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# 25 Encounters

in the Eerie, Barbaric North



**LAMENTATIONS**  
*of the*  
**FLAME PRINCESS**  
WEIRD FANTASY ROLE-PLAYING  
**COMPATIBLE PRODUCT**

Version 1.2; written by Kai Pütz  
(c) 2018

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**25 Encounters in the Eerie, Barbaric North** is a by-product from my own RPG sessions. It is based on encounters I presented to my own group while they ventured North of Hadrian's Wall in a world based upon 14<sup>th</sup> century England. While the title is compatible with Lamentations of the Flame Princess(tm), the encounters were not written with a 16<sup>th</sup> or 17<sup>th</sup> century world in mind, but with an earlier time period.

The "barbarians" in this release (that are not described as Scottish, Gaelic, Pict or anything but just named "barbarians") fight with spears, axes, shields and short bows, and wear no armor or leather armor. They live in simple cottages or block houses, and either isolated or in small villages. The region that is the backdrop of the encounters is a sparsely populated, cold region with rough hills and woodland: a rather typical environment in most game worlds.

A few encounters feature local animals, most focus on the inhabitants of the land, and not all of those will lead to a fight. About half a dozen are strongly supernatural and include fairy and ghosts, some feature troll or giant creatures. Only one encounter with demi-humans (dwarfs) is included.

Ten pages, more than 6500 words in total. A printer-friendly black/white version is part of the download as well.

**Enjoy!**

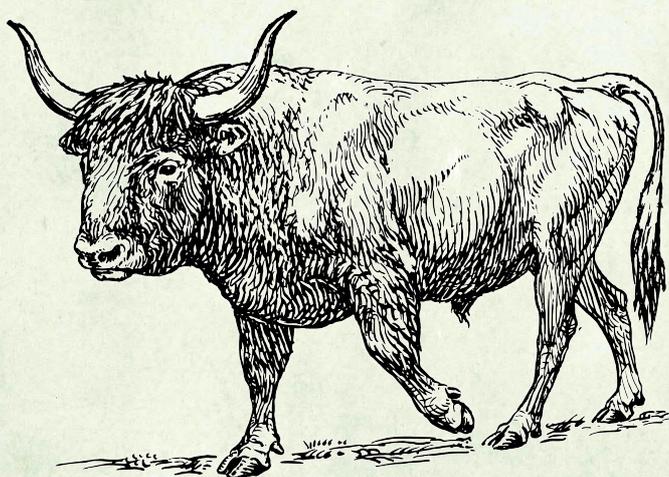
### 1# Aurochs

The characters cross the path of a massive wild bull. The animal's shoulder height equals that of the tallest man in the group, its horns are long and point forward, its fur is thick. The bull is in no way impressed by the presence of humans, and there is a 1 in 6 chance that the animal did not notice the characters yet. A reaction roll is in order. Charisma bonus does not apply, but additional points in *Bushcraft* do.

A *Hostile/Unfriendly* reaction means that the bull will give a bellowing call as soon as it notices the PC, and then trudges towards them with a lowered head, ready to charge. If the characters do not retreat then, they will have to fight. The same thing happens if the bull is attacked. All other results are treated as *Indifferent*, in which case the characters are not considered a threat unless they approach the bull, make swift moves or loud noises.

<b>Move:</b>	150'(50')
<b>Hit Dice / Points:</b>	5 (+5)
<b>AC:</b>	12
<b>Attacks:</b>	Charge (1d12); Head/Horns (1d6); Trample (1d12)
<b>Special:</b>	Throw Down
<b>Save:</b>	as 3 <sup>rd</sup> Level Fighter
<b>Moral:</b>	8

The Aurochs has one attack per round. A victim of a Head/Horns attack must pass a *Force Doors* test or will be thrown to the ground and suffer a second trample attack (which damage is halved on a successful *Save vs. Paralyze*).



### 2# Bewitched Copse

A copse (or part of the forest) the characters travel through is oddly different from the rest of the surrounding plant life. The undergrowth is lush and pleasant, and spring flowers become a common sight. The light shines brighter and the brushing of bushes and branches gets an almost gentle quality. After a while, the group begins to hear whispers high up in the trees and behind thickets.

