, they can succeed with a Strength + Empathy roll, TN 10 (the villagers feel more confident with a strong character leading them). Of course the villagers also know that the fortress is armed with archers, and will only agree to enter if the party remove those archers.

If the keep ever becomes surrounded by peasants, Master Clandon will run out to an archer's post with a massive bag of food doused in ogre-dust. He will pour it down, shouting apologies about the lack of food, and any villagers who eat the food will begin to turn into ogres. If the party aren't quick, they'll be in a keep surrounded by ogres. There isn't enough food for everyone, so after some turn into ogres, they'll start to eat the others, and many will simply flee. This will



leave ten ogres who chase the villages, ten more who bang on the gates, and ten who decide to go round the back of the keep to look fruitlessly for alternative entrances.

Redfall Keep

The keep contains a conspiracy: everyone in there knows that they harbour monsters, but they also know that those monsters can be cured, and that if they tell anyone, they'll lose their employment, and will either have to beg or join the Night Guard.

♂ 2 Archers

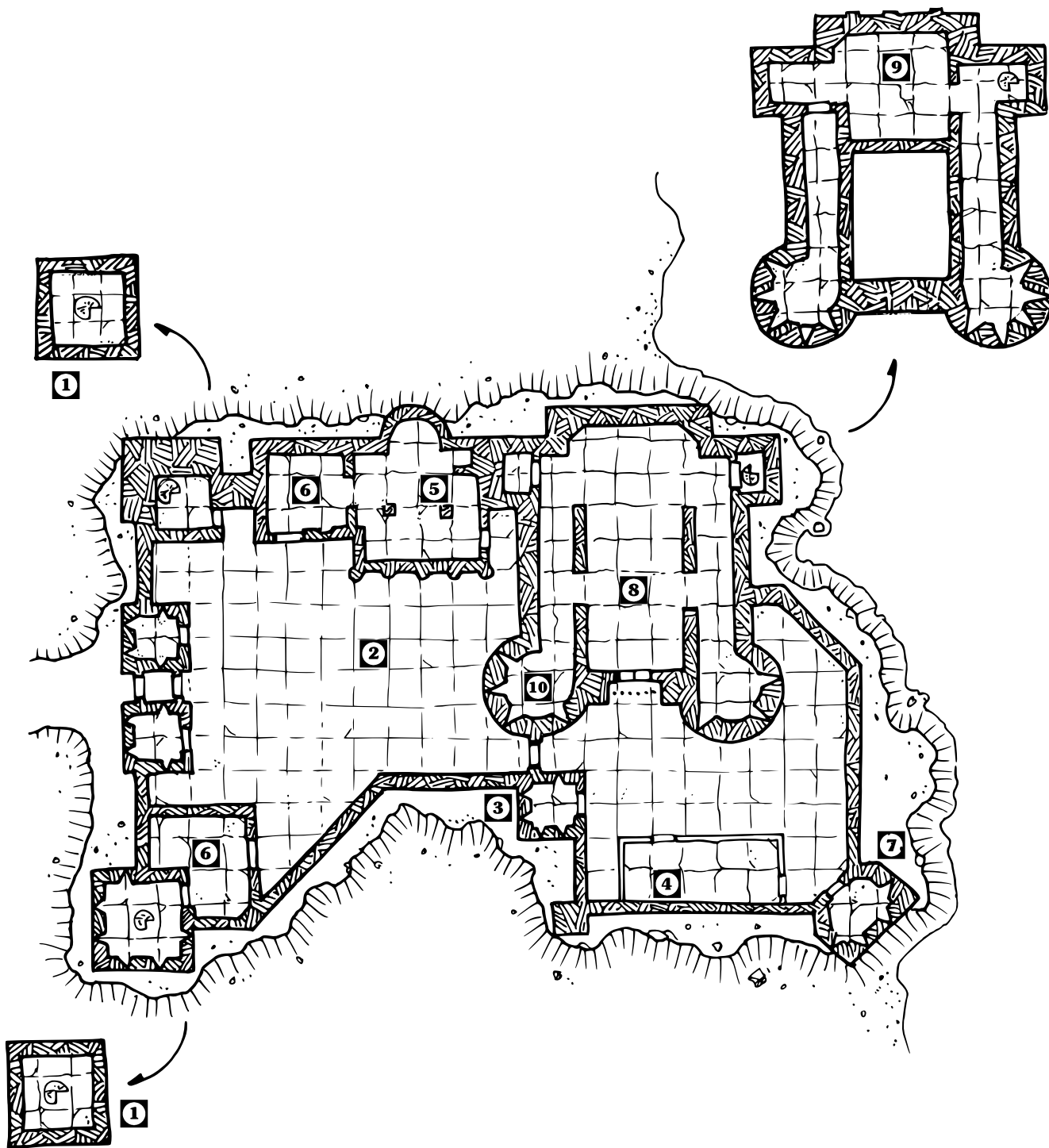
Strength	2	Dexterity	2	Speed	0
Intelligence	0	Wits	-1	Charisma	0

Skills: Projectiles 2, Crafts 2, Survival 1

Equipment: Longbow, dagger, partial leather armour, 100 sp

Attack 7, Initiative 0, Damage 1D6 + 2, TN 9 (12), DR 3 P, 8 HP ☐☐☐☐☐☐☐☐

3 XP 5 FP ☐☐☐☐☐



1: Courtyard

This open courtyard makes archery an easy job. Anyone outside can easily be picked off if they do not have adequate shielding.

2: Toilet

This spacious lavatory comes with a runoff to the river outside. It also hosts arrow slits to fire at intruders on the river. Small characters (with Strength of 0 or less) can fit through the gap from outside, if they are not wearing armour.

♄ ♂ Janus, the Demonic Horse

Strength 2 Dexterity 2 Speed 2
Wits 0

Skills: Aggression 2, Athletics 3,
 Survival 1

Abilities: Quadraped (double movement)

Attack 10, Initiative 2, Damage 1D6 + 2, TN 9
(14), DR 2 C, 8 HP □□□□□□□□

4 XP

One of the horses here was accidentally hit by some of the ogre-dust which affected Master Clandon and his family. It ate the others, but despite the men protesting, Master Clandon has insisted on keeping it alive and very well fed.

3: Food Storage

The dwindling food supplies are kept here. They build up to monstrous amounts, then get hurriedly eaten within a day or two. Barrels of meats, stacks of bread, and multiple bottles of wine – nothing lasts long.

4: Servants' Quarters

This place holds various cots, chests, and washing equipment. At present only six members of staff remain – two cooks, two butlers, one diplomat,⁸ and James the tax collector.

5: Benjie's Room

Master Clandon's youngest son Benjie is only a toddler. He doesn't understand his condition, and has no self control. This makes him dangerous, so the family have decided to lock him in this little room. Characters on the river or anywhere near this room can hear intermittent banging, and infant-like gurgling.

♂ Benjie – "the Toddler"

Archetype: Tribe
Personality: Playful
Mannerism: Fingers in mouth

Strength	1	Dexterity	1	Speed	2
Intelligence	-3	Wits	0	Charisma	-4

Skills: Combat 2, Tactics 2
Equipment: Spear

Attack 10, Initiative 3 (5), Damage 1D6 + 2, TN 10, 7 HP ☐☐☐☐☐☐
4 XP 1 FP ☐

6: The Great Hall

You open the door to a massive table full of opulent food, and more food stacked on top. Layers of bloody bones poke out the side of three layers of filthy dishes, lining the bottom of the feast. At the head of the table, sits Master Clandon, in a meat-stained dressing gown.

A heavy wooden door guards the entrance well, and a gate sits in front of that. Lifting the gate takes a Strength + Athletics roll, TN 10, but the locks on the

door don't give much resistance; players can pick them with Intelligence + Larceny, TN 6. The bars are slim enough that anyone with a Weight Rating of 5 or less can just about squeeze through.

The hallways contains a long, messy dining table, covered in scraps of bones from all manner of animal. The side alcoves contain little beds for guards to sleep in. Four guards are in the area at any one time.

The baron can usually be found dining here, shouting at guards about some imagined insult, or just terrifying people for the fun of it. Nathaniel, his trusted advisor, is the only one who can calm him down when he gets into a rage.

♂ Master Clandon

Archetype: Tribe
Personality: Hungry
Mannerism: Wide eyed

Strength	5	Dexterity	0	Speed	4
Intelligence	-4	Wits	-2	Charisma	-4

Skills: Combat 1, Academics 1, Beast Ken 1, Deceit 2
Knacks: Adrenaline Surge
Equipment: Greatsword

Attack 9, Initiative 5, Damage 2D6 + 3 (3D6), TN 9, 11 HP ☐☐☐☐☐☐
9 XP 1 FP ☐

7: The Old Storage Shelves

Here the servants rest. The armoury was once staffed by men at arms, but now has nothing but ogre-powder and other magical items from the *nura depths*. Anyone disturbing the contents of this room must make a Dexterity + Crafts check, TN 7, or risk toppling something and spilling the powder everywhere, which will affect the characters as per the Saurecanta sphere (page 13); specifically, they get +2 to Strength and Speed, but -4 to Intelligence and Charisma. This powder is not nearly so potent as the charm cast upon Master Clandon and his family, so they will recover at the end of the scene if they have not eaten anything.⁹

⁸See page 93 for Nathaniel the diplomat.

⁹See page 14 for recovering from nura magic, and page 15 for details on the 'ogre dust'.

8: The Hidden Family

In the upper floor, Master Clandon's wife Marjorie stays with her four children – two boys and two girls. All are a little too dangerous to be trusted wandering alone, so only one is let out of their room at a time.

♂♀ Marjorie & Her Daughter

Strength	6	Dexterity	0	Speed	4
Intelligence	-3	Wits	-1	Charisma	-4

Skills: Combat 2, Beast Ken 2, Tactics 2

Equipment: Greatsword

Attack 10, Initiative 5, Damage 3D6, TN 9,
12 HP ☐☐☐☐☐☐☐☐☐☐
10 XP 1 FP ☐

These two attack fiercely, but retreat if any bargains have been made after a single round.

♂♂ Richard & Jim

Strength	4	Dexterity	0	Speed	3
Intelligence	-3	Wits	-1	Charisma	-4

Skills: Combat 2, Beast Ken 1, Crafts 1

Equipment: Nothing.

Attack 10, Initiative 3, Damage 2D6, TN 7,
10 HP ☐☐☐☐☐☐☐☐
5 XP 1 FP ☐

The two brothers were never good at listening, and will attack with abandon, unless Marjorie is nearby to talk them down.

Lakeside Village

Lakeside is a small, walled, village with a large and proud temple to Ohta resting at its side, waiting for battle.

The tall stone walls reach 4 metres into the air. The bridges are made of wood, and ready to burn at

a moment's notice if part of the village get in trouble. The river running through the centre is not dangerous, but is strong enough to sweep almost anyone away if they try to swim against it.

Lakeside has an unusually large number of well-armed young soldiers, ready to fight for their little patch of the world at a moment's notice. It is lead by Village Master Solus, who is also the area's leader of the weapons' guild – a small organization who are permitted to produce weapons, which are then sold to the Night's Guard.

♂ Guildmaster Solus

Strength	1	Dexterity	0	Speed	0
Intelligence	2	Wits	0	Charisma	0

Skills: Combat 1, Academics 2, Deceit 2, Vigilance 2

Equipment: Dagger, 9 cp, 19gp hidden nearby

Attack 9, Initiative 0, Damage 1D6 + 2, TN 7,
7 HP ☐☐☐☐☐
1 XP 5 FP ☐☐☐☐

If using this area for a ghoulish attack with Antonym, they approach underwater and come up from the river.

♂♂♀ Lakeside Soldiers

Strength	2	Dexterity	2	Speed	1
Intelligence	0	Wits	-1	Charisma	0

Skills: Combat 1, Beast Ken 1, Tactics 2

Knacks: Stunning Strike, Extreme Charge

Equipment: Shortsword, partial leather armour, shield, 4 cp

Attack 9, Initiative 2 (3), Damage 1D6 + 3 (2D6),
TN 12 (15), DR 3 P, 8 HP ☐☐☐☐☐
9 XP 5 FP ☐☐☐☐



CHAPTER

IX

Forest Encounters

I am a forest, and a night of dark trees: but he who is not afraid of my darkness, will find banks full of roses under my cypresses.

Nietzsche

SECTION 9.1

Encounters

The Little Prince

An elf is assaulted by bandits. If the characters help, they receive help in return later. If they join the bandits, the elves will have their vengeance.

(Forest) The Elven Prince

A voice in the distant forest cries out.

I'll summon griffins to pull your stomach out! I'll enchant you to make you eat until your stomach explodes!

A gruff voice laughs nearby. "If you could, you'd have done it already. And that's some pretty jewels you got there. Rich ladies like elf jewels."

Ten of Redclaw's men have found a wandering elven prince and intend to take everything he has. The prince does have some magical abilities, but not enough to take on all ten bandits.

♂ Ten Bandits

Strength	3	Dexterity	0	Speed	1
Intelligence	0	Wits	-1	Charisma	0

Skills: Combat 2, Beast Ken 2, Tactics 2

Knacks: Stunning Strike,

Equipment: Greatsword, partial chainmail, 26 sp

Attack 10, Initiative 2, Damage 2D6 + 1, TN 9 (12), DR 4 P, 9 HP ☐☐☐☐☐☐☐☐

10 XP 5 FP ☐☐☐☐☐

Summary: The Little Prince

- ☑ The Elven Prince – The Woodspy Bandits are attacking a rich elf 105
- ☐ Karma – Three elves return to repay the characters for their previous actions . . 106

♂ Arinel

Archetype: Experience
Personality: Precise
Mannerism: Flat palms

Strength	-1	Dexterity	2	Speed	1
Intelligence	1	Wits	3	Charisma	2

Skills: Combat 1, Projectiles 2, Academics 2, Beast Ken 1, Empathy 2, Performance 3, Stealth 1, Survival 2, Vigilance 2

Path of Blood: Aldaron 3, Enchantment 2, Fate 2, Force 1

Equipment: Shortsword, shortbow, dagger, earrings worth 20 sp, necklace worth 2 gp, bracelets each worth 2 sp

Attack 9, Initiative 2, Damage 1D6, TN 11,
 5 / 5 MP □□□□□, 5 HP □□□□□
 5 XP 7 FP □□□□□□

♂ Sindon

Archetype: Experience
Personality: Lively
Mannerism: Strokes hair

Strength	-1	Dexterity	1	Speed	2
Intelligence	2	Wits	1	Charisma	-1

Skills: Combat 2, Academics 2, Athletics 1, Crafts 2, Stealth 1, Survival 3, Vigilance 2

Path of Blood & Song: Aldaron 2, Fate 1, Polymorph 2

Equipment: Rapier, dagger, sapphire pendant worth 1gp

Attack 10, Initiative 4, Damage 1D6, TN 9,
 6 / 6 MP □□□□□□, 5 HP □□□□□
 7 XP 4 FP □□□□

Sindon has regularly talks with the local bandits, they have no idea how much he resents them. When the time is right he hopes to annihilate them, but has no current plan He's not willing to share their location unless he can share the glory of the attack.

♀ Vanwe

Archetype: Experience
Personality: Dour
Mannerism: Wipes eyes

Strength	-2	Dexterity	2	Speed	1
Intelligence	3	Wits	2	Charisma	2

Skills: Combat 2, Projectiles 3, Academics 3, Athletics 1, Performance 1, Stealth 2, Survival 2, Vigilance 3

Path of Blood & Song: Aldaron 3, Enchantment 2,

Knacks: First Strike

Equipment: Dagger, shortbow, golden ring worth 9sp

Attack 10, Initiative 2 (4), Damage 1D6 – 1, TN 9,
 9 / 9 MP □□□□□□□□, 4 HP □□□□
 8 XP 7 FP □□□□□□

If saved, Prince Arinel will promise to repay the characters sometime, but immediately leaves.

(Forest) Karma

Play this encounter at the same time as the next Side Quest's encounter. The prince's friends journey towards the sea, and they have heard of the characters. If they aided Arinel before, the troop will aid them in return. If the characters harmed Arinel, the elven troop will have heard of it from the bandits, or through a sentient bird.

The elves will not approach at first, but attempt to sneak and observe the party for a while.

Vanwe was in love the Arinel, and plans to either aid the characters well, or *really* hurt them, depending upon their previous actions.

