



# TRUVANG

CHRONICLES

RIOTMINDS



WILDHEART



# ◆ THE LEGENDS ◆

A special thanks to the Honourable Ones  
who helped us fund this project.

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### **Additional Kudos**

Thanks to all the Kickstarter pledgers and to all the  
backers who made this project come to life.

*Our style is to use “they” as a singular gender-neutral pronoun when possible. This usage continues to gain mainstream acceptance, including among major style guides such as The Associated Press Stylebook and The Chicago Manual of Style. We believe it is appropriate and practical, not just to reflect common usage but to accommodate a more inclusive view of gender identity. The Trudvang Chronicles books also use “he” or “she” when helpful for added clarity.*

ISBN: 978-91-977263-9-9







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# ♦ WILDHEART ♦

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**T***ake a great leap in your thoughts. No, take an even bigger one! This is a completely different land. No cities tower at the horizon, and not even country roads break through the landscape. The only thing you see in front of you is forest, great ancient trunks as knotty and twisted as time itself. Below the branches of the trees lie enormous boulders, perhaps tossed by some gigantic being. The tops of the stones are covered in a thick layer of dark green moss, and out of the moist insides of the moss, mushrooms grow.*

*How would it have appeared? What might it have been like to walk on animal trails in these thick forests, without a map or any sort of overview or perspective of the areas you travel through? The only possibility is to follow the tracks from some other creature and be prepared to meet the same fate, good or bad, as your guide. To wander forth on the weaving trails with the secret of the forest becomes a heavy burden on your shoulders. Losing your way is easy, so easy that you will not even know that you are lost. You have to use all your senses to make progress. Smelling and listening for the scents and noises of the forest as your compass. The only way to learn the path is to ask, but there is no one to ask, until they are suddenly there. A group of trolls stare at you with their round and animal-like eyes. You do not know if they are sleeping or awake, because none of the trolls move in the slightest. They only stand there, silent and bunched together among the trunks of the trees, looking at you.*

*It is here your thoughts should settle. Right here, in the world where the adventure Wildheart begins.*

*In our world, the forest is a double-edged sword. It is both desirable and terrifying. As alluring as it is haunting, as useful as it is inhospitable. In our fantasy, the powers of the forest turn into terrible giants, trolls, and creatures from the other side, but also enigmatic beings with magical and ancient powers. An apparently normal boulder is turned into petrified creatures, the hooting of an owl into the screams of a wight, and a snapped branch into a hulder that sneaks in the shadows of the trees.*

*What you are holding in your hand is the first adventure that RiotMinds wrote for Trudvang Chronicles, published for the first time in 2001. Now the classic adventure is released in a new edition for this version of the game.*

Welcome to Wildheart.



## THE LEGEND

Born in light, raised in darkness. Wildheart for eternity.

There once was a man who carried a seed to a forest. It was the only seed of copper oak in all of Trudvang. This particular type of forest grew only in the part of the land where the man came from. There, the forests were living beings, and their wisdom was the source for innermost magic. After a long journey in the new land, the man came to a place that reminded him of his homeland. Its rock-filled soil smelled the same. Its cold, fresh winds blew with the same power, and the mountains that towered in the west had the same beautiful lines as the mountains that he carried in his heart. In this place, he sowed his only seed of copper oak.

He named the forest Wildheart, after his father.

For thousands of seasons Wildheart kept its secret, as most forests do. At its leisurely pace, it watched the world pass by. Heroes came and heroes went, and the oldest trees in the forest became older and older, without anyone really noticing. The wars came one after another, and burial cairns were raised between the mighty tree trunks. The suppressed and the religious were driven into the shadows of the forest. There, statues and temples were raised for new gods. And there, powers of dark and light were called upon. But nothing seemed to faze Wildheart. The forest watched as everything faded away to become one more of the many memories it carried.

But then came the day when Wildheart got a taste for blood. Dragon blood.

In the past, the forest had been beautiful to behold. The wanderers who walked its paths were full of wonder over the grandness of the forest, and swore by its beauty. Loneliness turned Wildheart hard, and the blood that ran down into its soil wore down its dreams, just like the ocean's waves wear down the edges of the cliffs. With the blood came greed and hatred. With these two came evil and bitterness. One fed the other, and Wildheart grew stronger on what was brought to its borders.