Unless the PC turn around and go back the way they came, they enter a copse claimed by fairies. A reaction roll determines their response to the group, modified by the sum of all Charisma bonuses of the characters. Penalties below (-1) are doubled, as the lofty and presumptuous fairy are unwilling to suffer anything unseemly.

A *Hostile/Unfriendly* reaction means that the whispers will turn to cackling laughter while one by one the characters are marked with *Faerie Fire* (see PCR p.103) that will only vanish with the next sunrise (unless dispelled).

On an *Indifferent* reaction the fairies decide to have a little fun with the intruders. The light in their realm increases till it is next to blinding, and whenever the characters turn or move their heads the world begins to spin and sway. Leaving the copse will take 2d6+1 more turns than it should unless a test for *Navigation* is passed.

If the reaction is *Talkative/Helpful*, one of the fairies (androgynous creatures of light with butterfly wings, only a span in size) flies towards a random character, like a curious dragonfly. It will kiss him or her on the cheek before it flies away with lots of giggling. The Charisma of said character is permanently increased by +1.

The 2d6+4 fairies are invisible, fly, are immune to mundane attacks and have AC:18. Harming one of them will have all of them flee with disgusted shrieks.

### 3# Call of the Milan

The fierce cry of a bird of prey is heard high in the sky, and those who raise their heads will briefly spot its silhouette pass above. There was something special about that cry, so no-one can really say why. All retainers of the PC must roll a Moral check: those who fail will have their Moral reduced by 1 till the end of the adventure, those who pass it will increase it by one till the end. If all the retainers passed their check, each PC gains a 1<sup>st</sup> level blessing. If all failed their check, the retainer with the lowest moral will try to desert and go back home during the next night.

#### 4# Decaying Log Cabin

The party spots an abandoned log cabin not far from their route. It turns out to be in a state of disrepair: the door hangs in the frame and will fall off completely when it is touched, the timber floor creaks heavily with every step. It will still provide better shelter against the elements than a tent would, and has an intact fireplace and chimney.

Those who explore the surroundings will find a partly overgrown dirt track which leads to a little stream with clear water, about an hour away from the cabin. A successful test for *Bushcraft* will reveal that a small group of man was here about a week ago. A successful *Search* will reveal a decaying leather purse behind a loose stone in the back of the fireplace. Inside are old coins that equal 63sp.

If the characters stay, there is a 1 in 6 chance that they will encounter a group of hunters at sundown (see #09) that come here to camp. If they spend more time around (to rest and cure their wounds), the chance increases by +1 per day.

#### 5# Druid

The characters encounter a man with a wild gray beard in a ragged hooded burlap rope, accompanied by a wolfhound. He leans onto a gnarly staff while uprooting plants that he places in a cloth pouch slung over his shoulder. The attentive wolfhound notes the PC quickly, and so does the old man a heartbeat later as he slowly erects himself.

**Diarmuid** is an old eremite and druid (5<sup>th</sup> level Magic-User; AC: 12; 13 Hit Points), his wolfhound goes by the name "Fang" (HD:1; AC:14; 3 hit points). He lives in a simple hovel a couple of hours from here and does not bother himself much with the doings of men. He will only want to be left alone unless the characters receive a *Talkative/Helpful* reaction from the old hermit. In that case he may treat the characters wounds with medical herbs (+1 hit point on the next day) and may even cast *Dispel Magic* for them once (if the need is mentioned).

Getting on his good side is difficult, as a group of more than 3 will receive a (-1) penalty on the Reaction Roll for everyone above 3, while a group with several heavily armed men will receive a (-1) penalty for the second one, another (-2) for the third and so on. He has a high opinion about Halflings, which thereby do not count in regard to the number of the group, Elves give a +1 per character and Dwarfs even +2 (as he values their stern and stoic ways).

If the characters do not leave him alone, threaten him or attack him he will cast *Sleep* on them. If this is successful with all characters of the group, he is not above taking some of their belongings: each player must roll a d8 for each item on the character sheet that is not a piece of armor. On a result of "1", the druid took it.