Neuror is a fierce debater, and a mediocre historian. Any talk of the Lost City will pull a very long rant from him about how the entire thing was the fault of humans for messing with dark magics, though he doesn't know any more details than that.

♂ **Neuror**

Archetype: Tribe
Personality: Jovial
Mannerism: Spits

Strength 0 Dexterity 1 Speed 2
Intelligence 1 Wits 1 Charisma 1

Skills: Combat 2, Projectiles 1, Academics 1, Athletics 1, Crafts 1, Stealth 1, Survival 3, Vigilance 1

Path of Blood & Song: Invocation 3, Enchantment 3,

Equipment: Rapier, dagger, ornate silver earrings worth 1 gp

Attack 10, Initiative 4, Damage 1D6 + 1, TN 9, 3 / 3 MP □□□, 6 HP □□□□□

5 XP 6 FP □□□□□□

The Spider Queen's Song

When elves become old, they get weird. The Spider Queen has left her people, and devoted her life to enchanting animals with song and fostering a kinship with them. Currently, she has collected four pet chitincrawlers, but she's having trouble keeping them, because they require too much food.¹ She has also begun Polymorphing her own body to look progressively more like a chitincrawler.

Over the course of these encounters, the Spider Queen becomes progressively more irritating to the party and the local area, until the players finally happen upon her lair.

Chitincrawlers don't operate during the Winter, so if you run into a Winter season, just miss these encounters until the world is warmer.

(Forest) The Arachnid Double Cross

You can always tell elven music by a sort of off-beat, where the beat goes wrong in a regular way. This one is soft and high-pitched, and interrupted by the sound of snapping twigs. More crackles come from in front. The setting Sun casts a red shimmer over the armoured bodies of a dozen man-sized chitinous, crawling creatures. The trees drop a small platoon of arachnids, and in a moment a hundred eyes are calculating how you taste.

She sings an illusion of a little gnome sitting on a tree nearby, as if a laughing little illusionist were toying with the characters. She uses the song to make fake webs if the characters run.

The PCs roll Wits + Vigilance to understand their environment.

TN	Result
8	The Sunset red on the chitin is too much, like the creatures don't look right. You instantly spot that these are illusions.
9	On a nearby branch a little gnome sits, quietly giggling to himself, then looks shocked as you spot him.
11	The distant song seems to be coming from a single chitincrawler in the distance,
12	though she looks different from the rest.
13	Looking past the poor chitincrawler illusions in front of you, you notice that the rest are completely and definitively real.
14	The little gnome, however, is entirely fake.

- ➔ If the party turn to run, they run into illusory webbing.
- ➔ On the first round, ten illusory chitincrawlers attack.
- ➔ On the second round, three very real chitincrawlers attack.
- ➔ If provoked or threatened in any way, the Spider Queen retreats. If that doesn't work, she transforms into a bird and flies away.

The number of real chitincrawlers is equal to the number of people in the party.

¹See page 24 for chitincrawlers.

Summary: The Spider Queen's Song

- ☑ The Arachnid Double Cross – The Spider Queen double-bluffs the party, attacking with illusory chitincrawlers, mixed in with real ones 107
- ☐ Sheep Stampede – The Spider Queen summons sheep to be eaten by her chitincrawlers 108
- ☐ Quiet Little Hamlet – An entire hamlet has been eaten by chitincrawlers 108
- ☐ The Lone Ranger – A member of the Night Guard stalks the Spider Queen 109
- ☐ The Cunning Plan – Three gnomes have an elaborate plan for the party to kill the Spider Queen 110

♂♂ Chitincrawlers

Strength 5 Dexterity 0 Speed 1
Wits 4

Skills: Aggression 4, Athletics 1,
 Survival 2,

Abilities: Web (Strength + Athletics, TN
 11 to break free as a movement
 action)

Attack 12, Initiative 1, Damage 2D6 + 1, TN 7
(12), DR 5 C, 11 HP □□□□□□□□□□
10 XP

♂♂ 8 Chitincrawlers

Strength 4 Dexterity 0 Speed 2
Wits 1

Skills: Aggression 3, Athletics 2,
 Survival 3, Vigilance 2

Abilities: Web (Strength + Athletics, TN
 10 to break free as a movement
 action)

Attack 11, Initiative 2, Damage 2D6, TN 7 (12),
DR 4 C, 10 HP □□□□□□□□□□
8 XP

(Villages) Sheep Stampede

A nearby shepherd suddenly shouts out "Hey!", as he loses control of his flock. A distant song entices the sheep to run toward its discordant melody. It is as if the singer caused the music itself to decay.

The Spider Queen has gathered more chitincrawlers, and she needs to feed them again, so they have laid out their webs.

The sheep go beyond sight, and into the distant trees, then the song stops, and they begin to cry out in a way you've never heard sheep cry before. Half of them flee straight back out of the forest.

The chitincrawlers feed for thirty minutes, then leave. If the characters catch them before that, they encounter webs, and defensive chitincrawlers, along with chitincrawler illusions. Four are real, another ten are fake.

As before, the Spider Queen waits in the distance, and flees at the first sign of trouble.

(Villages) Quiet Little Hamlet

Villages disappear sometimes, especially when they lie close to the great forest. But this is a little different. Having the Spider Queen launch the invasion means that the chitincrawlers haven't left any obvious tracks. There are no bodies outside, no half-eaten sheep.

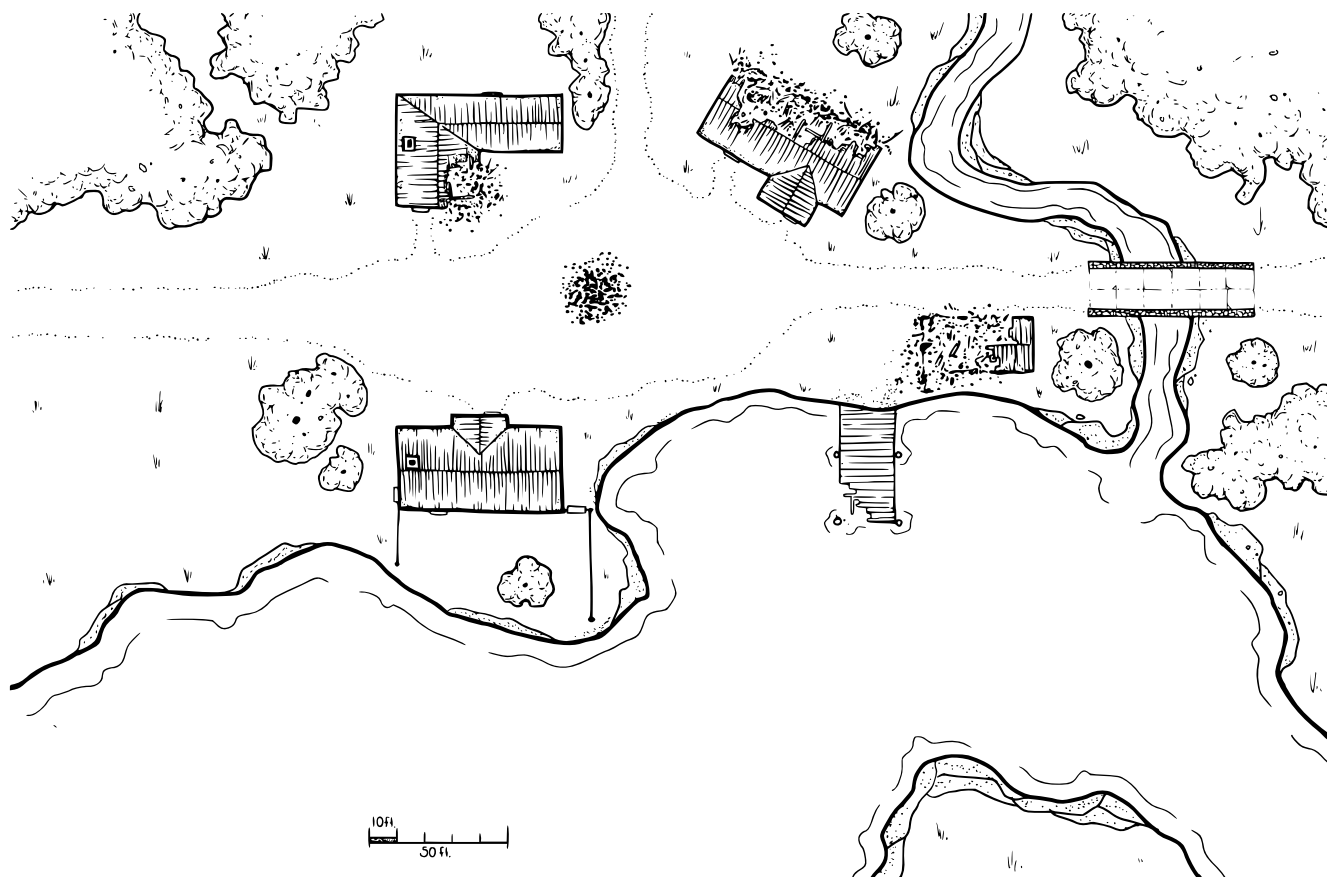
The little hamlet rests quietly. The air is cool, but then a single cockerel lets off half a crow in the distance, and goes suddenly silent before he's finished. It's only then you really notice: the fields have no animals, and the farmhouses are far too quiet.

However, inside each of the four farmhouses, rooms are filled wall-to-wall with webbing. Each house contains the same thing:

1. Dead villagers.
2. Half-dead villagers, waiting to be eaten.
3. Great sacks of chitincrawler eggs, ready to burst out and feed.
4. One male and one female chitincrawler.

The Spider Queen herself has since moved away and left her creatures to multiply.

If the party want to leave then they can, without issue.



♂♂ Male Chitincrawlers

Strength 5 Dexterity 1 Speed 3
Wits 2

Skills: Aggression 3, Athletics 3, Survival 1,
Abilities: Web (Strength + Athletics, TN 11 to break free as a movement action)

Attack 11, Initiative 3, Damage 2D6 + 1, TN 8 (13), DR 5 C, 11 HP ☐☐☐☐☐☐☐☐☐☐

12 XP

♀♀ Female Chitincrawlers

Strength 4 Dexterity 0 Speed 1
Wits 3

Skills: Aggression 4, Athletics 1, Survival 2, Vigilance 1
Abilities: Web (Strength + Athletics, TN 10 to break free as a movement action)

Attack 12, Initiative 1, Damage 2D6, TN 7 (12), DR 4 C, 10 HP ☐☐☐☐☐☐☐☐☐☐

8 XP

(Forest) The Lone Ranger

The players roll Wits + Survival, TN 11. If they succeed, they notice Chitincrawler tracks. If they avoid the markings, nothing happens. If they fail to spot them or follow them, continue:

A man ahead, dressed in greens, stares at you, then slowly wanders forward. He puts his finger to his mouth, indicating you need to be silent.

Gregory approaches slowly, and explains that he's on a solo mission to track down the Spider Queen, who

has been stealing sheep from local farmers of late. He confesses that he's terrified, because he doesn't know when he might suddenly find her lair.

If the party continue following the tracks, they encounter the Spider Queen's lair. Gregory will fight with them if pushed, but would rather return home. See page 112. The players may feel they have a duty to attack, but you should impress on them that they have no such duty, given the dangers of the encounter. The point of the encounter lies in understanding that not all problems can be solved with violence, and that sometimes the party need to pick which battles to fight, and which to flee from.

In the distance, you see trees covered in webbing. No clear path presents itself, and shortly after the webs you can see five, then ten, and maybe more chitincrawlers waiting. A few slowly move down their trees.

If the characters attack, two chitincrawlers move to attack each round. The Spider Queen then moves out to cast aggressive Polymorph spells, turning them into goats, birds, or other creatures. There are thirty chitincrawlers in total.

If the party attempt to light the forest on fire, they will have a hard time. The forest is muggy and damp at the best of times. Even in the warmer seasons, lighting a fire requires an Intelligence + Survival roll, TN 10. No fire will spread fast, so the chitincrawlers will still have time to attack.

♂ Gregory of the Night Guard

Archetype: Tribe

Personality: Suspicious

Mannerism: Purses lips

Strength	3	Dexterity	2	Speed	0
Intelligence	0	Wits	-1	Charisma	0

Skills: Combat 2, Beast Ken 2, Tactics 1

Knacks: Adrenaline Surge,

Equipment: Greatsword, partial leather armour, 27 sp

Attack 10, Initiative 1, Damage 2D6 + 1 (2D6 + 2), TN 11 (14), DR 3 P, 9 HP ☐☐☐☐☐☐☐☐

8 XP 5 FP ☐☐☐☐☐

(Forest) The Cunning Plan

As you nip to the side to take a quick piss, a rustle above you shows that a giant arachnid has suddenly appeared, and looks down at you with dripping fangs. In the distance, high-pitched snickering can be heard.

Three gnomes have been debating about how to approach the party about their plan. Keras Triël thinks that it's best to honest, and just approach the party and ask if they would like to fight giant spiders. However, Holly is the chief illusionist, and her nose is longer than Keras's,² so she says there's no use talking to the party without testing if they really can fight chitin-crawlers. Greg, meanwhile, just wants both of them to stop fighting and make a decision. He's been depressed ever since their village was eaten by chitincrawlers.

The final plan is to cast an illusion of a chitin-crawler and see how the party react. If they are hostile and skilled, the gnomes approach and tell them the plan to defeat the Spider Queen.

Once the illusion of a chitincrawler has been vanquished, the three gnomes step forward. Holly begins talking like she's some kind of trader.

So you don't like the chitin-crawlers?

You really hate them?

How much would it be worth to you to be rid of the Spider Queen, who guides them through the human villages?

And you seem to be adventurers, in the employment of destroying monsters, is that so?

And what if I told you that we could aid you pushing back against the Spider Queen?

It's only after the characters emphatically agree that they do want to kill the Spider Queen that Holly informs them that she's feeling so generous that she's going to help them for free, and indeed has already laid plans.

If the players ask how the gnomes know exactly where she is, they explain they have triangulated her position through her periodic singing. If they ask how the gnomes can be so certain that a half-kilometre tunnel, going somewhere the gnomes have never seen, can be so precisely dug, Gregory shows them his calculations. An Intelligence + Academics roll at TN 11 shows that they are correct.

The players should be aware that if they jump out *near* the Spider Queen, but not quite at her, they will be attacked instantly, and for nothing. Their only hope is to break out of the earth, kill her in an instant, and hope the chitincrawlers flee once her spell has been broken.

²Gnomes consider this to be a very important point.

It's simple really. Anyone wandering close to that pit of spiders will be eaten by spiders. Any large army approaching, and she will flee, with no option to track here whereabouts. The only way to be rid of her is a fast, decisive attack. But she has herself covered there too – not yesterday we spoke to an elf who had spoken to local birds, who informed us that even the tops of the trees there are covered in webs. Her mobile fortress is impregnable, and hungry, and they will feed again soon.

However, with our compasses and our calculations, we have found a different way. We know that she rests not a kilometre *that* way, and so half a kilometre *that* way there is a tunnel which we have almost completed. Once done, it will open *directly* beneath the very place the Spider Queen sits.

You know what you need to do.

If the characters agree to squeeze through the tunnel, dig the very last few feet, then burst out, then each one has to make a Speed + Athletics check at TN 7. Success indicates that the character can spend 4 Initiative to climb out of the hole. Failure indicates that the character will not be able to get out of the hole that round, and neither will anyone behind them.

You look up at the wide eyes of the Spider Queen. She immediately starts climbing higher up the tree, as dozens of chitincrawlers all around race towards you.

Once out, they can shoot at the Spider Queen, climb the tree, or otherwise attack her. Two of the chitincrawlers will arrive to attack each round, but once the Spider Queen dies, any who have not yet come forward do not attack.