Few dare to venture below the forest's embracing branches. None return.

For as long as the inhabitants of the east can remember, the myth and enigma of Wildheart have grown ever stronger. Around warm fires and encompassing darkness, you can hear the story of Wildheart in most homes. No one knows its full power and secret. Some speak of buried treasure, others of ancient settlements filled with magic and trolls. Most whisper of malicious death that devours the soul of the wanderer.

This is the adventure that reveals the truth.

## PREPARATION

Since *Wildheart* does not follow a straight line, it is strongly recommended that you as a game master (GM) read through the entire adventure at least once to get a good overview of the forest. The more prepared you are, the greater the chance of bringing out the mystique and tension that should be strongly associated with the adventure. A good tip for you as a GM is to draw a rough map of the forest and its different encounters. Despite many sites and events changing places in the forest, a map can still function as a helpful tool when giving an image of the forest and its locations.

*Wildheart* is best suited for a group of four to six adventurers of varying professions. The group should contain at least one Dimwalker with healing prayers and one ranger. At several points a craftsman (somebody with decent levels in the Care skill) will also prove useful. Aside from that, it is up to you as the GM to form your own group. Most in the group should be relatively experienced. However, if you still want to have player characters that are masters or legends, adjust the adventure's difficulty level to fit. One way is to make the creatures tougher, and another is to add your own side encounters.

Aside from the different professions, the players should flesh out their characters' personalities. A good personality can lift any adventure. The more well-written and expansive the personalities of the characters in the group, the more fun you and the players will have.

As a game master, you should bring out your entire repertoire of personalities and voices. The adventure is largely based on encounters between player characters and different creatures in the forest. Much roleplaying is needed from everyone to keep the adventure from feeling flat or single-tracked. Prepare yourself well!

## ABOUT THE ADVENTURE

*Wildheart* is a classic adventure revolving around the forest. Wedged between Fynnheim in the north and Ejmland in the south, with the Trollridge Mountains' protective shadow in the west and the cold Grim Sea in the east, this impregnable storybook forest rises like a guardian from olden times.

The story of *Wildheart* is as old as the elves. It is a forest, a myth, and a living legend. Part truth, part story, filled with adventure that could be the turning point for any hero. In the adventure Wildheart, the characters can end up only in two ways: acclaimed and written about, or forgotten and clad in moss.

The hero from the north, the searcher of the wastes, and the third grandmaster of the Order of the Dragon Knights, Grunfeid Sunmane, son of Nigla Sunmane, sought out the ancient dragon Elmtongue and slew the beast in the middle of Wildheart with the sword Alpede. When the dark and thick dragon blood flowed into the roots of Wildheart, the forest turned evil and cold. With a perfect balance of evil lurking beneath a luster of goodness, the forest has bound the souls of victims in a grip that only one man can break. He is the only one who has the key out of the forest's darkness and away from its enchanting power. It is his trail that the characters have to find if they want to escape Wildheart with their lives. To find the trail, they will first have to solve the secrets of the forest.

No one has left the forest in thousands of years. Wildheart holds its souls in a firm grip. An explorer who wanders the moss-covered paths might not care about the trails enough to choose where his steps will take him, but Wildheart does.

This adventure revolves around the forest and its mystery. To sing its songs





or carry its fruits will bring the characters closer and closer to the answer. As the game master, you should remember that the forest hears and sees everything. Play it as if it were a character. Wildheart sees the player characters' entrance as a breath of fresh air and a way for the forest to shake some life into an otherwise timeless environment. But above all else, it sees the PCs as a way to get new blood to flow in its grounds.

The characters can choose (or be forced) to make progress blindly and will follow the goal of Wildheart as their only guide. The easiest way is for them to find or manage to trade any of the trails that some of the forest's inhabitants carry. The trails are songs or poems, things and objects that allow their bearer to eventually find the way to its end. Every trail has its own destination. The trails are described below the person who carries it.