Should *Sleep* not take care of the group, or should they track him to take back what is theirs, Diarmuid will cast *Enlarge* on himself and then on his wolfhound, which increases their size by 100%. He knows the following spells and has them prepare as listed :

*Enlarge(x2), Sleep, Detect Invisible, Force of Forbiddment, Speak with Animals, Dispel Magic.*

#### #6: Fire in the Distance

The group becomes aware of a fire: if they are in the woods they smell smoke in the air, in the open they will see it rise against the sky, in the night they will see the fire shine. It seems likely that there is a camp (d6):

1	Lone Hunter
2-3	Small Warband
4-5	Hunters
6	Scratten

[1] The fire belongs to the humble camp of a young **lone hunter** that sits next to it while he roasts a hare over the open fire. If the characters did not surprise him, he will have a spear at the ready, as distrust is his initial reaction to strangers. If the PC manage to ease him off and assure him that they mean no harm, they will be invite to his fire. He turns out to be an unmarried local that left his (rather poor) family and now lives in the wilds. If they wish, the PC may hire him as a guide (see PCR p.49) for 12sp a day, and will gain a (+2) to all reaction rolls from natives as long as he accompanies them. The Referee may even decide to give them hints towards the likely outcomes of any of the other encounters through this NPC.

[2-3] A **small warband** of 2d6+3 barbarians have struck up their tents around the fire, and are accompanied by one large wolfhound (HD:1; AC:13; 5 hit points). They all count as 1<sup>st</sup> level fighters; half of them are armed with spears, a third of them carries axes and shields while another third carries short bows (which means that some of the bowman have spears as well). They are on their way to either settle a blood feud or to engage in banditry in (the region the characters came from). Either way, they reaction to the PC will be an attack as soon as they become aware of them. Due to their hound, they are less likely to be surprised (reduce the range by 1). If the party does not flee but manages to



beat them in a fight, they may claim their weapons, their tents (complete with blankets, cooking pots, etc) as well as their provisions (a water skin, a skin with beer or mead and 5 iron rations per barbarian). The warriors will only begin to check for Moral when half of their numbers are down or dead.

[4-5] The characters just found the camp of **the hunters** (see #9), and may surprise them.

[6] The place around the fire is the site of a battle. A tent has been torn down, the corpse of a barbarian lies near it, with the head bashed in. Next to the fire sits a **Scratten**, an ugly troll-like being: 8 feet high, swarthy, with a knotty skin and moss growing all over its back. To its feet lies another corpse, which arm it has torn out and is now chewing on. The monster is a hateful chaotic being that will flee into the night as soon as it is attacked. All characters that witnessed it must pass a *Save vs. Devices* or will have nightmares about it killing all comrades, which leads to a (-1) penalty on all rolls during the following day. If more than one character suffers from those nightmares, the Scratten will appear on the next night the group spends in the wilderness, and attacks during the witching hour.

#### The Scratten

<b>Move:</b>	120'(40')
<b>Hit Dice / Points:</b>	4 (+2)
<b>AC:</b>	12
<b>Attacks:</b>	Tree Branch (1d8); Fists (1d6)
<b>Special:</b>	Stealth: 3; Sneak Attack:2
<b>Save:</b>	as <sup>2nd</sup> Specialist
<b>Moral:</b>	7

#### 7# Haunted Ruins

A larger ruin comes to the characters' attention. The collapsed walls and the deteriorated stone buildings they surround are somewhat different than the usual buildings of the locals. A quick investigation makes it clear that this was a monastery, an obviously failed attempt at converting the barbarians. From the looks of it, this place had been in ruins for decades by now. Still, the walls will provide shelter against the wind and a partially collapsed well at the center holds clear water.

While the water is clear, something died in it a while ago. Drinking it without boiling it first calls for a *Save vs. Poison*. On a failure the character will suffer from violent bowl movements after 1d4 hours. Unable to hold in any food and suffering from cramps, the PC will lose 2 points of Strength and Constitution each day, for 1d4 days. This loss is temporary, but recovery only sets in after the character is able to stomach food again.