♂ Keras the Gnomish Illusionist

Archetype: Experience

Personality: Sly

Mannerism: Waggles finger

Strength	-1	Dexterity	2	Speed	-1
Intelligence	3	Wits	1	Charisma	1

Skills: Academics 3, Empathy 2, Stealth 2, Vigilance 2
Path of Conjuraction 2, Illusion 4

Alchemy:

Equipment: Dagger, 20gp, crudely drawn maps

Attack 7, Initiative -1, Damage 1D6, TN 9,
 9 / 9 MP □□□□□□□□, 5 HP □□□□□

6 XP 16 FP □□□□□□□□□□□□□□□□

♀ Holly

Archetype: Tribe

Personality: Inquisitive

Mannerism: Picks nose

Strength	-2	Dexterity	1	Speed	-1
Intelligence	2	Wits	1	Charisma	1

Skills: Academics 3, Crafts 1, Empathy 1,
Path of Illusion 1

Alchemy:

Equipment: Dagger,

Attack 7, Initiative -1, Damage 1D6 – 1, TN 8,
 4 / 4 MP □□□□, 4 HP □□□□

2 XP 6 FP □□□□□□

♂ Greg

Archetype: Acquisition

Personality: Creepy

Mannerism: Scratches Adams apple

Strength	-2	Dexterity	2	Speed	0
Intelligence	2	Wits	2	Charisma	2

Skills: Academics 3, Crafts 2, Empathy 2, Illusion 2

Path of Alchemy:

Equipment: Dagger,

Attack 7, Initiative 0, Damage 1D6 – 1, TN 9, 4 / 4 MP □□□□, 4 HP □□□□
2 XP 7 FP □□□□□□

♀ The Spider Queen

Archetype: Experience

Personality: Delicate

Mannerism: Looks upwards

Strength	0	Dexterity	3	Speed	2
Intelligence	2	Wits	3	Charisma	-1

Skills: Combat 1, Beast Ken 3, Deceit 2, Stealth 3, Survival 3, Tactics 2

Path of Blood & Song: Aldaron 3, Polymorph 4

Equipment: None

Attack 9, Initiative 2, Damage 1D6 (1D6 + 3), TN 10 (13), DR 3 P, 3 / 8 MP □□□□□□□□, 6 HP □□□□□□
15 XP 4 FP □□□□

The Spider Queen has spent 4 MP to gain a spider-like body, with +3 Strength and DR 3.

8 Chitincrawlers

Strength	4	Dexterity	0	Speed	1
Wits	1				

Skills: Aggression 3, Athletics 1, Survival 1, Vigilance 1

Abilities: Web (Strength + Athletics, TN 10 to break free as a movement action)

Attack 11, Initiative 1, Damage 2D6, TN 7 (12), DR 4 C, 10 HP □□□□□□□□□□
8 XP

Success means the Spider Queen has been killed or quelled. If she's damaged and her chitinous children pushed back, she flees to seek new adventures elsewhere, and without killing random villagers.

Failure occurs when the characters fail to damage the Spider Queen or her children before they flee. Things get difficult here. She attacks neighbouring villages twice, then gains her fifth level of Polymorph, and decides to become an air spirit for a while. These two attacks play out as above, so she can only be stopped by a full-on assault at her lair, without the aid of a gnomish tunnel.

Interruptions

The deep forest is no place to build relationships or get into prolonged battles – it is a chaotic environment, where one never knows what the next day brings. These disjointed Side Quests don't fit with anything in particular, but exist to provide little clues to other quests, or simple distractions.

(Forest) Just Move Along

A chitincrawler pulls up the earth beside a tree, as if trying to dig under it. Shrewd characters might spot that under the tree a little gnome lives. The side of the tree opens, revealing a very small staircase. The chitincrawler has smelled the gnome cooking food, and has decided to stay up top and dig until he catches the little creature.

A distant shuffling past some trees starts, then stops, then starts then stops. In the far distance, you see the dim silhouette of a chitincrawler scratching around the base of a tree, as if trying to dig something up.

Wits + Crafts, TN 9, to understand that the tree leads to an underground home.


Summary: Interruptions

- | Summary: Interruptions | |
|--|-----|
| ☑ Just Move Along – A chitincrawler tries to dig up a little gnome | 112 |
| ☐ Weather – Seasonally appropriate weather strikes | 113 |
| ☐ Random Traders – Three tradesmen are lost in the forest | 113 |
| ☐ The Elven Party – The party are told to dance, and dance they must | 114 |
| ☐ Broken Sword – One of the characters' weapons breaks | 115 |
| ☐ Furry Traders – Three gnolls are here to trade | 115 |
| ☐ ☾ The Mouth of Hell – A thousand woodspies have gathered around a portal to Hell | 116 |

8 Chitincrawler

Strength	5	Dexterity	0	Speed	2
Wits	2				

Skills: Aggression 4, Athletics 2, Survival 2,
Abilities: Web (Strength + Athletics, TN 11 to break free as a movement action)

Attack 12, Initiative 2, Damage 2D6 + 1, TN 7
(12), DR 5 C, 11 HP 
11 XP

Mild	Defer to the next Season, but lessen the effects and TN by 1.
------	---

Stormy	A flash flood occurs. The party must find a different route. Intelligence + Survival, TN 10. Each margin of failure has the party lost for an additional day.
--------	---

Hot The Sun beats down relentlessly today. +2 Fatigue points.

Cold A sudden snowstorm comes, bringing cold and confusion. The characters gain 2 Fatigue from the cold, and make an Intelligence + Survival roll, TN 9. Each margin of failure has them lost for an additional day.

♂ Keras the Gnomish Illusionist

Archetype: Experience

Personality: Sly

Mannerism: Waggles finger

Strength	-1	Dexterity	2	Speed	-1
Intelligence	3	Wits	1	Charisma	1



Skills: Academics 3, Empathy 2, Stealth 2, Vigilance 2

Path of Conjunction 2, Illusion 4

Path of Conjuraton 2, Illusion 4

Alchemy:

Equipment: Dagger, 20gp, crudely drawn maps

Attack 7, Initiative -1, Damage 1D6, TN 9,
9 / 9 MP , 5 HP 

6 XP 16 FP

(Forest) Random Traders

In the distance, you see a group of a dozen men trying to get their first wagon out of a muddy ditch. Two more wagons sit behind.

Aaron, carrying various flowers, and over a hundred eggs, started the day late, and knew that his cargo would be bad before reaching the town, so he convinced Jason (carrying uncured meats) and Steve (carting blood sausage) to go with him via an old road his grandfather told him about. However, the road is completely overgrown, so the traders are now stuck in the woods, and lost.

Combine this encounter with the next Side Quest – the characters will most likely have the added problem of protecting the traders while they have problems in the woods.

If rescued, Keras is delighted, and gifts the characters a scroll which – once read aloud – will cast an illusion of a chitincrawler. It was studying chitincrawlers for his spells that got him into this mess.

(Forest) Weather

Play this at the same time as the next Side Quest part. The party are assaulted by weather. Exactly how this plays out depends upon what type of season it is. See Appendix A for more details.

♂♂ Aaron, Jason, and Steve

Strength 1 Dexterity 0 Speed 0
Intelligence 0 Wits -1 Charisma 2

Skills: Academics 2, Crafts 1, Empathy 3

Equipment: Shortsword, 19gp

Attack 7, Initiative 1, Damage 1D6 + 2, TN 9,
7 HP ☐☐☐☐☐☐
1 XP 7 FP ☐☐☐☐☐☐

(Forest) The Elven Party

Elves have better eyesight than most, so many of their feasts take place in the darkness, and involve games of hide and seek, or enchantment.

Off-kilter music and half rhyming words, wander out from the forest, then gentle footsteps to the far right, and more in the distant left.

The scent of fresh fruit, salads and salmon hit you. There's a low-burning fire in the distance, looking enticing.

The elves hear the characters, and quickly hide as a game. Those at the farthest reaches of the gathering shout out that the game is on, and everyone between hides quickly.

The noise of little feet darts around the silent forest, but nobody responds.

If the characters eat the food, nothing bad happens. It tastes great. The game doesn't end until the characters settle down to eat or they find an elf.

The characters can roll Wits + Vigilance, TN 8 to see how quickly they find an elf, but there are two dozen, so it's only a matter of time before they see one.

Once the game is up, all the elves come out of hiding and laugh. They dance, and sing, and feast. However, the elves get a little too carried away, and eventually enchant the party to continue dancing all night. The elven illusions make sure that the songs echo long past when the singers have gone for the night, and the characters just continue dancing.

♀ Aiwë

Archetype: Tribe

Personality: Jester

Mannerism: Looks upwards

Strength 0 Dexterity 2 Speed 2
Intelligence 1 Wits 2 Charisma 2

Skills: Combat 2, Projectiles 1, Academics 1, Athletics 1, Crafts 1, Stealth 2, Survival 3, Vigilance 1

Path of Invocation 3, Enchantment 3,

Blood &

Song:

Equipment: Rapier, dagger, golden necklace worth 3 sp

Attack 10, Initiative 4, Damage 1D6 + 1, TN 10,
3 / 3 MP ☐☐☐☐☐☐☐☐
5 XP 7 FP ☐☐☐☐☐☐☐☐

Aiwë loves a laugh but never learnt when she's gone too far, and will fashion leaf-crowns for dancing characters, adorning them while they dance.

♂ Taurestel

Archetype: Experience

Personality: Pedagogue

Mannerism: "For example..."

Strength -1 Dexterity 1 Speed 1
Intelligence 2 Wits 1 Charisma -1

Skills: Combat 2, Projectiles 2, Academics 2, Athletics 1, Performance 1, Stealth 1, Survival 1, Vigilance 2

Path of Invocation 1, Fate 1,
Blood & Polymorph 1

Song:

Knacks: Last Stand

Equipment: Rapier, dagger, sapphire pendant worth 2gp

Attack 10, Initiative 3, Damage 1D6, TN 9,
6 / 6 MP ☐☐☐☐☐☐☐☐
6 XP 4 FP ☐☐☐☐

9.1. ENCOUNTERS

♂ 6 Gnolls

Strength 3 Dexterity 0 Speed 1
Intelligence -1 Wits 0 Charisma -1

Skills: Combat 2, Aggression 2,
Projectiles 2, Survival 3

Knacks: Adrenaline Surge

Equipment: Spear

Attack 10, Initiative 2 (4), Damage 2D6
(2D6 + 1), TN 9, 9 HP □□□□□□□□

6 XP 4 FP □□□□

(Forest) ♀ The Mouth of Hell

Some encounters cannot be bested. The only thing for the party to do is take running away as the best possible victory.

Pushing more foliage aside, you notice this area looks strange somehow, like the trees are made of wax.

An underground kingdom of nura have found a portal to Fenestra, and one might expect hobgoblins and nastier things to pour out and devour people. However, the first few were caught by a woodspy, who bred, and started a family, and the same happened to the next few. At this point, around 1,000 woodspies live in an entirely unnatural alliance around a single hole in the ground, where their food comes from.

Just ahead of you, you see a pit lined with stones, each with expensive gems and covered in alchemical writing, carved into the rock. An intense heat emanates from the pit.

Suddenly, the waxy parts of the trees start to move, revealing itself to be a three-limbed creature, shifting across the bark. Behind you is another, and another, and then an entire tree pulls itself apart, revealing another two dozen of the shapeshifting creatures.

If the woodspies ever leave the area, the nura will have a safe portal to Fenestra, and they will raid the local area. If the portal ever closes, the woodspies will become ravenous, and invade the local population. The two stand in a tasty equilibrium, and the best the characters can do is flee.

The woodspies are fat and unconcerned with chasing the characters far. Once the party flee, only five give chase.

♂ 1,000 Woodspies

Strength 1 Dexterity 3 Speed 1
Intelligence -4 Wits 1 Charisma -5

Skills: Combat 1, Athletics 2,
Stealth 3, Survival 1, Tactics 1

Equipment: None

Attack 9, Initiative 1, Damage 1D6 + 1, TN 10
(13), DR 3 P, 7 HP □□□□□□□□

4 XP 0 FP

Currently the pit is being used by the nura as a punishment – they send criminals into the whole to scope out what's happening and find out if it's safe yet.

If the local nura rating ever reaches 7, the nura will raise an army big enough to break out, and drag any woodspies in the area below to become nura themselves. Raise the local Nura Rating by 1.

♂ Nura Woodspies

Strength 4 Dexterity 2 Speed 3
Wits 3

Skills: Aggression 4, Athletics 2,
Survival 2, Stealth 2, Tactics 2

Abilities: None

Attack 12, Initiative 3, Damage 2D6, TN 9 (14),
DR 3 C, 10 HP □□□□□□□□□□

10 XP

Locations & People

The Necromancer's Lair

This used to be a large chapel with a tended garden. Paradoxically, an undead tender has left it with more life, longer grass, and undisturbed apples.

1: The Area

Around the central area wander all the undead Antonym has collected (depending upon which encounter the characters are on, this could be 50 – 400. Mostly, they stand inert.

A hundred broken arrow parts lie littered around the area, as Antonym practices with his bow daily.

♂♂ Ghouls

Strength	1	Dexterity	-2	Speed	-2
Wits	-2				

Skills:	Aggression 2,
Abilities:	Undead
Equipment:	10 cp

Attack 10, Initiative -2, Damage 1D6 + 1, TN 5 (10), DR 2 C, 7 HP	□□□□□□□
1/2 XP	

2: The Hallway

Here, despite the undead, a shrine rests which was built be Antonym's predecessor, showing ten faces carved in stone, each above the other. This magical shrine grants 1D6 + 3 FP to anyone who prays for the guidance of an ancestor.³ Characters can work this out with an Intelligence + Academics check, TN 7.

3: The Ogre

Antonym's prized specimen – an undead ogre. Antonym killed the ogre some time ago, and pulled the body back to undeath. Since then, Antonym has cobbled together leather armour to glad the oversized ghoul in. Now he stands humongous and impenetrable.

♂ Undead Ogre

Strength	6	Dexterity	0	Speed	0
Intelligence	0	Wits	-4	Charisma	-5

Skills:	Combat 2, Deceit 1
Equipment:	Greatclub, full leather armour

Attack 10, Initiative 1, Damage 3D6 + 2, TN 8 (13), DR 4 C, 12 HP	□□□□□□□□□□
12 XP 0 FP	

4: The Secret Study

After the bandits leave, Antonym sneaks back to his private study, through a stone door, balanced on massive iron hinges. It contains various hymns to the dead, but his favourite songs are not the prayers to Qualmë, but song magic.

One song detects someone's Code.⁴ Another calls all the local woodland creatures to attack the singer.⁵

5: The Prison

This room once housed people making important decisions. Antonym now uses it to house prisoners so he can feed off their souls. Currently, it contains one terrified farmer called Laith. He's starving, and petrified, as every day all he can hear are the shambling dead, who sometimes come to grope at the locked door. Antonym, or course, holds the key.

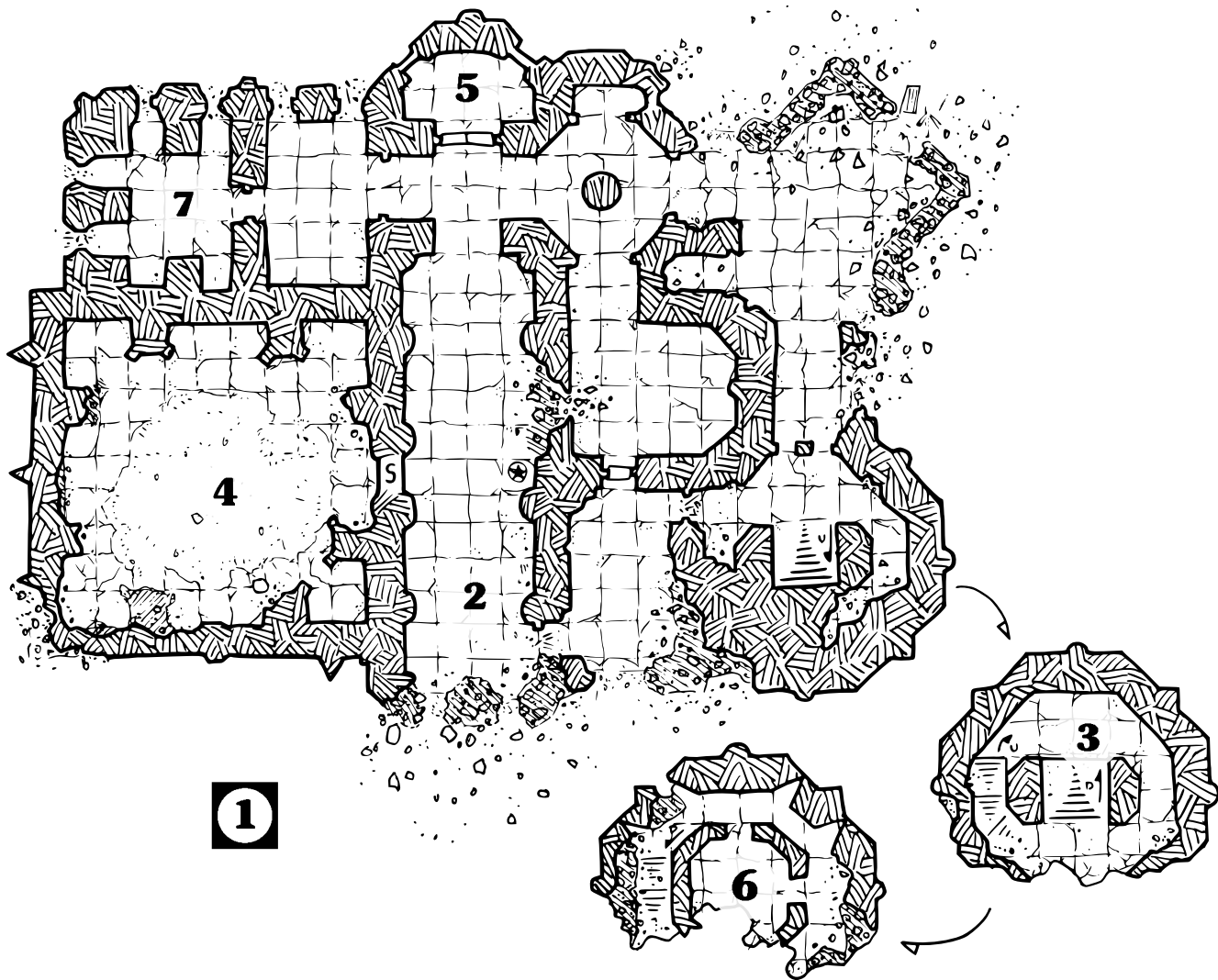
Picking the lock requires an Intelligence + Larceny roll, TN 7.