When the player characters have answered four secrets and wandered the trail of Kirjonti, which brings them out of Wildheart, the adventure is over. A secret consists of a question and an answer. Someone who unknowingly has the answer to a secret but does not know the question has not solved the secret. Of course, you as the GM can decide that it takes more than four secrets to escape the forest if you think that the



adventure is moving too fast. The same applies if you or the players think that the adventure is taking too long; in that case, you can decide that it takes fewer than four secrets to get out of the forest.

### WHO KNOWS WHAT

A few individuals in the forest have heard of some of the secrets, and some know how to find the answers. It is up to the characters to figure out who knows and who does not know.

In the side column is a list of residents in the forest and what they know.

There are descriptions under the corresponding nonplayer character (NPC) of how they act when the secrets are mentioned. But keep in mind that the circumstances of the situation are essential. For example, an NPC might be willing to share a secret normally, but if the player characters are hostile, the NPC's approach changes radically. As game master, you should also keep in mind that a certain amount of greed concerning secrets exists in the forest. Seldom does anyone part with a secret without getting something in return. Some might wish only to hear a poem, while others might want a magical sword that one of the characters is carrying.

### THE SECRETS

To find the trail of Grunfeid Sunmane that leads to Kirjonti and out of the forest, the characters need to learn the answers to four or more questions from the table. These are the secrets of Wildheart. The table presents each question, the name of one or more NPCs who know the answer, and the encounters where the characters will find those NPCs.

### MOCK SECRETS

In the forest there are also some false secrets, shown in the Mock Secret table. Those who have these secrets believe they are real, but in truth, Wildheart does not consider them to be real secrets. Learning the answers to mock secrets does not count toward finding the trail of Kirjonti.

### WHO KNOWS WHAT

Oltur knows the answer to secret 3.
Trukur has the answer to secret 2 in his chest (Ice Cave encounter).
The farm wight knows that secrets are needed to get out of the forest, but not how many; what the question for secret 6 is; what the question for mock secret 1 is (but not that it is a mock secret); and that there is a trail that takes a wanderer to a place of his choice in the forest.
The braskelwurm knows that secrets are needed to get out of the forest, but not how many; the question and answer to secret 2; and the question for mock secret 5. The braskelwurm has a trail to the lindwurm.
The pike knows the answer to secret 4.
Eyleeg knows that it takes four secrets to get out of the forest, and that there are mock secrets, but not how many or what they are. She knows the question to mock secret 3, but not that it is a mock secret and really the answer to secret 5 (The Girl and the Whispering encounter).
The old goblin knows the answer to secrets 5 and 8, and what mock secret 2 is, but he does not know that it is a mock secret. The old goblin has a trail to the sacrificial place in the marshlands.
The lindwurm knows what secrets 1 and 8 are, along with the answer to secret 8. The lindwurm has a trail to the braskelwurm.
Timil knows the answer to secrets 1 and 3, and that there are mock secrets in the forest, but not how many or what they are. Timil has trails to the dwarven stone and the lake where he is fishing.
Kvaler knows that four secrets are needed to get out of the forest; the questions for secrets 1, 2, 3, and 5; and the answers to secrets 2, 3, and 5. Kvaler has a trail to the Runvid's cairn.
Domhark knows that secrets are needed to get out of the forest, but not how many; the question for secret 7; and the answer for secret 7. Domhark has a trail to Oltur's den.
Barkbull knows that at least four secrets are needed to get out of the forest; the question for secret 6, but not the answer; the question for mock secret 4, and that it is a mock secret. Barkbull has a trail to the dwarven stone.
The dead hunter knew the questions for secrets 4 and 7 and the mock secrets 2 and 4 (but not that they are mock secrets).
Goldglitter knows the questions for secret 9 and mock secret 6, and that the answer is important to anyone who wants to leave the forest.

### ADVENTURING IN WILDHEART

The first thing you should keep in mind when running the adventure is the structure and landscape of the forest. Use your whole imagination (and preferably a little more) in making Wildheart appear as a real forest from a story.

Depending on how experienced you are as a game master or how experienced your game group is, you can present the forest in two different ways. The first option builds on the fact that Wildheart is a dark and impenetrable forest, but not to the point where wanderers lose both direction and sense of distance. If you choose this option, present Wildheart in the following manner:

- ♦ The visibility in the forest is 10 to 15 meters.
- ♦ Players can always use the skill Wilderness (preferably with the Hunting Experience discipline and the Tracker specialty) to find their way back to the group or a place they just came from. Tracks on the ground gradually disappear as weather and wind blur them out (which can take anywhere from one to seven days, depending on conditions).
- ♦ There is plenty of food in the forest. While hunting, the forest always counts as incredibly favorable (+5 for the Wilderness skill).