The ruins are shunned by the locals, for they are haunted: decades ago a chieftain of the barbarians decided to plunder the monastery, kill all the monks and burn it to the ground. The souls of some of the monks found no peace and appear in the ruins each night about one hour before dawn (the time of their death at the hand of the barbarians). The ragged specters appear all of a sudden and assail all inside of the ruins with woeful cries and horrible death screams that count as a 3<sup>rd</sup> level *Bestow Fear* (touch attack of the HD: 1 incorporeal ghosts; the situation counts as an *Ambush* and the specters may move through solid objects). Against those of *Chaotic* alignment or those who share the ancestry of the local barbarians the touch attack also counts as a 2<sup>nd</sup> Level *Cause Light Wounds*. 3d6 specters will appear in the ruins each night: they will never leave them and disappear at dawn.

Those who *Search* the ruins may find the buried entrance to the catacombs: a pick, a shovel and an hour of work is needed to clear it. The catacombs still hold the dead of the old monastery, four of which have been buried with small symbols of their faith, made of silver (5sp each).

#### 8# Hollow Hills\*

The characters may or may not notice that the numerous small hills they happen to pass by are old and overgrown cairns of barbarian warriors. They all died while they fought an invasion of an army of [region the characters came from]. Those dead perceive anyone not of the local tribes' blood that sets a food on this soil as an invader, and are disturbed in their graves by their presence. Out of nowhere (*Ambush*) 2d6+2 barbarian warriors (Level 2 Fighters) with ax and shield (1d8 damage; AC:13) or leather armor and spear (1d6; AC:14) will assault the characters from all sides. They are equal to a *Phantasmal Force* (PCR p.119), but exist still "dispelled" (in which case they are gone from one moment to the other, but the wounds they caused are very real). Characters that break into the cairns will find decayed weapons and grave goods, some of which is jewelry: the value is determined by rolling 5d6: every "1" is a piece that is worth 1 gp, 2-6 is a decayed piece worth that many cp. There is one cairn per ghost that appeared in the fight.

When the characters remove the (decayed and useless) weapons from the graves, they leave the warriors' ghosts powerless. Otherwise, the enraged specters of the barbarians will descend upon the grave robbers' camp the next night, this time as *Phantasmal Supergoria* (PCR.119) that cannot be dispelled by disbelief.



### 9# Hunters

The group's path crosses that of three barbarians, all of them accomplished hunters and brothers (2<sup>nd</sup> level Specialists with Bushcraft 3; Sneak Attack 3 and Stealth 3). They found the parties tracks, followed them and begin to stalk them now (one stealth roll for all of them). If they remain unnoticed, a Reaction roll tells what they will do: every woman and Halfling in the group gives a (+2) (the latter because they are mistaken for children), every heavily armed character gives a (-1) unless it is a heavily armed woman (in which case the character gives a (+1) instead). A *Hostile/Unfriendly* reaction means that the hunters will attack the characters. They are all armed with short bows (1d6), hatchets (1d6), and have AC:13; Dexterity 14 and 10 hit points each. On a *Indifferent* reaction there is a 2 in 6 chance that the three will attack to kill all but the women and children (Halflings), which they expect to flee (or subdue easily). In all other cases the three reveal and introduce themselves to have a chat with the PC. They may tell them about possible other encounters or give directions. If the characters notice them and do not attack themselves but hail them, a reaction roll is still used to determine the hunters response, but receives a (further) +2 bonus.

### 10# Lone Berzerker

The lone Berzerker will either encounter the characters while coming from the opposite direction or will follow their trail, in which case he will blow a signal horn when he comes into sight. He is an outcast of his clan, for his blind rage made him kill a friend during a battle with rival barbarians. All that he seeks now is a death in battle. He is a 2<sup>nd</sup> level Fighter (15 hit points) that wears leather armor, an ax and a shield (AC:15; 1d8 damage). As soon as he sees the characters he will drop his backpack (that includes rations for 1d4+1 days, a waterskin, bedroll, small cook pot, etc.) and begin to march towards them. Once close enough, he will charge with a battle cry. When he gets wounded he will go berzerk, which means that he gains a second attack if the first was successful, but his AC is reduced to 12 in turn. He will fight to his death.

If the characters manage to subdue him without killing him, the shamed barbarian will tell his name (**Síoltach**) and his story if he is asked to do so. Should the characters offer him a death in battle if he joins them, he will do so without a second thought. If he is not dead by the end of the adventure it takes a Reaction Roll with a result of 10 or better to have him join the group on their next. If that one does not end his life, he will attack the most capable fighter of the group at the end of it. Once in berzerker rage, he will attack his allies for 1d6-3 (0-3) rounds after all enemies are dead.