Laith can join the characters if given a weapon, but he won't be terribly effective.

³The items acts with Intelligence +2, Wits 0 and stores 9 MP. It spends 2 MP to cast the spell.

⁴See page 48.

⁵Page 48.



♂ Laith

Archetype: Acquisition

Personality: Pessimistic

Mannerism: Mouthbreather

Strength	3	Dexterity	0	Speed	0
Intelligence	1	Wits	-1	Charisma	-1

Skills: Combat 1, Beast Ken 2, Crafts 1, Empathy 1

Equipment: Dagger, 11 cp

Attack 9, Initiative 0, Damage 2D6, TN 7,

9 HP ☐☐☐☐☐☐☐☐☐☐

2 XP 4 FP ☐☐☐☐

Various crows come to see Antonym as he takes bits of rotten meat so they can feed, then controls their minds with his prayers.

On a simple table he keeps his crow-feathered arrows and a little collection of three necklaces which allow the crows to raise the dead.

Necklace of Raven Skulls

Spells: Calling the Dead, *Path:* Devotion (Qualmë), *Duration:* Instant, *Type:* Talisman, *Potence:* 4, *MP:* 3

6: The Watchtower

While this place used to host a call to prayer, it now only provides a place for Antonym to watch the world with horror. He is convinced someone will come to try to kill him, because he feels so at odds with the world, and he practices with his bow every day.

♂ Antonym, High Priest of Qualmë

Archetype: Qualmë
Personality: Arrogant
Mannerism: Slack jaw

Strength	1	Dexterity	2	Speed	0
Intelligence	2	Wits	1	Charisma	-4

Skills: Combat 1, Projectiles 3, Academics 2, Beast Ken 1, Crafts (fletchery) 2, Deceit 1, Performance 1, Survival 1, Vigilance 3

Knacks: Snap Shot, Mighty Draw, Perfect Sneak Attack

Path of Devotion (Qualmë): Aldaron 3, Fate 2, Necromancy 5

Equipment: Hunting Bow, dagger

Attack 9, Initiative 0, Damage 1D6 + 1 (3D6), TN 9 (12), DR 2 P, 5 / 8 MP ☐☐☐☐☐☐☐☐
 7 HP ☐☐☐☐☐☐
 11 XP 1 FP ☐

7: The Old Mausoleum

Ironically, no undead remain in the mausoleum. The grounds remain fit for the living, and a group of bandits have moved into the gardener's old home.

Each of the bandits carries a Ring of Asphyxiation. The rings are fragile things, carved from skulls of thieves who were hanged. They function as per the first level necromancy spell: Torpor, and allow the thieves to remain invisible to the undead.

If anyone attacks the house, they will be spotted immediately, but have two rounds before the undead arrive. After that, five ghouls arrive to tear apart anyone there, then ten, each round.

♂ Redclaw

Archetype: Qualmë
Personality: Approachable
Mannerism: Drums fingers

Strength	3	Dexterity	3	Speed	0
Intelligence	1	Wits	-1	Charisma	2

Skills: Combat 3, Academics 1, Empathy 1, Deceit 3, Survival 3, Tactics 2

Knacks: Defender, Last Stand

Equipment: Longsword, partial chainmail, 50 sp wrapped in cotton wool, knife

Attack 11, Initiative 1, Damage 2D6, TN 13 (16), DR 4 P, 9 HP ☐☐☐☐☐☐☐☐
 11 XP 12 FP ☐☐☐☐☐☐☐☐
 11 XP 12 FP ☐☐☐☐☐☐☐☐

Redclaw was the son of a nobleman in Whiteland, but his family have been killed, so he became an outlaw. Last year, he and his men ambushed some guards working for Redclaw and took magical rings from their corpses.

The bandits are partly made from young Whiteland nobles, orphans old enough to hold a sword, and a few dispossessed villagers who lost their villages to nura raids.

♂ 15 Bandits

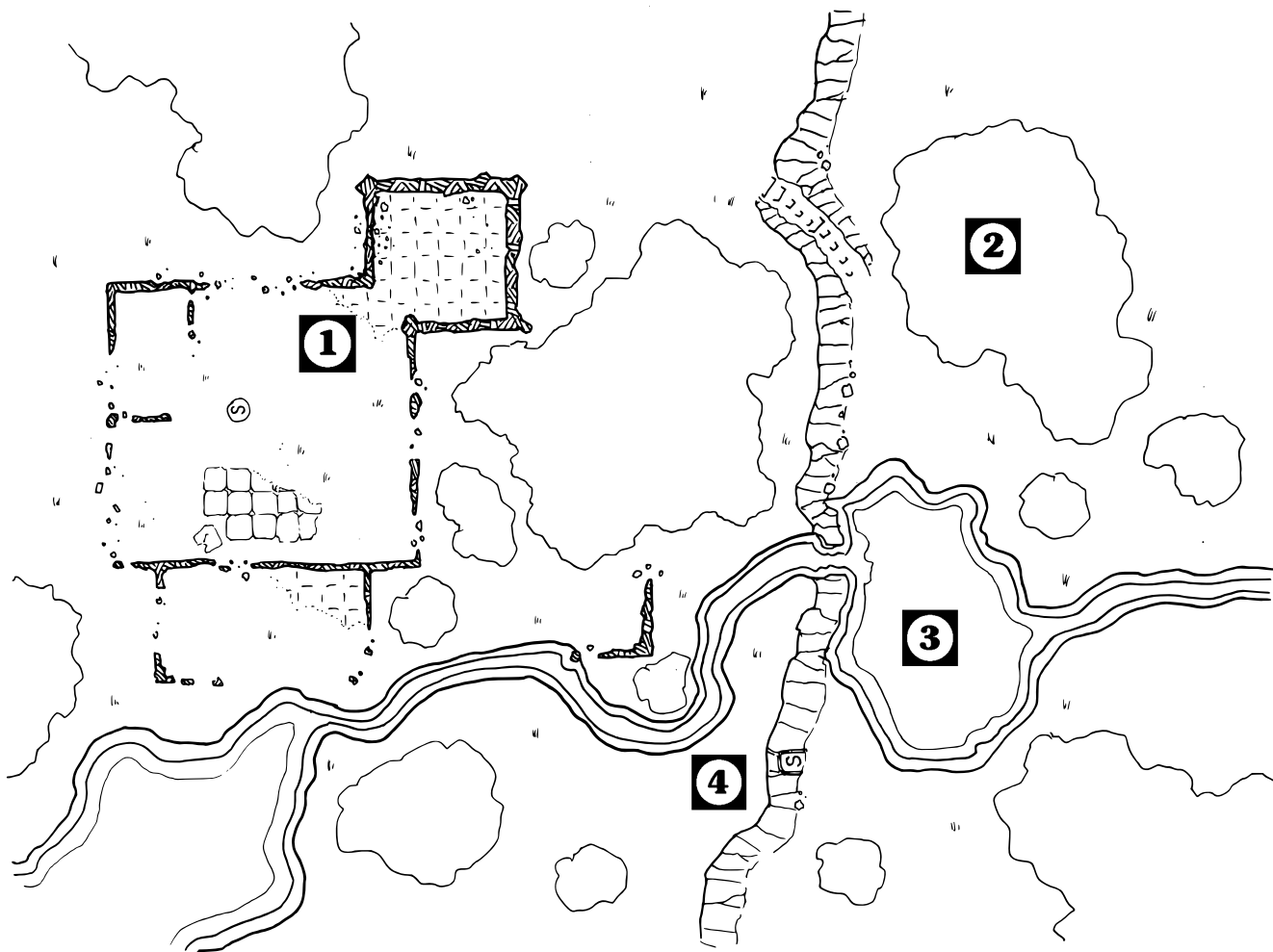
Strength	2	Dexterity	0	Speed	0
Intelligence	0	Wits	-1	Charisma	0

Skills: Combat 1, Beast Ken 1, Tactics 1

Knacks: Adrenaline Surge,

Equipment: Shortsword, partial chainmail, 13 cp

Attack 9, Initiative 1, Damage 1D6 + 3 (2D6), TN 9 (12), DR 4 P, 8 HP ☐☐☐☐☐☐☐☐
 6 XP 5 FP ☐☐☐☐☐☐
 6 XP 5 FP ☐☐☐☐☐☐☐☐



The Lost City

Adrian has been staying here for some time, trying to figure out if the elves destroyed this city centuries ago, or if (as the elves say), the priests here opened a magic portal to a hellish land of nura. Once the party arrive, Adrian requests they go down a tunnel he's found, to see if it contains such a portal.

The trees here cling to blocks of stone, as if trying to crush the last remnants of civilization. You sometimes wander for so long without seeing a single brick that you forget you're anywhere but a normal forest, but then another errant stone, or the marble hand of a statue juts up to remind you of the ghosts resting in this place.

The place is now heavily populated by woodspies. Replace any random encounter that would be person (human, elf or otherwise) with a woodspy (page 26).

1: The Old Citadel

While most of the ancient ruins have decayed so much that people cannot see them from the side of their path, the central citadel remains strong. One complete room, with half a roof, has a bed and equipment for making tea. A single scroll rests on the wall – a children's prayer to Laiquë.

Adrian keeps two torches for venturing underground.

The nearby hidden trapdoor underground cannot be discovered from above – in fact it's so tightly covered with rock, then earth, then well-made roofing, that it's nearly waterproof.

2: The Swarming Grove

All of the trees in this area burst with ripe fruit, but this grove has the best. This is why it also has all the woodspies; in total around 20 sit in these trees invisibly.

If anyone enters to grab the best fruits, they will see the trees around them mutate, as camouflaged woodspies slowly move to surround them. Nearby, a pile of dead deer bones is loosely hidden under some leaves.⁶

⁶Remember, woodspies are rather intelligent animals, and know not to leave corpses lying around a trap.


The party are unlikely to be in any state to defeat these creatures. Three arrive per round, so the best anyone can do is flee. If the woodspies are not harmed, three will venture outside of the tree cover to attack the party, but will quickly retreat at the first sign of real danger.

♂♂ 30 Woodspies

Strength	3	Dexterity	4	Speed	2
Intelligence	-4	Wits	1	Charisma	-5

Skills: Combat 2, Athletics 2, Stealth 4, Survival 1, Tactics 2

Equipment: None

Attack 10, Initiative 2, Damage 1D6 + 3, TN 11 (14), DR 3 P, 9 HP 

7 XP 0 FP

The humans say that the elves tore the city down because the elves disliked humans growing so powerful.

The elves say that the humans used nasty magics to open portals to the nura realm, and goblins spilled out. They say the city was already mostly ruined, and they had to save the area through magic.

If found this door which was once a part of some college of magic. The answers remain in here somewhere.

If the party ask for payment, he says he's already paid all the money he can to local bandits to find out what's in the well, and they never returned.⁷ Therefore, there should be plenty of silver on their bodies, if the party can only find the corpses.

3: The Mana Lake

This lake blossoms with magical energies, and regenerates 4 MP per turn to anyone touching its waters.

Two woodspies rest just under the water's surface, camouflaged to look exactly like the base of the pool. Anyone getting close must make a Wits + Vigilance roll, TN 10, to spot them. Failure, of course, means being dragged under water by the first. Anyone helping must roll or be dragged underwater by the second.

4: The Old Door

Across the shining lake, you see a man standing next to an old wooden door in the steep hillside. He stares at you, then raises his hand to say 'hi', but does not move from where he is.

Once the party approach, he explains that Fenestra requires their help. He needs to find out why the Lost City was destroyed.

If the party offer one explanation, he gives the other. He makes sure that the party are aware of both theories.

If the party ask him to come with them, he'll only go down with the party if he has to, and if he trusts them, but will not allow himself to be surrounded by people he doesn't trust and could stab him in an instant.

If the party ask him to clarify the plan, he explains that if he can get witnesses to spread the word about what really happened in the Lost City, he will have the political backing to put a stop to expansions into this area.

If asked about turning people into animals, he refuses to speak on the subject until after the contents of the old wooden door have been thoroughly inspected.

♂ Adrian

Archetype: Alassë

Personality: Precise



Mannerism: Looks down

Strength	0	Dexterity	2	Speed	1
Intelligence	2	Wits	3	Charisma	2

Skills: Combat 1, Academics 2, Beast Ken 3, Crafts 1, Deceit 2, Stealth 2, Vigilance 1

Path of Blood: Aldaron 2, Fate 3, Polymorph 4

Equipment: Quarterstaff, dagger

Attack 9, Initiative 2 (4), Damage 1D6, TN 11, 8 / 8 MP , 6 HP 

8 XP 17 FP 

⁷Specifically, these were the woodspy bandits.

The Old Alchemy Basement

The entire basement of the old magical college is sodden with water, resting knee-height to a human.

Descending the stairs, you find a low ceiling, and a moment later correct yourself. It's not a low ceiling – black water simply rests across the ground.

The torch picks up a great stone pillar in the distance, and another a little farther along. Great double doors stand to your right.

The characters will find movement difficult while wading through the water. All movement is limited by 2 squares minus the character's Strength Bonus, so some will receive no penalty, while those with Strength -2 receive a 4 square penalty to movement each round. For many, this will mean they cannot move at all without spending a full round pushing forward, or simply swimming.

Remember to note who has torches when underground, and that carrying a torch in one hand means that any medium-sized weapon in the other hand receives a weight penalty.

Doors are a particular problem in the catacombs. The water has swollen the wood, making all doors difficult to pry open. Each one requires a Strength + Crafts check, TN 7. This is a party roll, so the roll's result is the same for each party member.

The doors have rotted rather a lot over time, so prying them open with time is still entirely possible, it just takes a lot of time.

Narrow hallways make wielding long weapons challenging. The *Enclosure Rating* for this place is 5, so any weapon which requires 6 Initiative to wield takes a -1 penalty to Strike.

The Dead Chant when not in combat. If they stand at the other end of a hallway, they chant. If the characters lock them in a room, the dead stand outside and chant while clawing at the door.