### 11# Lone Dwarf Miners

A Dwarf, his wife and his two young (and still beardless) sons are working an open cast tin mine in sight of the characters' route. Their digging formed a small gorge near their stone-walled cottage, more than a two dozen yards along the lode they work, to a depth of eight feet by now. The tin ore they gather on a pile next to the house, while the rubble is spilled left and right of the lode. A mule with two large wicker baskets secured to its sides helps them in moving the material. The dwarf, whose name is **Grombar**, is a little gruff but will offer hospitality (soup, bread and beer... which is the diet of him and his family as well) if asked for it. They started working this lode not long ago, as the one he and his wife **Gurtrud** "started working together as **Karsk** and **Drimgy** were not bigger than a bucket" finally had been exhausted. Now, they mine tin and sell it to the barbarians for provisions "and for their kindness of not cutting our throats". While telling that, he spits to the ground. Once every two years somebody with a wagon stops by that buys the rest of it "A good, honest life with steady work, a woman that gave me two sons in one go, both of which are toiling proper. As close to perfect as it gets overground, eh?" he will say at some point, before grabbing his wife and giving her a big wet kiss on the cheek, which she answers with a gleeful squeal and a playful shove to keep him away.

The PC may buy iron rations and animal feed from the dwarfs, up to 8 items of each if they are ready to pay 2sp for the first and 1sp for the latter (each "per day"). If the characters receive a *Helpful* reaction from **Grombar** (or a *Talkative* and happen to have a dwarf in their ranks), the miner will even give them a small clay bottle with "my clan's special grog. It cleans stomach and body". A drink of it taken after a failed *Save vs. Poison* will allow another one if said poison was ingested, and will allow a re-roll on *Saves vs. Disease* if a drink is taken thrice a day. The bottle contains 24 drinks worth of the special grog.

### 12# Northern Wind

The wind starts to blow strong and fierce, and will grow to a howling storm after a turn. It will stay like that till it dies down 2d6+3 turns after sunrise. The noise of the wind makes it impossible to hear anything but loud noises, and a *Bushcraft* roll is needed to start and secure a campfire. On a failure, there is 1 in 6 chance that the fire will look good at the start, but is blown to pieces after 18+2d6 turns, with burning wood and embers landing on a tent or somewhere else where it does damage.



### 13# Moss-covered Boulder

As the group passes a very large boulder that is covered in moss, characters with more than 1 point in *Bushcraft* or *Architecture* will note that this stone had been rounded not by weather but by craftsmanship. If the moss is removed from the surface, a large carving becomes visible. Clearing the whole of it takes two turns and reveals an old symbol of the Elves of bygone days. Everyone who touches the symbol with both hands and meditates for a turn will be able to understand the language of the (bygone) Elves till the end of the day (as per the *Comprehend Language* spell), while Elves and Magic-Users may prepare the *Charm Person* and *Comprehend Languages* spell at this stone as it would be a part of their own spellbook. As this stone is imbued with magical energy, this process only takes three turns and may be done even when less than 24 hours have passed since the last preparing of spells (but the limits for the maximum number of memorized spells still apply).

### 14# Man-Eater

A mountain lion picked up the characters' tracks and follows them now. While those animals usually shy away from men, this particular predator learned by chance how easy it is to kill a human by surprise, and turned into a Man-Eater. The beast will follow the characters and wait till dusk. When they prepare their camp site, it will wait for one or two to separate from the group (which usually happens when firewood is gathered for the night). Then, the mountain lion will follow its prey and strike. Perhaps the characters notice the presence of the predator while they set up their camp (Stealth test for the beast), otherwise the animal may both *Ambush* its target and use a *Sneak Attack*.

<b>Move:</b>	180'(60')
<b>Hit Dice / Points:</b>	2 (+4)
<b>AC:</b>	15
<b>Attacks:</b>	Claw; Claw; Bite (1d6; 1d6; 1d6)
<b>Special:</b>	Stealth: 4; Sneak Attack:3
<b>Save:</b>	as 2 <sup>nd</sup> Specialist
<b>Moral:</b>	6

If the first claw attack is successful, a second follows. If the second is successful as well and had been aimed at the same target as the first one, a bite attack with a further +2 bonus follows. If this is successful as well, the Man-Eater *wrestles* with its target now (+2 bonus for the beast) and deals an automatic 1d8 damage on each round. The Moral stat indicates that this predator is after an EASY target, and is likely to retreat as soon it suffers a wound.