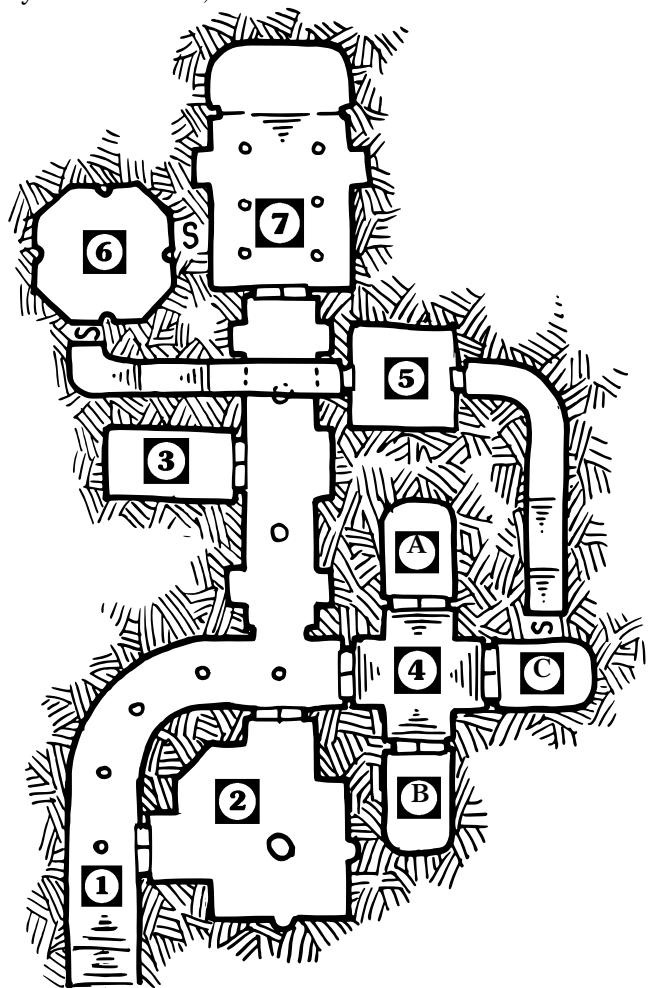
This strange behaviour could vex any necromancer. The simple spirits which inhabit and animate ghouls do not usually speak. Their strange behaviour is the result of a powerful necromancer living in the catacombs. The undead necromancer⁸ found a scroll some time ago which contains the words to open the door, and summon creatures back from the Realm of Darkness and Fire, and other realms. There was only one problem: the creature's tongue was too rotten to speak the words properly. Its body has only been preserved due to the high content of peat in the water, but that was not enough to allow it to speak properly, so it tried teaching the dead to chant.

Characters versed in old languages might make a Wits + Academics roll, TN 12, to understand the words

the dead are trying to say. This is reduced to TN 10 if the characters somehow have the opportunity to hear the giant necromancer himself chant.

The words themselves simply mean 'open to trade', but the characters will hear only "Opena trei, opena trei, opena trei!".

Cave-ins present a real danger here. If the ceiling ever collapses while the characters are inside, the falling rocks from above at first deals 1D6 – 2 Damage to everyone in the room, then 1D6, and so on, increasing by 2 each round, until it's unliveable.



1: Drowned Hallway

The pillars are integral to keeping the ceiling up, and if three or more collapse, the entire room will go down with them. A Strength + Crafts roll, TN 13, can bring an individual pillar down, and equipment, such as rope, can dramatically reduce the TN.

When the city was still burning from the nura attack, some centuries ago, one necromancer raised a powerful undead spirit into the body of an ogre. That ogre demi-lich then used the corpses around him to raise a regiment of ghouls. The door was sealed during that time, peat-filled water flooded in, and the dead rested there, perfectly embalmed and perfectly still.

Of course, with the characters' entrance, the dead

⁸See page 124, just below.

rise and attack. It's been a long time, and their joints are stiff. The ghouls naturally cling together, so a natural ambush forms as the characters may walk past a number of them before they notice the placid bodies on the drowned floor. The dead will not attack them here, but stay underwater, with a natural fear of the door going above, the light outside, and acting alone. They are hungry, but know to wait and observe, for a little while.

Once the characters have entered the hallway the trouble starts. Five ghouls rest at the start of the hallway, and another five later on. A further five at the other end of the hallway will arrive three rounds later. The entire situation makes for the perfect ambush, though the dead have not planned for it.

♂♀ 15 Ghouls

Strength	1	Dexterity	-2	Speed	-2
Wits	-2				

Skills: Aggression 2,
Abilities: Undead

Attack 10, Initiative -2, Damage 1D6 + 1, TN 5 (10), DR 2 C, 7 HP

□□□□□□□

1/2 XP

2: Equipment Room

The shelves in this wide room are full of smashed and broken equipment, but it looks generally alchemical.

The standard alchemist's equipment – gold dust, rubies, beechwood, chitin, and black soil – have mostly been removed from the area during the panic when people fled.

Some of those panicked people returned and were dragged back into the portal, only to return as ogres. Those ogres were resurrected as undead, along with everyone else.

A powerful force grabs your ankle, and squeezes. A creature, taller than any man, stands up and turns you upside down, then pulls you in towards his teeth.

♂♀ 3 Undead Ogres

Strength	6	Dexterity	-3	Speed	0
Wits	-3				

Skills: Aggression 2,
Abilities: Death Sight

Attack 10, Initiative 0, Damage 2D6 + 2, TN 4 (9), DR 3 C, 12 HP

□□□□□□□□□□

6 XP

Characters who scour the room can find rare gems on the ground, although wading through all the sludge will not be pleasant. This requires a Wits + Survival roll, TN 6. Each marginal point means 15sp worth of items has been found.

3: Library

These two doors stand locked and refusing to budge. A simple brass lock stands rusted on the front.

Opening *this* door requires a Strength + Crafts roll, TN 11.

The doors throw inwards, revealing row upon row of rotten books, shelves of old books (rotten), now rotten.

The library has rotted, although careful perusal of the books, with great care, allows a few items to be discovered. The party has a Dexterity + Academics roll, TN 6. Each margin allows a particular book to be carefully extracted, but destroyed the book above, so rolling '8' means the valuable book on Invocation is found, but the letter is destroyed. Destroyed books simply fall apart due to rotten spines and damp pages, but if taken back and cared for, some could be preserved. The party can make any number of rolls each, but each person can only make two rolls per scene to hunt for valuable books amid the dark mess.

8. An ancient city map, detailing sites of interest such as a Temple of Qualmë, which holds beautifully decorated, and unaging corpses (see page 126).
9. A valuable book on Invocation, worth 20sp.
10. A letter stating that a portal to an unknown labyrinth realm has been opened, and that trade has opened with various dwarves in exchange for food. It also states which word will activate this portal.
11. Letters of complaint from the Dean of Conjuration, stating that the Dean of Illusion must tidy his room, and that the rats he's brought in have

become so bad that he's ordering no food to be permitted in the area, under any circumstances.

- 12. A book by a priest of Qualmë, detailing various evil spirits. It mentions the dungeon itself, saying a necromantic spirit is known to inhabit the area.
- 13. A valuable book on late-stage Conjunction, worth 100sp, covering the highest level of the Conjunction sphere.
- 14. Threatening letters from elves saying to be wary of opening portals.
- 15. Hidden behind some other books: a book on Nuramancy. This is highly illegal, but allows anyone to gain up to a single level in Nuramancy with a little study, and the right (or wrong) attitude.
- 16. A book on opening a portal to the Realm of Darkness and Fire.
- 17. A letter granting permission to open a portal to the Realm of Darkness and Fire, with the hopes of trading magical items for food.

4: The Masters' Quarters

These doors swing open effortlessly, showing a new room with three more doors; right, left and centre.

Three rooms here used to house the various masters of alchemy. Stairs reached down to a central pillar, then back up. At the moment this deeper area is filled with water – the characters must swim to any other doors they want to approach.

Unfortunately, yet another undead ogres sits at the bottom of this black water. It won't jump up to scare the characters and battle with them, but watches them with shark-like eyes, then if one steps foot into the black water, it simply grabs the foot.

This ghouléd ogre is rather different to the others. It thinks, plans, and knows how to cast spells. It contains some unknown spirit, summoned into this unwholesome shell. It is responsible for devouring the souls of the first group to enter the area, and using their energy to kill and raise the second group as undead.

Room A used to house the master of Conjunction, who build this portal. The ogre has kept him around for his own amusement, as a ghoul, and hasn't noticed that he has a magical ruby which can transform into any simple substance, as per Conjunction level 2. The ruby transforms back once the spell has completed.

♁ ○ Undead Ogre Mage

Strength	6	Dexterity	-3	Speed	0
Intelligence	2	Wits	0	Charisma	-5

Skills: Combat 1, Aggression 2, Academics 2, Ether Lore 3, Medicine 1

Path of Nura: Necromancy 4, Saurecanta 3

Equipment: Longsword

Attack 9, Initiative 1, Damage 2D6 + 3, TN 7 (10), DR 3 P, 8 / 8 MP , 12 HP , 18 XP 0 FP

Room B houses nothing but broken furniture and sludge. The last room, however, is different.

The heavy door creaks open to an attractive room, like an expensive upstairs room in a tavern, complete with a bed, a study, and a freshly cooked breakfast on the table.

Room C used to house an illusionist, and his spells are still going ever since he died. Instead of cleaning his room, he would simply cast an illusion of cleanliness. The room looks immaculate, and full of light. The undead mage didn't like the light, so he closed the door.

Within the room, under the comfortable-looking (but filthy) bed, is a hidden little tunnel, which leads up to a secret room. The ogrish mage cannot follow the characters here, even if he wanted to put up with the irritating light, because he is far too large to fit through the narrow opening.

5: Secret Study

Up the stairs the area remains dry, safe and eventually leads to a regular door (no roll required to open it). Inside, the room contains tables with extremely old scrolls, dust, and a series of very out-of-date books on alchemical theory. These are among the scrolls:

The stairs reach up, and finally you step your muddy boots out of the water and along a cold, but dry corridor.

I shall see you by Laiquea. Have the portal completed. We have no funds. Five lands mapped.

Some funding came through. They want mutton, beef, bread and soup. Everything must be prepared before sending, except the meat.

Prepare the food. Destroy this letter.

The portal has been established. Negotiations are going well, but please have more guards available than last time. Excuses aside, we can't have a repeat of the last incident. Three women. It doesn't sound good in song.

Of course if you want my advice we would put every bard in the kingdom to the sword and be done with the matter.

A Wits + Vigilance check, TN 10, reveals a loose wooden board in the ceiling. It used to be a secret exit to the ground floor of the Citadel above,⁹ but now the upper floor is just the ground outside... after a lot of digging upwards.

6: Giftschränk

This bare room used to store various books, including the words which open the portal. It's flooded, like every other room on its level.

The bricks fall away easily, revealing a full new room. Two skeletons rest on a table, each clutching a book.

The two skeletons on the tale have aged worse than the other corpses, as they were never preserved in the peat-water. They died of hunger rather than facing the dead they knew to be outside. One holds a book of poetry, and the other holds a book of conjuration which she never managed to understand before dying.

The book of conjuration is outdated, but still worth at least 20gp to the College of Alchemy. The book of poetry is pleasant, and hides one spell-song – a poem which still functions to stop the user fearing any type of problem and regenerates 1D6+1 FP (it holds 3 mana, and costs 2 to cast).

Finding the words which unlock the portal requires an Intelligence + Vigilance roll, TN 9.¹⁰ It's hidden among a dozen rather dull books on proper etiquette with alchemy, and accountancy books concerning what the guild brings in and what it can produce.

The door to the Summoning Room is only blocked by a wooden bar, so exit is easy, though entering this room is more difficult. Players trying to bust in the way must roll Strength + Crafts, TN 10.

7: Summoning Room

At the moment, the arch leads nowhere – just the back of the room. The enclaves are bare. However, the words across the portal show what needs to be said – “Open to trade”. The language is old but an Intelligence + Academics roll, TN 9, will allow anyone to understand it. Once the words are spoken, every gemstone in the room shines, and the portal opens. The ghouls then begin to echo the words after the characters in unison.¹¹

The massive double doors slowly swing inwards, and the torchlight reveals a hallway of six stone pillars, two enclaves, and a stairway leading up to a stage. The stage shows a grand stone arch, like a doorway, leading to darkness. You can see an writing across the top.

This magical portal is in no state to be moved – the magic relies on the room's composition being able to work together, with various gems on the pillars being required for the magic to work. A single piece missing means the magic is dead.

The water hides various dead, but these ones have been locked away for some time, and have become mummified by the peat, and so mostly unable to move. The dungeon's necromancer has planned for the party's arrival, or someone like them, a long time ago, and has tied the dead to the first two pillars, with chains.

If undiscovered, the dead stand and begin their chant, then slowly walk towards the characters.

You look behind, and note two-dozen dead men standing from the water and staring at you. Their skin has gone brown with age, and they look barely able to move. Each drags a chain behind it, tied around one of the entrance pillars. They pull together towards you, each uttering the same strange, chanting moan, and then stop as the chains go tight around the stone pillars.

Each stone pillar has 10 dead pulling at it, and will collapse in 3 rounds. Killing one of the dead buys one extra round, and at least 3 ghouls are required to pull the pillar down.

If the characters open the portal, they see a dark room, with a distant light. What might be less obvious is that the portal opens on the *ceiling* of a room in the Realm of Darkness and Fire. Anyone throwing an item in notices it flies, then ‘sticks’ to the far ‘wall’ (meaning, the ground). Characters may notice the discrepancy from the odd appearance of the doors on the other side, with a Wits + Crafts roll, TN 10.

If a single sound is made here, if an item or person drops through the portal and into the far room, the alarm is sounded in the Citadel on the other side.¹² Ten

⁹See page 120 at the centre of area 1.

¹⁰This roll can be made individual – not a party roll – since the information is there, and anyone has a chance to find it.

¹¹As usual, speech costs 2 Initiative points, so if the ghouls are in combat once the words are spoken, the party should enjoy the unexpected advantage they get.

¹²See page 19 for the realm the nura inhabit.

hobgoblins immediately arrive with a ladder and start making their way up, into the dungeon. They know the portal can open, and they know they need a password. They fight, but try to keep the characters alive so that they can learn the magic word which opens the portal.

If the characters drop through the portal, they have a fight on their hands. After that, immediately roll for an encounter in the citadel. The characters are five areas away from the Citadel's edge, and each area prompts for a new encounter. After that, you're on your own – you'll have to think up some opportunities for the party to make it out alive, and find another portal – perhaps one leading to Redfall, or the portal in the town sewers.

The Green Tower

A Temple of Qualmë once stood here, but was destroyed with the rest of the Lost City. Now Lord Catelina has sent masons, some of whom are members of the Wood-spy Bandits, to build a base of operations for him to begin rebuilding the old human city.

However, everyone building here is unaware that the lower parts of the temple are still active. A portal to the nura lands below sends creatures up, and the undead Golden Priests of Qualmë have been pushing them back repeatedly over the long years.

1: Outer Grounds

The area around the tower contains piles of rock which labourers have collected from the surrounding ruins. The only door to the tower lies in the outhouse.

♂♂ 6 Masons

Strength	3	Dexterity	0	Speed	0
Intelligence	1	Wits	-1	Charisma	1

Skills: Combat 1, Beast Ken 2, Crafts 1, Empathy 1

Equipment: Dagger, 5 cp

Attack 9, Initiative 0, Damage 2D6, TN 7,

9 HP

2 XP 6 FP

2: Outhouse

Overnight, the labouring equipment rests here. Cunning characters can grind all work to a halt by stealing the items (picks, splitters, hammers, measuring tools, et c.), if they can manage it quietly. The lock is a simple knot tied on the inside, and anyone slipping a knife inside can get in (Intelligence + Larceny, TN 5).

3: First Floor

Resting slightly above ground, the first floor contains one lavish room, which nobody is allowed to enter. It's left in preparation for the arrival of Lord Catelina.

4: Second Floor

The men sleep here, though it's eventually planned as a station for lower-level archers.

5: Third Floor

The top floor provides a place for Lieutenant Darren, overseer of the operation, to get a good look at the surrounding area. This is also where he keeps a stockpile of weapons:

→ 20 longbows

→ 50 longswords

→ 50 suits of partial leather armour

6: The Stairs

Years of growth and soil-spillage have left a thin layer of mucus on the stairs. Anyone descending must make a Dexterity + Athletics roll, TN 8, or fall down one staircase, taking 1D6 – 2 Damage. Each of the three staircases require a different roll. Characters can get a bonus for proper equipment, such as rope.

The air down in the tomb has become so dry and foetid, that anyone spending time there gains three Fatigue Points per scene. Of course, this can be offset with sufficient rest, but prolonged fighting can be difficult.

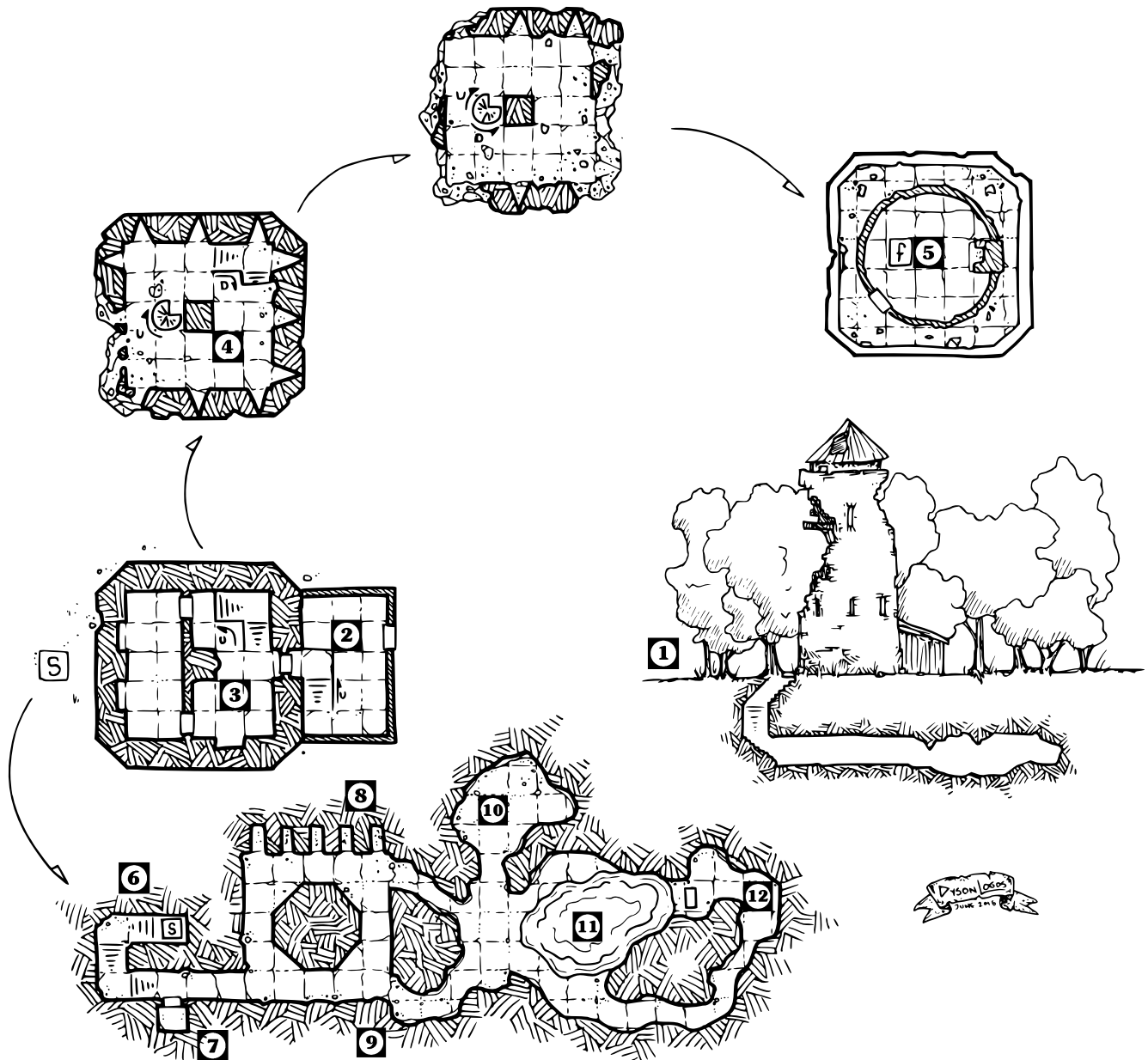
The stairs and all hallways here have an *Enclosure Rating* of 5, meaning that any weapon which requires more than 5 Initiative to use gains a -1 penalty to hit with. Daggers and shortswords are fine, but longswords and war axes will suffer.

7: The Watcher

The tomb is guarded by a knight who stands in a side-cupboard, sworn to guard the undead priests. He has spent a long time down here, and his body so seized up that he cannot move. Sufficient time, however, will allow him to regain the use of his limbs, and open the door.

You swing the door open to find a highly decorated man with a pendant to the god of dead, made of gold, with bone strung along the copper thread. The clothes look like they were once silk, and the helmet's leather covering seems to be a human face, stretched out and tanned.

If the PCs stab the corpse, they can kill it. More likely, they will not realize it is sentient, and leave it alone. A moment after they leave it, Jabril animates and comes to kill them. He is intelligent enough to



know to sneak. His use of a shortsword also means he will not gain any penalty from the narrow hallway.

If the characters enter with the Torpor spell cast, or rings of asphyxiation,¹³ they will be able to pass Jabril and the Golden Priests invisibly, so long as they do not linger too close to any of them.

♂ Jabril, the Undead Watchman

Strength	3	Dexterity	2	Speed	0
Intelligence	0	Wits	0	Charisma	-5

Skills: Combat 2, Aggression 2, Beast Ken 1, Stealth 2, Survival 1, Tactics 2, Vigilance 1

Equipment: Shortsword, complete plate armour, 200sp worth of jewellery

Attack 10, Initiative 1, Damage 2D6, TN 11 (16), DR 6 C, 9 HP ☐☐☐☐☐☐☐☐

11 XP 0 FP

¹³See page 47.

8: Hall of the Golden Priests

Five dead men, mummified and covered in golden jewels, stand in each of five enclaves at the side of the room. You notice head wounds and missing limbs upon some.

Little burnt spears litter the area, as if a battle has taken place here.

A long time ago, onlookers came here to gawk at the splendour of a glorious afterlife. The priests of Qualmë who gained the highest honours of the temple would remain here to guard it forever. Each is decked in golden jewellery.



♂♀ 3 Demiliches

Strength	1	Dexterity	-1	Speed	-2
Intelligence	2	Wits	2	Charisma	-5

Skills: Combat 1, Aggression 2, Projectiles 1, Academics 1, Deceit 1, Medicine 4, Vigilance 1

Path of Devotion (Qualmë): Aldaron 2, Fate 2, Necromancy 5

Equipment: Dagger, complete chain armour, mana stone with 8 mana, gem encrusted broach worth 9gp, golden ring worth 9sp, Wild Seeds

Attack 9, Initiative -2, Damage 1D6 + 2, TN 6 (11), DR 5 C, 4 / 8 MP , 7 HP , 9 XP 0 FP

The characters cannot tell the difference between the animate demiliches and the corpses unless they note the wounds well.

The demiliches will be initially hostile to the characters, shooting fire first and asking questions later. However, they are approachable in theory. They speak an old fashioned version of the language of their Realm, and Elvish. They do not speak the Trade Tongue.

9: The Exposed Doors

When the priests were placed in this room, they ordered secret tunnels be made in the side to store their wealth in secret. The tunnel then collapsed, killing the workers (as the priests knew would happen), and all the workers were given an honourable burial.

The two tunnels stand exposed, their doors ripped down from years of underground war. Primitive spears litter the area.

10: Side Room


The natural tunnel was further excavated in order to horde the priests' treasures. At present, this room contains 1,488cp, 128sp and 10 gp, all held in a small chest at the side of the room.¹⁴

The room also contains 14 undead hobgoblins, standing ready to kill any nura who come up from the tunnel, or just anyone who enters.

♂♀ 14 Undead Hobgoblins

Strength	1	Dexterity	0	Speed	-1
Wits	-3				

Skills: Aggression 2,
Abilities: Undead

Attack 10, Initiative -1, Damage 1D6 + 1, TN 7 (12), DR 2 C, 7 HP , 1 XP

11: The Abyss

Characters entering this area feel a warm breeze coming from the abyss.

When the tunnel collapsed, part of the ground collapsed too. The hole does not stop – it just keeps going down and down, and eventually reaches the Realm of Darkness and Fire.¹⁵

It wasn't long before the nura came up from below. At first, they had gold to trade. Soon after, they brought magical scrolls from an unnamed patron, which detailed how to gain control over the nura, or destroy one's enemies.

When the nura turned against the city, the two portals spewed hobgoblins, ogres, and the like, at the same time. The priests argued, and considered caving the entire temple in. They prayed to Qualmë, and saw a vision of the temple's destruction, with a hole which sucked in more and more earth, getting wider and wider, until nura filled the land. They decided instead to remain, and guard the tunnel. They had their servants wrap them in cloth while warriors fought against the nura. They each took vows to never eat, open their eyes, or listen to music again. All five became demiliches, sworn to serve their temple forever.

As the nura came up, the golden priests killed them with holy fire, then raised the bodies from the dead to fight against more nura. This has left the situation in a stalemate. Nura come up from the tunnel, they die, the

¹⁴The coins date the room to the year of Rex Hunter. See page 133.

¹⁵See page 19.

golden priests raise them as ghouls to fight until all nura lie dead. This repeats every few years.

So far, two of the golden priests have met their final end. Their remains have been placed back in their chambers by the others.

12: The Downward Spiral

The party, if they venture down here, find four more undead hobgoblins in the tunnel, just standing, and waiting to open the door, descend upon the nura, grab a victim, and die with them at the bottom of the abyss.

Throughout the long years, the golden priests directed the stupid undead to dig and dig into the hillside. They looped round, and dug into the tunnel, then fashioned a door from the broken wood from previous battles.

Any nura digging upwards can now be attacked by the undead, who hurl themselves down to attach anything climbing up, before one of the golden priests shut the door again. While several nura would normally burst through any door, opening a stuck door while climbing can be almost impossible.

Appendices

Astronomy

Cycle I :

- i **Qualmea**: Stormy eclipse
- ii **Atya**: Mild
- iii **Alassea**: Cold, eclipse
- iv **Cantea**: Mild

Cycle II :

- v **Cálea**: Warm
- vi **Vérea**: Mild
- vii **Otsea**: Storm
- viii **Toldea**: Mild

Cycle III :

- ix **Laiquea**: Warm
- x **Quainea**: Mild
- xi **Minquesta**: Cold, eclipse
- xii **Ohta**: Mild

Circling around the Sun at an amazing speed is the great planet Ainumar. It is similar to Jupiter, in that it has a constant raging storm across its face and because it is faintly beige. Ainumar, it is popularly believed, is where the gods live. Around this massive, roiling bulge in space, with storms racing across its surface faster than any arrow flies, is a green moon. There, underneath its surface and in little pockets of the dry land on top, there are people.

The worldmoon swings wildly around Ainumar, coming so close in that it could almost kiss the gods,

and then hurtles back to sit in empty space, far away from the Sun, before landing for a moment in the coldest patch of all – the shadow of the gods. Here, twice every three cycles, the planet grows deathly cold. For a few hours, everything goes black. Usually, Ainumar provides dazzling light at night, and sometimes, after, a grand eclipse lasting several hours.

The planet has its own years, but referring to two types of year could get confusing – the planet really has cycles – it cycles around the Sun. In each cycle are four seasons – the first is called ‘Qualmea’, in deference to the god of death. It is full of brutal storms and at its height holds an eclipse so long it can often bleed into a two-day night. After this comes ‘Atya’ – a milder season before a deep cold season known as Alassea, when people cheer themselves up by playing pranks, telling jokes and drinking or smoking to excess; at night Ainumar becomes a smaller orb in the sky, retreating like the Sun. Things settle down again for Cantea, the fourth season, though Ainumar is as far away as ever.

That finishes the first cycle – the second starts with a warm, Summery season called Cálea; during the night Fenestra spins round to view a dazzling Ainumar. The world’s shadow races across the face of the home of the gods, creating a dark eye which looks up at the night-time planet. All the ice in the planet recedes to nothing before slowly reforming again. The world trundles on from there until at the end of the eighth season the second cycle finishes. The last cycle ends in Ohta – the twelfth season, named after the goddess of war.

A further two moons can be seen on rare years, if one knows where to look.

History

SECTION B.1

A Creation Tale

Deep beneath the earth, worms the size of many castles roam, occasionally rising to push up the earth into great mountain-like mole-hills. These worms were created by the gods.

Making such big creatures was difficult, so they all had to work together. However, the creature proved too complex, so most of the parts were removed before the gods woke it up. At first, it had too many eyes, so the eyes were removed, but the gods did not notice that they were already a little bit awake, so they walked away, and mated with each other, and eventually those eyes turned into elves. The worm's face looked like a dragon, so of course it had a beard, but the gods decided this was unnecessary and cut it off. Where the beard fell, a little dwarf was formed, and quickly escaped by burrowing underground. When the creature was seen to be too smart, they removed some of its heart to make it less able to think (because our thoughts and souls reside in our hearts). The heart burrowed underground to become warmer, and turned into a little gnome. Finally, they decided that its arms were only holding it back in the narrow tunnels it made, so they took its muscular arms off and threw them away. They scuttled off and later became strong humans.

The gods later noticed all the creatures running

around the world. They wanted one to rule the world, governing it properly, and put fire in their blood so that they could command every part of the world. At first the job was given to the elves, but they did nothing but sit about in their forests reading poetry. The gods declared that they would no longer rule and at that moment all the elves in the world swore never to recognise them again. Later, the gods requests that the dwarves would rule the world, and gave them the gift of runic magic to help rule. But the dwarves just mined and mined, ignoring everything which was happening on the surface, favouring exploration of the great worm tunnels. Next the gods gave dominion to the gnomes, and to help them govern wisely told them many secrets about how the universe works and how to bend it to their will. The gnomes tried in earnest to figure out how best to govern, and the discussion grew and grew but they could not reach a conclusion. While the gnomes continue to argue to this day, the gods did not have all day, so they decided it was time to speak directly. They selected humans to commune with, speaking with them directly through divine prayer.

And that, little one, is why we are to rule the earth. And that is why we can live here, instead of them, and why your dad needs to go and get more land for all the little brothers and sisters you might have later; because if we want to govern the land we have to take it first.

The Rise of Rex Dalius Quennome

The following letter was found in the grave of a woman who lived with the elves until her death. It was taken to the College of Alchemy as an item of historical interest.

Dearest Clara, I write to you in haste to instruct you to hide yourself. Land Master Dalius of Quennome is mad. He entreated the many elves there to aid him on his mad mission. We have upset them too much – our incursions were only to strike at Dalius, but we have rattled the hornets nest and now the elves mean to wipe us out through assassination and I am sure that Dalius is at the heart of all of this. During this season of Qualmea, the elves have so far murdered three town masters and a number of village masters. Four more gone missing, and a further three went mad and ran away to join the elves under some enchantment. They have mostly been caught and put into a prison, but with the leadership in such disarray, many have joined forces with Dalius of Quennome. At this rate we shall all be ruled by elvish masters before long, with Dalius as their pet pretending to lead the show.

As Land Master of Mt Arthur, you are in grave danger. Please make haste to the Bearded Mountains before the elvish assassins find, then kill or capture, you too. Hopefully now that Qualmea is almost ended, the elves will trouble us no longer.

Yours forever,

Your faithful servant, Ghent.

From the history books of the Quennome region, written by Runcible Shaw, commissioned by Dalius IV of Fenestra.

After Dalius struck a deal with the elves, they left him to his own devices. It was mostly alone that he managed to conquer the Mt Arthur region, and shortly afterwards conquer Whiteland. With half of the area North of the Kingsway mountains under his control, Dalius declared himself 'Dalius Rex' – ruler of all of the North. The nobles of each region soon began to pay his taxes rather than fight. He used his increasing wealth to purchase more suits of armour from the dwarves of first the Mt Arthur region and later from the dwarves of the Bearded Mountains. Before long, he ruled over all the lands of the North.

Dalius II, was a genius by all accounts, and created the first cash economy. He bought coinage from the dwarves and later commissioned additional coinage with his

face upon the coin, to show that he would guarantee the money be paid in food if ever the coin was handed in.

Unfortunately, Dalius II's reign was not easy. Earthquakes came, larger and harsher than any which usually come during the stormy seasons. They came during Qualmea, at the height of the eclipse, and most of the kingdom was levelled by the earthquakes.

Dalius II was as good at making friends as his father, and quickly commissioned the gnomes to create portals using conjuration magics. With these portals, stone could be transported from place to place quickly and conveniently. The portals were also dotted around the kingdom to increase trade. Suddenly, people deep in Quennome could purchase fish from the Bearded Mountains. Elves would use the portals to visit the Pebbles Islands. Dwarves would come from deep underground to trade their gold, their armour and return with mutton and leather from above. Some trade even began with the barbaric peoples of the South.

This was a time of great expansion, and before two generations had passed, every town had a wall and every noble family had a castle once more.

The Reign of Rex Hunter Quennome

From the notes of Hokl of Whiteland, gnomish chronicler and Master of Forces.