### 15# Natural Pond

As the characters come across a natural pond they will likely be inclined to tip off their water reserves. The water is rather clear and seems to be safe for consumption. A check of the surroundings shows no sign of nearby predators or ambush of any other sort. The water is in fact more than just refreshing, and drinking about half a gallon will restore a lost hit point. A character may drink a gallon over the course of a day without ill-effects from over-consumption. The pond is touched by the fairy world, and one particular fairy creature has a keen eye on it. A Reaction Roll for all characters that approach the pond must be made, with the exception of Elves and Dwarfs (for those are of no interest to the fairy of this place). On a result of *Talkative* or better, the PC will see a beautiful young woman's face in the water instead of his or her own reflection: slender, with big deep blue eyes and flowing hair the color of the gray-white sky above. Then, the image will first lean and then climb out of the water as a real woman, not more than 5 feet in height, slim and youthful, clad in nothing but her flowing, silky hair, which reaches down to her ankles.

She will look at the character with a smile, then talk to her with a beautiful voice, but in the tongue of the bygone Elves of this area (see #13; an Elf or a Specialist with at least Language 3 may know it). The fairy, that will introduce herself as "**Lia'Undine**" (so the words of her will not make it clear if that is her name or what she \_is\_), is so fond of the character in question that she wants her to stay. She will use a 3<sup>rd</sup> Level *Charm* to win the PC's affection, and will use the same power on everyone that speaks to or approaches her. This is not a spell but a power that she may invoke with just a look, but any character may try a saving throw against it as per the rules for the spell. She will touch her chosen one softly on the cheek and cast *Comprehend Language*, so that she can understand her words as she understands that of the chosen. All other characters she will just give a friendly look and a gesture to please be quiet, unless they speak the language of the bygone Elves. Those who do she will assure that "*your comrade I shall return to you, but for now continue your journey and leave the two of us alone. There is so much I want to hear and so much I can show*".

If a character was able to resist the *Charm* and uses violence against Lia'Undine, she quickly turns into water that flows back into the pond. Her *Charm* is thereby broken, but the water of the pond (as well as those taken from it) will turn bitter. Those who drink it now must *Save vs. Poison* or will suffer 1d4 points of damage from drinking it. If a character that is able to communicate with her wants to persuade her to leave the chosen with them, she will only be successful on a random Reaction result of 11+ (modified by Charisma).

In that case, she will release all from her *Charm* with a sigh and gives her chosen a good-bye kiss on the cheek. Then she turns to water and flows back into the pond.

In all other cases, the chosen will step into the pond with her and disappear in it. The PC is removed from the game for at least a day of in-game time. Afterwards, he will join the group again. The time with Lia'Undine is like a blissful dream that can be barely remembered (but grants 100xp), and seems to have been weeks. At the end, she lead the character back to the real world through a nearby body of water and provided a smooth river stone that somehow lead the PC here.

In fact, the stone is enchanted with fairy magic and works as an unlimited "Locate Object", but instead of an object it may only be used to locate any of the other PC. All a character has to do is to hold the stone in hand and think about the PC to be located.

### 16# Opened Cairn

A small and odd-looking hill the characters pass by turns out to be a cairn, and one whose entry has been dug open. The stone that sealed it lies flat on the ground before the dark opening that leads deeper into it. A terrible stench rises out of there.

This was the cairn of an important chieftain of by-gone times. Two barbarians wanted to claim a fabled sword that was said to be buried along with its owner, but fell victim to an old curse: one of the two was transformed into a wretched, hairless and troll-like being right on the spot. This one quickly hunted down and killed his former comrade and dragged the corpse back into the cairn. The cursed creature cannot leave the cairn for longer than two turns. Afterwards, it will hurry back as fast as it can.