We told the fieryar and their sorcerer king not to play with fire. We told them to build their castles, be grateful for the help and then leave off. We suffered from the grand earthquake as well as any and remembered it for longer than any of them.

They asked us to show them how it was done – how we opened portals from one place to the next. We warned them that a gnome may spend many decades studying such materials and still fail to produce results, yet still they insisted on pushing their young ones to the point of breaking through arduous study so that they could eventually learn our tricks. They made a building, ostensibly dedicated to learning of all kinds, but in practice focussed almost exclusively to studying the Conjuration sphere so that they could have more portals. It was built next to the only gnomish portal which still stood, and bared their engravings. It stands there to this day, in Eastlake – taller than

any building which has gone before. They managed to hold a lot of it up with force magic. Some say that if the bottom half falls in an earthquake, the top half will stay where it is.

We have all heard the stories from the dwarves about what happens deep below the earth – the strange and terrible creatures which live there, always hungry, always eating. We knew well enough not to touch them. But humans cannot understand something in the abstract. You tell them that a horse kicks and they have to smack its arse before they believe you.

The humans travelled far and wide, and opened up portals to strange other worlds. Worlds where dragons rule. Worlds where secret things happen which nobody was meant to know about until the right time. Worlds of deep, dark, hungry beasts. We called them 'nura', 'the deep ones'. The humans opened up portals all over the kingdom, sent in explorers and often had to shut the portals off before anyone could get out again after some strange beasts exited and decided to make a meal of this new land. For a time it was chaos, but the chaos was at least largely restricted to Whiteland.

Then the device came. Some say it was invented by a human. Some of the humans say it was invented by a gnome out of vengeance for abusing their art. I believe this is wrong but will not pass moral judgement if it is right. The device, any time it was used, opened a portal from where it was to the nura world. Hordes of creatures which were nothing but mouth and arms came through and ate and ate all they could, and then dragged the humans back through the portals. They came back changed. The portal could not be closed except by opening another one – this was the intentional design of the device.

The device might have been tossed on an island and forgotten about, but humans' first question in regards to every item is how to use it to kill, so they began to make war. Troops journeyed South across the Kingsway Mountains, including Rex Hunter himself (who gave the mountains that name at the time). They made war, and before armies could be rallied on the other side, they left a man with the device to open all the portals he could, one after another, while marching along the mountainside and fleeing before any creature could attack him.

As portals opened to the nura land, people were pulled back in, kicking and screaming, then ejected out as horrifying giants, three or four times the size of a gnome. They would exit and march relentlessly, fall upon a village, eat all the food within (including

half of the inhabitants) and then return to the portal, if it was still there, with captives.

It was theorised that some powerful magic existed in there which forced people to change form. When interrogated, it was found to everyone's horror that the ogres which came out could still remember being men. They had such hunger that they were forced to persistently raid. They were instructed to bring others back by some unknown creatures inside the portal – some kind of terrible worshippers of dark gods which live under the earth.

While the nura were ravaging everything in the Southern Kingdom, Rex Hunter continued to wage war, making sure to keep his distance from the exact spot where the nura were active at that time. The device was soon captured by people in the South Kingdom, but instead of throwing it away or destroying it, they decided to take it back and continue the war with their new weapon. The war went on, and the only creatures to really benefit were the nura as the device was past back and forth like a ball in some sport.

Even we were not immune. Our many colonies in the South Kingdom were often targeted accidentally. We did not hide in those days but had many structures above the ground. The nura came, and took dozens of us at a time, and returned us a horrific little creatures, no longer with a love of growing and learning, but only for eating. They are the creatures now known as 'gob-lins'.

The armies of the South Kingdom took the device over the mountains, and since the dwarves had made a pact with the King of the North, they attempted to stop the mountain crossing. The device was used there, and the armies fled back as raging hordes of nura greeted the dwarves at the entrance to one of their tunnels. The dwarves were soon captured en masse and taken into the portal, to return much taller, and stronger, and stupider.

The two armies battled back and forth, and the device was captured many time by both sides, like some unwholesome football. Meanwhile the humans had trained up two alchemists who were able to summon permanent magical portals. Rather than use them for trade, they were used to move army regiments in order to better attack the South Kingdom.

This was known as the 'war of portals', and it from an old word for portal which we derive the name of the North Kingdom as it is known today – 'Fenestra'.

The Epic of Logan

This is literal, rather than lyrical, translation of the last verses of the Epic of Logan.

His hands finally around the device,
He had fought many months to obtain it.
Logan remembered his oath to the king,
He swore to combat all the enemies of the kingdom,
But the enemy was Fenestra itself.
Armies of nura swirled about him
Afraid of the last touch they had taken,
But they grew hungry for the device
There Logan knew what had to be done.
He entered the portal to the other world,
And opened it from within.

A Recount of the First Logan's Meet

- From the pen of Carnestel, Elvish Bard

We really only came together to sing his song. He was a popular man so when his epic was finally completed we all came together on the first anniversary of Logan's sacrifice. Of course once there, we got to talking – mainly there were elves and bards at that first recounting as the bards were eager to know the song early as they knew it would be popular everywhere in the land.

Once everyone was talking, we started sharing knowledge of the magic of song – how to sing a blessing or strum an enchantment upon people. Of course teaching rarely comes for free. Bards expect to be paid, even by other bards. That night was an exception – a lot of powerful magical techniques were passed along many over the week's feasting and drinking.

Around the end of the festivities, word came on the wind that a nearby elven settlement had been attacked by nura hordes. Despite the device being gone they continued to come from under the mountain, having made their own portal there. That was the only time I know of that elves have been dragged underground to become nura. We all feared how they might come out – many

were old and had grown incredibly fast and dangerous. It was decided among us that the entire camp of bards would go out and help with our new songs of power.

The battle was short, but it took half our number and a great many of the remaining elves of the area. We destroyed their portal through a great song of undoing which was constructed so that it could only be sung by a choir of six men and six elves. Then we collected the dead, and began to mourn.

During the meeting the various bards had wrapped pieces of their own souls into their songs to animate them and give them magical powers. They intended to break those songs in time and regain whatever piece of themselves they had placed into their music. But they had died, and would never unmake their own songs. They were only songs to summon entertaining illusions, or to cast minor blessings, but they would not be forgotten or misused by any of the survivors.

We decided then that it would be our duty to fight off nura incursions, or at least to keep an eye on them. Many cycles can pass without a meeting, but when a meeting is called, everyone comes. It is all done through the power of the spell-songs. Let me explain. A number of people all know the same song. Each one sings the song and activates the spell only once per season – everyone has his designated day so that they do not break the spell by over use. If any one of them ever wants to hold a meet-up, the spell-song is sung until it is broken and the magic is all gone. When the others attempt to sing the song, they realise one after the other that the magic is gone and that they must go to the meeting on the next cycle at a prearranged date.

The humans have all since died of course, but we make sure to teach other humans to replace them. We gather and sing songs, we eat and tell the Epic of Logan, and we all exchange any information on encroaching nura, bubbling up from underground.

Now if you will excuse me, tonight is my night, and I must sing to make sure that my spell-song is still intact and that I am not needed.

The Rise of Nolan Beard

From the banned Histories of the Beard Family, by Rafferty Quennome.

Legend has it that Nolan of the Bearded Mountains was the worst dinner guest in history. He would spit as he talked and always boasted of either himself, his powerful friends, or how much he resented the kingdom being orchestrated from a castle in Quennome. He had some friends among the dwarves of the Bearded Mountains, mainly because they did not trust the elves.

He spent a good weight in gold bribing secretive bardic organisations to aid him in sending quick signals. The bards have some special magic for it which nobody can figure out. He also promised the College of Alchemy that they would receive extensive funding if they would join him.

Nolan used portals to march his army quickly to the Rex's castle in Quennome. The Rex had become complacent after ruling for more than a century unchallenged. The castle was sacked there and everyone inside killed. At the point when the king died, the high priest of Qualmë was staying within the castle. He made a curse upon the king's body, so that anyone who died in the presence of the king would rise up as one of the hungry dead and feed on human souls. The spell did not stop drive back the attackers unfortunately, it only succeeded in making that castle a cursed place forever afterwards. It lies in ruin and rot even now, its road since destroyed, somewhere in the middle of the great Quennome forest. Nolan was crowned before the end of the week.

Nolan's reign was terrible. His first act was to begin the building of a castle. The central hub was built in Whiteland and has no door or window, only a narrow hatch to access the top. He then commissioned different castle 'wings', each in completely different areas in Fenestra. Finally, the College of Alchemy was charged with the task of creating portals from the various 'castle wings' to the central hub in Whiteland. By the time of this writing he has succeeded, though he is of course long dead. It is known as 'the Shattered Castle', and has pieces and openings all across the land. Each piece has one portal which goes to the central hub, so from any castle one can travel, with the king's permission, to any other part.

The king's next act was to destroy the band of bards who had given him advanced warning of the movements of the Quennome army. He managed to kill only a few, as the

rest quickly went into hiding. To this day, the organisation is illegal and its continued existence is one of the greatest failings of Rex Nolan Beard.

Finally, Nolan worried about the dwarves. They too could set up portals, and had been known to forge alliances between themselves. He worried about being surrounded by dwarvish mountains on all sides, so he began a war with them too.

The war with the dwarves was difficult and protracted. They kept blocking tunnels to fend off his attacks, and while they did not like having to make do without being able to trade with humans for their food, they can be stubborn. Eventually, however, a peace treaty was signed. The dwarves agreed to pay a small tax, to recognise Nolan's crown and to disband all of their portals. In return, they would be given cheap foods and enjoy the protection of human armies if the nura ever arose.

The Reign of Rex Wyatt

Continued from the banned Histories of the Beard Family.

Nolan died choking on his own vomit. It is said that his own royal guard heard him stop breathing because his snort was usually so grotesquely loud, even as he slept, yet they did nothing out of pure hatred for him.

Nolan's son, Rex Wyatt, took hold of the reigns easily. He was a more timorous character than his father and would constantly worry out loud about elvish assassins sneaking into the imperial court. He designed childish password systems to ensure no shape changers could enter the building without detection, though the passwords were so impractical that most guards just told each other rather than throwing those who could not remember into jail.

The bards, meanwhile, were still operational and unhappy. They started taking gnolls into their ranks and helping them prepare for war. They gathered information about all the portal locations they could. Gnolls from Dogland and Whiteland went out to war.

At this time, a war had already started in Dogland between the gnolls and the humans. The bards only had to pass information on to Whiteland and secretly take emissaries from one to the other to strengthen ties between tribes. The war grew and Rex Wyatt

a fatal flaw in the design of the Shattered Castle: the portals meant his army could travel anywhere, but it also meant that they could be attacked from all sides at the same time. The gnolls pushed in and met in the castle's centre. Troops arrived from Eastlake through the Shattered Castle wing there.

Rex Wyatt, paranoid and short-sighted as ever, could not break with family tradition for a moment and soon after issued another blundering, kingdom-wrecking decree: all magical portals were banned except those officially commissioned by the crown, and all must go to the heart of the Shattered Castle so that he could control them. We could have created a flourishing kingdom with easy transport and excellent trade to every part of the world. We could have stopped ten thousand blisters on the feet of all the tradesmen in the realm who wander through monstrous forest Paths to transport goods. But Rex Wyatt could have none of that, so he has sacked gnomish villages and killed alchemists on the suspicion that some new portal is their doing. Profit-seeking alchemists, take note! – flee to a better kingdom, one where your talents can be accepted.

From the Journals of Gregor Dogland

At the time of the tragic passing of Rex Nolan, I was stationed as a mere commander of one hundred men. I quickly rose through the ranks to take my place by my father's side during the Dog Wars overseen by His Majesty Rex Wyatt Fenestra. Many battles were planned meticulously – I oversaw most of them personally. I was in charge of pushing back the invasions from Dogland. It was there most of the trouble started. Pushing gnoll hordes back, time after time, became wearisome, so eventually I happened upon the plan which won the war: we would create a portal in the centre of Dogland and wage perpetual warfare without allowing the gnolls to fall back to safety at any point. Naturally, it connected

with the Heart of the Shattered Castle, as all portals must.

While previously we had been putting captured gnolls to the sword, I set them to work. Before the war was won we had a flourishing guild all based around the labour of gnolls. Their first task was to build another wing of the Shattered Castle in Dogland.

As the months went by I built up a healthy guild of gnolls. We would take them out, set them to work on someone's castle, or digging some hole, and then charge a very reasonable fee. Within a decade we had built up a good civilisation within Dogland, for all manner of families to come and purchase affordable farms.

Of course, it was not long until trouble started anew as ships from the South came to invade our islands and threaten our shore. The War of the Pebbles began before the last gnoll in Dogland was put to use.

The War is almost over, but the crown has further troubles in Whiteland. The nobles there have attempted to erect a magical portal to trade with those in Mt Arthur and refused royal decrees to destroy it. His Majesty Rex Wyatt has dealt with the situation, and Whiteland is to have no more nobility until those people can be trusted to toe the line. It shall remain ruled by independent village masters but by nothing higher and a bounty has been placed on the heads of any surviving nobility from Whiteland.

Current Affairs from the Bard Lennox.

Peace!

Ladies and gentlemen, it has been ten long years of warfare at sea with the South Kingdom, but at long last we have peace. The gnoll raiders in Whiteland have fallen back to lick their wounds, and the wicked nobles there who attempted to split the kingdom have been vanquished. The ships of the South Kingdom have vanished back to their own ports or sunk in the sea.

At last, peace reigns.

The Night Guard

The Night Guard hosts humanity's front-line protectors, but also beckons the poor towards the jaws of all the beasts of Fenestra.

The Night Guard typically dress all in black or dark greens. The darkness helps them lay ambushes for monsters. They tend to use weapons fitting dense foliage, such as short swords, and often place swords on their back rather than at their sides.

The Night Guard recognise a strict hierarchy, in a very particular order. Whoever the highest ranking person around is has the ability to override others. The following stations are presented in order, so Scouts outrank Associates, and Associates outrank Soldiers.

Novices

New recruits are typically sent to Whiteplains to train for at least six months. The journey is long and tiring, and the rations are so poor that many come back with less muscle than when they first arrived.

Novices sleep and eat in the barracks, and receive 20cp per week – practically nothing. About 30% die during their first mission, so they tend to drink all of their wages to cope with the stress.

Novices are given basic leather armour and a short sword, and are expected to keep them in good condition.

Duties

- Guarding livestock overnight
- Keeping watch around the town wall
- Patrolling a town

Soldier

Once a novice has felled their first monster with a close-quarter weapon, they are officially soldiers. A lot of leeway is given to these soldiers, and often Lieutenants will allow someone to raise rank by killing a bandit, or by simply getting a good hit against some monster which was killed by the team. Despite the

leeway, arguments about who did what are common among new recruits.

Full members of the Guard can expect a full 100cp per week in payment, as well as the ability to sleep and eat in the soldiers' barracks. Townsfolk and villagers alike typically respect them because of the difficult duties they perform.

Soldiers can request replacement arms at any point, but will typically have to accept whatever weapons are available – generally a short sword and leather armour.

Duties

- Rounding up a village militia to fend off a basilisk
- Fighting monsters
- Tracking down thieves in town

Associate

Associate are those who join the Guard for a particular mission, or just to advise. Their pay varies greatly, but they are given the title and called 'Associate Oscar', or 'Associate Maria', in order to give them a fixed position. Associates can tell Scouts what to scout for, but are expected to do as they are told by Lieutenants.

Having 'Associate' as a formal and prestigious title also helps keep undesirables out of the Night Guard. It might be tempting to hire some local thugs for a short mission, instead of paying people a long-term salary, but the rules on the matter are quite clear – those thugs would outrank normal soldiers. This potentially horrifying situation deters almost all Lieutenants from hiring anyone who is not minimally competent.

Duties

- Killing rogue magic users
- Hunting massive monsters
- Reporting on village masters who threaten the Rex

Scouts

Those Night Guard with a special talent for sneaking and surviving in the wilderness become Scouts – the elite troop who stay away from the base for long periods of time.

They earn 1gp per week in recognition of the additional dangers they face, and in order to pay for the expenses of travelling, such as paying for their own food.

Scouts who are caught staying with villagers when they were not called for can expect a demotion before long.