<b>Move:</b>	120'(40') (180/60 on all fours)
<b>Hit Dice / Points:</b>	5 / see below
<b>AC:</b>	12
<b>Attacks:</b>	Oblong arms /w massive fists (1d8)
<b>Special:</b>	Cannot die; cannot leave the cairn for long
<b>Save:</b>	Fails all Saving Throws
<b>Moral:</b>	12

It is able to suffer gruesome wounds without ever dying and will try to kill anybody that enters the cairn. Inside of it still lies the magic sword of the by-gone chieftain: a weapon made of steel, of magical power and able to cut a foes weapon in twain (+1 magical weapon, will cut the weapon of a foe in two on a damage roll of 1 unless said weapon is magical as well).



### 17# Path of a Giant

The characters cross the tracks of a true giant: judging by the foot prints and the length between them, this one is at least six times as tall as man. It might be wise not to follow the tracks, but if the PC do so they will find the giant at dusk in a nearby wood. Naked he lies there, asleep and with his head resting on an uprooted tree. His face looks peaceful, his breath a gentle blow to those close by his face. It is this giant's time to sleep, and he will do so for 100 years. Crawling over him will not disturb him, nor will anything short of wounding him. If THAT is done he will jump up in rage, and rage on for a full month during which he will attack anyone on sight. The giant is a HD:8 monster with AC:10 and 80 hit points. Its attack deals 1d12+3 damage, and it may either attack one target with the regular to-hit bonus or up to three targets at once if they are close to another. (-2 to hit for each additional target). It does no good to fight this creature, but the sight of the peaceful giant is an experience worth 100 xp (if not spoiled by a fight).



### 18# Raiders

A warband of 2d6+8 barbarians has set out to invade the region the characters came from. Most count as 1<sup>st</sup> level fighters; half of them are armed with spears, a third of them with axes and shields and another third of them carries short bows (some of the bowman will have spears as well). One in six will be a scout (1<sup>st</sup> level Specialist with *Bushcraft* and *Stealth* 3; armed with a short sword and a short bow).

The characters are likely to notice the large group on foot before those become aware of them, and are well advised to hide. If the raiders spot them, the leader will sound a horn and the whole band will chase them. Characters that are not more than lightly encumbered have a 2 in 6 chance to escape, modified by Dexterity bonus. Once the barbarians catch up, they will surround them and their leader (who speaks the characters language well enough) will offer them to surrender: they will then take the best weapon of each of them, their footwear and all their valuables, but will leave them anything else (for he knows that the PC look like trouble, and he rather wants to pillage some villages than losing some of his own so early on). The raiders will be true to their words, otherwise it means a fight (as the leader cannot simply have them leave). The raiders Moral is 8; the first checks are rolled for as soon as the third of them dies, as well as the next time that one of them dies while the PC did not lost one of their number in turn.

### 19# Riders

Now and then, the local chieftain has men on horse patrol his lands. The characters encounter a group of three such riders. If the encounter happens in the woods, the PC will hear them on a trail they are either following themselves or that crosses their current path a little ahead of them. Thereby, they will have time to prepare themselves and/or go into hiding. Out in the open the riders are likely to spot them first, and will ride up to them to have a look. If the encounter cannot be avoided, a Reaction Roll is in order when the riders ask them about their reason for being here and who or what they are heading for. A *Hostile/Unfriendly* result either means an attack or that the riders will depart to gather a small war band ([see #6](#)) to deal with the characters. They will need about the rest of the day for that, after which they will seek the characters to direct the war band their way. It is possible that the PC have left the area before this happens, but it could also be that the group encounters them on their way back from (wherever they are heading to).

On any other result the riders will not start a fight unless the characters provoke one. They are 2<sup>nd</sup> level Fighters in leather armor, with shields and long spears as well as swords (AC:15; 1d8 damage, see PCR p.60 for combat on horses)

### 20# Shepherd on the Hill

In the distance the characters will see a herd of sheep and a small stone cottage on a nearby hill. A lone shepherd lives there with his family. While he belongs to the barbarians, his clan was nearly wiped out in an old dispute over land and who is to be the next chieftain, and he thereby has no love for his local "kinsmen". The characters may buy rations, simple clothes and blankets from his and his family (regular rural prices), and on a reaction roll of *Talkative* or better he may even tell them a thing or two about likely encounters and can help them to avoid the riders of the current chieftain ([see #19](#)). If the reaction is unfriendly or hostile, the shepherd will still sell them rations and other goods, but will send his eldest son to the next village as soon as the PC are out of sight. He will warn the other barbarians of "the strangers", and an encounter with a patrol of riders ([#19](#)) may be next.