Duties

- Tracking down monster nests
- Uncovering illegal weapon stockpiles
- Spying on other members of the Night Guard and reporting the local Captain

Masters

Village masters, town masters, or anyone else with a noble title may command the Night Guard to protect, serve, or do anything else they wish, so long as no Lieutenants have given contrary orders. Such masters are not *in* the Guard in any way, but the soldiers are theoretically there as a replacement to the guards that such nobles would organize on their own, before the time of Nolan Beard.¹

Lieutenant

To achieve the rank of Lieutenant requires three things.

1. Literacy (meaning ‘Academics 1’)
2. A recommendation from a Captain to a Prefect or Commander
3. Some outstanding achievement on the battlefield

If all this checks out well, Lieutenants earn 6gp each week.

The job of a Lieutenant is to lead the Night Guard to complete any jobs that others have failed at. Specifically, if two or more groups fail at some task, the Lieutenant is bound to personally deal with the situation (along with as many men as they care to bring).

Duties

- Leading men into battle
- Recruiting new members
- Keeping track of soldiers and novices

Magus

Typically, a Magus is a human alchemist from the the College of Alchemy, however priests of Ohta or Qualmē have been known to lend their martial skills to the battlefield. Force mages use magical shields to protect wounded soldiers and scout ahead with magical senses. Invocationists destroy enemies with fire. Conjurers are rarely seen on the battlefield as Rex Wyatt has ordered anyone showing promise in this field to focus on the study of magical gates.

In theory, a Magus should not go onto the field without extensive training, but in reality the College of Alchemy often selects the least useful mage they have to go to war, then throw a few snowballs at them to prepare them for real fighting. A magus is typically allowed free access to buy anything by request, but they are not paid. Rex Wyatt worries that with too much political power, they might become dangerous.

Duties

- Strategy and planning
- Preparing temporary magical items for particularly dangerous missions
- Occasionally accompanying soldiers on dangerous missions

Observer

The petty bureaucrats from the Shattered Castle who occasionally come to observe, complete reports, and pester Lieutenants, are a perpetual menace to the Night Guard. They have no field experience but still outrank even a battle hardened magus.

They receive only 1gp per week.

Duties

- Routing out any challenges to the Rex
- Making sure everyone gets paid on time
- Advising Lieutenants on tactics
- Keeping an accurate count of the number of Night Guard
- Collecting taxes from masters

¹See page 136 for more on the monarchy.

Captain

Captains organize all of soldiers around a town. This might include five to a hundred villages in the area. Each village makes requests directly to the captain for aid, and the captain then decides how many men to send, and where.

Captains are selected from Lieutenants when an old Captain dies, or when a new town is founded. Payment is 10gp per week.

Duties

- Ensuring the local town and surrounding villages remain free from nura
- Collecting reports from the scouts
- Making reports for Prefects

Commander

Commanders reside cities, and spend most of their days book-keeping, and making reports to Prefects. They are chosen by Prefects, just whenever those prefects desire. Commanders are never expected to fight, but should have some expertise in strategy in case of war. Commanders nominally receive 20gp per week – enough for

a modest estate with servants – but most bolster their pay with bribes.

Duties

- Liaising with village and town masters

Prefect

Prefects are the bureaucrats from the the Shattered Castle who control the Night Guard. They have no military background, but have the final say on all matters concerning war. They travel from town to town, or area to area, often with fifty or more soldiers.

The prefects are given leave to bargain with town masters on behalf of Rex Wyatt, and for the most part have free reign to do as they please.

Prefects live in the Shattered Castle, typically in the Bearded Mountains or the Pebbles wings. Each of them show a lot of loyalty to the crown at every opportunity, including disciplining any soldiers suspected of an irreverent attitude towards Rex Wyatt.

Duties

- The peace of the realm
- Creating the budget for the observers

Experience Rewards

When making antagonists with pen and paper, I'd recommend eyeballing the XP, as enforcing a procedure can turn into a pain.

However, if you're interested in how I've arrived at the XP values here, they are as follows:

Additional points are added for anything which aids these basic Attributes, such as weapons' damage increase, or knacks.

The broad idea is that XP should be proportional to how much of a challenge an antagonist presents. Additionally, some stats work better together than others.

A creature which can reliably hit people but cannot do much damage is less of a threat than a creature which can strike well *and* deal a lot of Damage. The three attacking stats – the creature's final *Strike* score, Damage, and Initiative, are multiplied together, as are the defensive stats – HP, DR, and Evasion. The result is that if a creature has a lot of HP, adding some more DR will increase the challenge considerably, but adding more Damage will not make the creature much more dangerous if it cannot hit properly.

$$\frac{((\text{Strike} + 8) \times (\text{Initiative} + 5) \times (\text{Damage} + 5)) + ((\text{TN} - 2) \times (\text{DR} + 2) \times (\text{HP})) - 350}{120} \quad (\text{D.1})$$

Side Quest Summaries

Town

The Lizardite Amulet	60
<input checked="" type="checkbox"/> The Shell Game – The characters must take a fake magical amulet to the Night Guard so it can be swapped for the real one	60
<input type="checkbox"/> The Book of War – Lord Catelina hires a local thief to steal a book to learn of the amulet's command word	62
<input type="checkbox"/> The Mob – A fake amulet is dropped, and the townsfolk all clamour after it	62
<input type="checkbox"/> They Took Our Jobs! – Novice cutthroats assault the characters, but they have no idea what they're doing.	63
Wolf Heads	64
<input checked="" type="checkbox"/> ¶ Rumours of Glory – The party overheard about the famous warriors in their area . .	65
<input type="checkbox"/> ¶ Rumours of Ogres – The party hear more of the Wolf Heads	65
The Trouble with Ale	66
<input checked="" type="checkbox"/> The Drunken Knight – A knight of the local Ale Guild starts fights while pretending to be from the Ale Guild of the Bearded Mountains	66
<input type="checkbox"/> Ale Explosion – Barrels of Ale explode down the street	66
<input type="checkbox"/> You Can't Drink Here – People jeer at envoys from the Bearded Mountains Ale Guild and a fight breaks out	67
<input type="checkbox"/> ¶ Dry – Guild fights have caused all ale supplies to run out	68
Random Meetings	68
<input checked="" type="checkbox"/> Pickpocketed – Someone has stolen one of the characters' items	68
<input type="checkbox"/> The Riddle – The College of Alchemy have raised a bounty on a riddle	68
<input type="checkbox"/> The Captain – Captain Oscar jumps into another encounter to help the party	69
<input type="checkbox"/> Illegal Songs – A bard is caught singing about how much better it was before the current ruler, Rex Wyatt	69
<input type="checkbox"/> Pickpocketed Again! – Someone else picks a character's pocket	70
Sewer Bandits	70
<input checked="" type="checkbox"/> ¶ Bad Water – The town's main spring smells disgusting	70
<input type="checkbox"/> ¶ The Nura Child – A street urchin transforms into a nura creature	70
<input type="checkbox"/> ¶ Streetbrawl – The local alcoholics are on the street, and fights are breaking out	71
<input type="checkbox"/> ¶ ¶ Unexpected Ghouls – Hobgoblin ghouls from below emerge and attack the town . .	71
<input type="checkbox"/> ¶ Underground Assassins – The bandits in the sewer cut Captain Oscar's throat	72
<input type="checkbox"/> ¶ ¶ The Nura Rise – The hordes underneath begin to spill above ground	73
Here and No Farther	88
<input type="checkbox"/> Rogue Sheep – The party find a person turned into a sheep	91
<input type="checkbox"/> Adrian Exiled – The town crier announces that Adrian is a wanted criminal	91
Desperate Measures	92
<input type="checkbox"/> The Non-Starter – Master Clandon's diplomat asks the party to help him	93
<input type="checkbox"/> ¶ ¶ The Town Crier – Master Clandon has been found out, and everyone in the town wants the bounty on his head	94
Immortal Bandits	96
<input type="checkbox"/> Bandits Caught – The bandits who plagued the countryside have been imprisoned . . .	98

Villages

The Lizardite Amulet	60
<input type="checkbox"/> Rumours of Magic – Local villagers think they have figured out the command word for the amulet	62
<input type="checkbox"/> The Old Lady – An old lady has found the amulet, and used it to hand out magical jewellery to local serfs	63
<input type="checkbox"/> Martha Returns – The old woman who has the item helps the characters	64
Wolf Heads	64
<input type="checkbox"/> Arm Wrestling – The characters meet the Wolf Heads	65
<input type="checkbox"/> ¶ A Cry for Help – The party find the Wolf Heads attacked by ogres	65
Here and No Farther	88
<input checked="" type="checkbox"/> Introducing the Forest Priest – Adrian walks with the party	88
<input type="checkbox"/> You See a Deer – A human has been transformed into a deer, and simply stops to stare at the characters	89
<input type="checkbox"/> The Dead Messenger – A dead messenger still has his scroll	91
Desperate Measures	92
<input checked="" type="checkbox"/> ¶ Bad Bandits – Villagers from Redfall are so hungry they have turned to banditry, but they're not very good at it	92
<input type="checkbox"/> ¶ Wrong Direction Chickens – A tradesman is taking chickens <i>from</i> town to Redfall . .	93
The Necromancer's Pets	94
<input checked="" type="checkbox"/> The Crow – A recently fallen corpse is raised from the dead by a bird with a magical amulet	94
<input type="checkbox"/> The Survivors – A village has been ransacked by ghouls, and only followers of Qualmë have been spared	95
<input type="checkbox"/> The Callback – Someone from a previous encounter returns from the dead	95
<input type="checkbox"/> The Dead Devour a Village – The necromancer makes a full-on assault on a village . .	95
Immortal Bandits	96
<input checked="" type="checkbox"/> Fallen Traders – A number of traders have fallen to bandits	96
<input type="checkbox"/> Hidden Eyes – Bandits watch the characters from the side of the road silently	97
<input type="checkbox"/> The Feast is Cancelled – The Immortal Bandits have raided a village during a wedding .	97
<input type="checkbox"/> The Dead Tracker – A member of the Night Guard sent to track down where the dead have come from has returned as a ghoul	97
<input type="checkbox"/> The Showdown – The bandits have finally decided to confront the characters	98
The Spider Queen's Song	107
<input type="checkbox"/> Sheep Stampede – The Spider Queen summons sheep to be eaten by her chitincrawlers .	108
<input type="checkbox"/> Quiet Little Hamlet – An entire hamlet has been eaten by chitincrawlers	108

Forest

Wolf Heads	64
<input type="checkbox"/> Helping Hands – The party encounter the Wolf Heads again, who lend a hand	65
Here and No Farther	88
<input type="checkbox"/> The Green Tower – The Woodspy Bandits are setting up a secret operations base	90
The Necromancer's Pets	94
<input type="checkbox"/> The Undead Horde – Hundreds of ghouls have become lost and now wander the forest	94
The Little Prince	105
<input checked="" type="checkbox"/> The Elven Prince – The Woodspy Bandits are attacking a rich elf	105
<input type="checkbox"/> Karma – Three elves return to repay the characters for their previous actions	106
The Spider Queen's Song	107
<input checked="" type="checkbox"/> The Arachnid Double Cross – The Spider Queen double-bluffs the party, attacking with illusory chitincrawlers, mixed in with real ones	107
<input type="checkbox"/> The Lone Ranger – A member of the Night Guard stalks the Spider Queen	109
<input type="checkbox"/> The Cunning Plan – Three gnomes have an elaborate plan for the party to kill the Spider Queen	110
Interruptions	112
<input checked="" type="checkbox"/> Just Move Along – A chitincrawler tries to dig up a little gnome	112
<input type="checkbox"/> Weather – Seasonally appropriate weather strikes	113
<input type="checkbox"/> Random Traders – Three tradesmen are lost in the forest	113
<input type="checkbox"/> The Elven Party – The party are told to dance, and dance they must	114
<input type="checkbox"/> Broken Sword – One of the characters' weapons breaks	115
<input type="checkbox"/> Furry Traders – Three gnolls are here to trade	115
<input type="checkbox"/> ☞ The Mouth of Hell – A thousand woodspies have gathered around a portal to Hell	116

This complete list of Side Quests allows you to see which Side Quests are available at a glance. Once the PCs encounter some Side Quest which combines with another, pick another Side Quest in the area to continue or start.

Remember to write a '✓' in front of the Side Quest encounters which have become available, and 'X' out encounters which you've completed.

Glossary

- Adrian** is a half-elvish high priest of Laiquë, from the time of Nolan Beard. He has become irritated at how far men are encroaching into the forest, and hopes to stop them. 57, 88, 89, 91–94, 120, 142
- Anatole** is the highest ranking member of the temple of Alassë, who are synonymous with the Ale Guild in this region. 66, 68
- Antonym** is a priest of Qualmë, from the time of Nolan Beard. He has since died, but kept himself alive in order to study Song Magic. Unfortunately, death has robbed him of his voice. 63, 85, 94, 96, 98, 103, 117, 118
- Areth** is a Whiteland noble, currently living under the town. 58, 70, 72, 73, 85, 86, 96, 98
- Brook** is the leader of the Woodspy Bandits, and meets with Lieutenant Darren on a semi-regular basis in the White Horse. He always enters battle with a mask over his face, and puts on a faux lower-class accent. 62
- Captain Oscar Quenn** is the captain of the Night Guard in the town. 58, 60, 61, 69, 72, 81, 90, 91, 98
- Catelina** is the local Town Master, currently attempting to rebuild the the Lost City by collecting magical items from the nura. 57, 62, 70, 75, 78, 79, 81, 85, 88, 90, 91, 126
- Clandon, the Villagemaster** was a jovial and simple Villagemaster until he had an accident with a magical item, and has since turned into an ogre. 92–94, 99, 102, 103
- David** misses the comforts of nobility. He spends a lot of his time running errands through the Mincing Pig and across the town, such as delivering cursed magical items to Redclaw. 70
- Keras** is a curious gnomish illusionist, who often gets in trouble studying things he shouldn't. 110, 113
- Lieutenant Darren** is an active and ambitious member of the Night Guard, currently working with Lord Catelina in secret, and taking information to the Woodspy Bandits. 57, 90, 91, 126
- Night Guard** the organization, commissioned by Rex Wyatt, to look after the realm in lieu of the standing armies which village masters once kept. 2–5, 57, 58, 60–63, 69, 73, 78, 90–92, 96, 98, 100, 138–140
- Prince Arinel** an elf, famed for his songs. 106, 107
- Redclaw** was the child of a noble in Whiteland, but his family were killed by the Rex. He's lived as a criminal ringleader ever since. 58, 92, 96–98, 105, 119
- Redfall** is rather out-of-the-way village, famed for its red-earth clay and waterfall. 91–94, 99
- Rex Wyatt Fenestra** keeps a tight control over Fenestra through the use of magical portals. 2, 5–10, 57, 58, 60, 63, 69, 77–79, 82, 88, 90, 96, 136, 137, 139, 140
- Roger** is a young and headstrong man who writes better than he sings. 69
- Susan** is the leader of the Ale Guild in the Bearded Mountains, and became rich selling watered-down dwarvish ale. 66–68
- The College of Alchemy** is where all alchemists go for training. They maintain a complete monopoly on alchemical magic, and all spells must be learned through them or one of their outposts. 6, 7, 16, 49, 60, 63, 68, 125, 133, 136, 139
- The Green Tower** was commissioned by the Townmaster as an outpost to the Lost City, where the woodspy bandits stay, lead by Darren. 58, 90
- The Lost City** is a city where men lived centuries ago. It is now so destroyed and overgrown that people do not know they have entered until they see some part of an old stone building. 57, 58, 82, 89–91, 107, 115, 121, 126
- The Mincing Pig** boasts the reputation as the loudest tavern in town, placed close to the entrance. Many people don't get farther than 'the Pig' when coming to the town. 62, 67, 68, 71–75, 82, 86, 91, 98
- The Patron** a mysterious man who came through the portal under the town, from the Realm of Darkness and Fire. He has been making deals about magical items, in return for food. 83
- The Shattered Castle** is where Rex Wyatt lives. It has six sections in six different regions, and each one contains a magical gateway to the hub in Whiteland, so different parts of the castle exist in different places but the inside of the

building functions as a single palace. 2, 5, 6, 8–11, 59, 136, 137, 139, 140

The Spider Queen is an old elf who collects pet chit-incrawlers. She has also started to shapeshift to look like them. 107–112, 144

Town is the central town where the action takes place.

57–62, 66, 69, 70, 72–74, 85, 86, 88, 91–94, 113, 126

Wendy, Owner of the Mincing Pig a middle-aged, fierce woman who runs the toughest bar in the town. 58, 71, 74–78

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