### 21# Silhouette in the Distance

While in the open the party spots a lone wanderer in the distance as he comes over one of the hills. At first they think that he must be nearby, but a tree that he passes as he comes over the hill teaches them better: this figure is at least 10 feet tall! What comes their way is a troll, clad in bear furs and carrying a huge club. The monster has not spotted the PC clearly yet, but is eager to find out if he saw what he thought he saw, as he had not have a meal of delicious human flesh in a while. If the characters have nobody that is more than lightly encumbered, they may in fact run from the troll (who will give up after a while), but hiding from the hairy monster is futile: he can smell humans from 10' away. If the group happens to only consist of dwarfs, the troll will look at them in disgust while he shouts "*Earthstumps! BAH! To stringy-chewy, no good meal...*"

<b>Move:</b>	120'(40')
<b>Hit Dice / Points:</b>	5 / 32
<b>AC:</b>	13
<b>Attacks:</b>	Huge club (1d12)
<b>Special:</b>	Smells humans/demi-humans from 10' away
<b>Save:</b>	Passes all Saving Throws
<b>Moral:</b>	8

### 22# Stone Cross

The group comes across a large stone cross, a left-over from the so-far futile attempts to convert the local tribes to the faith of the church. The stone cross is under the effect of a permanent *Protection from Evil* 10', and each *Lawful* character that rests at the place while showing the proper respect will receive a 1<sup>st</sup> level *Blessing*. Clerics of Christian faith who prepare spells at this spot may prepare *Protection from Evil* 10' without having it count for the time needed for preparation.

### 23# Village

Not far from the current route of the PC lies a small village of the barbarians. A dirt road leads that way, and even somebody that is not skilled in tracking may tell that it is used regularly. The characters may want to avoid the village, but it might be a good chance to resupply as the settlement (not bigger than a hamlet) has everything to offer but two things: armor and an inn or tavern. A Reaction Roll will determined how the group is received: on a *Hostile/Unfriendly* reaction nobody will want to sell them anything, and when the chieftain's riders come through ([see #19](#)) the villagers will send them the characters' way.

If the characters happen to bring wine or strong liquor along and offer it to one or more of the villagers, the welcome will be more than just friendly, and with an introduction like that the group may even be able to hire a local guide, animal handler or a guard or two. If the characters are accompanied by these local barbarians, the reactions of others will not be worse than *Indifferent* (unless they are provoked by the PC).

### 24# Wolverines

By happenstance the characters stumble upon 1d4+1 wolverines around a large kill (a deer, elk or similar animal). If the encounter happens in the open, the PC will see the kill and the vicious small wolverines from afar, and may avoid it altogether. In the woods, both sides have to roll for *surprise*. Wolverines are extremely fierce and known to even drive bears from their kills. The beasts will fight the PC, but will not give chase when they retreat.

<b>Move:</b>	120'(40')
<b>Hit Dice / Points:</b>	1 / 4
<b>AC:</b>	15
<b>Attacks:</b>	Tooth&Claw; 1d4
<b>Special:</b>	-2 against all opponents with a base AC of 15 or more
<b>Save:</b>	as 1 <sup>st</sup> Level Specialists
<b>Moral:</b>	10



### 25# Wolves

The group is followed by 2d6+2 hungry gray wolves that keep their distance at first. They will wait till they stop (to rest or to face them), but will cease their attacks as soon as 1/3 of their number is out of the fight (due to failed Moral checks or death). Wolves are excellent pack hunters: one or two will hold back to try a *Sneak Attack* after three or four rounds, while those that have already been hit will use *Defensive Fighting* until their attacker chooses another target. Then, they are likely to switch to the *Press* option.

<b>Move:</b>	180'(60')
<b>Hit Dice / Points:</b>	3
<b>AC:</b>	14
<b>Attacks:</b>	Tooth&Claw; 1d6
<b>Special:</b>	Sneak Attack: 2
<b>Save:</b>	as 3 <sup>rd</sup> Level Specialist
<b>Moral:</b>	7



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