## THE SECRETS AND MOCK SECRETS

<b>Secret</b>	<b>1</b>
<b>Question:</b> Which rune is carried by the dwarf's shield? <b>Known by:</b> Kvaler, Lindwurm <b>Answer:</b> The shield carries the rune "Freedom." <b>Solution:</b> Find the shield in Runvid's cairn. <b>Encounter:</b> Runvid's Cairn, in the tomb	
<b>Secret</b>	<b>2</b>
<b>Question:</b> Who carries the notary's key? <b>Known by:</b> Kvaler, Braskelwurm <b>Answer:</b> No one. <b>Solution:</b> Find the note in Trukur's chest or ask the braskelwurm or Kvaler. <b>Encounters:</b> Ice Cave (in the guard room), Braskelwurm, Kvaler and the Raven	
<b>Secret</b>	<b>3</b>
<b>Question:</b> Did Grunfeid die when he slew the dragon Elmtongue? <b>Known by:</b> Kvaler <b>Answer:</b> No. <b>Solution:</b> Read the old knight of the Nid's diary, or ask Oltur or Kvaler. <b>Encounters:</b> Bleeding Giant Tree, Oltur's Den, Kvaler and the Raven	
<b>Secret</b>	<b>4</b>
<b>Question:</b> Is the ring in the forest lake made of gold or silver? <b>Known by:</b> Dead hunter <b>Answer:</b> This is a trick question. The answer is "neither." <b>Solution:</b> Dive for the ring in the forest lake. <b>Encounter:</b> Forest Lake (talk to the pike)	
<b>Secret</b>	<b>5</b>
<b>Question:</b> What secret does Wildheart know? <b>Known by:</b> Kvaler <b>Answer:</b> Who raised the statues? Note that the answer to the secret is the sentence "Who raised the statues?" and not the name of the people who raised them (the cult of blood). <b>Solution:</b> Ask the old goblin or Kvaler <b>Encounters:</b> Goblin Mine (in the room of the old goblin), Kvaler and the Raven	
<b>Secret</b>	<b>6</b>
<b>Question:</b> Who is the warrior of Death? <b>Known by:</b> Barkbull, Farm wight <b>Answer:</b> Drej Blackfire <b>Solution:</b> Read the inscription on the tombstone. <b>Encounter:</b> Old Burial Site	
<b>Secret</b>	<b>7</b>
<b>Question:</b> Who was the third grand master? <b>Known by:</b> Dead Hunter, Domhark <b>Answer:</b> Grunfeid Sunmane <b>Solution:</b> Read Brenag's death note or ask Domhark. <b>Encounters:</b> Temple of the Dragon Knights (in Brenag's sarcophagus), Kvaler and the Raven	

<b>Secret</b>	<b>8</b>
<b>Question:</b> Which kind of trolls are found only in Wildheart? <b>Known by:</b> Lindwurm <b>Answer:</b> Lake trolls <b>Solution:</b> Ask the old goblin or the lake trolls <b>Encounters:</b> Goblin Mine (in the room of the old goblin), Forest Lake	
<b>Secret</b>	<b>9</b>
<b>Question:</b> What grows under knave? <b>Known by:</b> Goldglitter <b>Answer:</b> Red toadstools <b>Solution:</b> Look at the ground by the dwarven stone under the inscribed word "knave." There, plenty of red toadstools grow. <b>Encounter:</b> Dwarven Stone	
<b>Mock Secret</b>	<b>1</b>
<b>Question:</b> What color is Timil's elk? <b>Known by:</b> Farm wight	
<b>Mock secret</b>	<b>2</b>
<b>Question:</b> How many locks are on Oltur's chest? <b>Known by:</b> Dead hunter, Old goblin	
<b>Mock secret</b>	<b>3</b>
<b>Question:</b> Who raised the statues? <b>Known by:</b> Eyleeg	
<b>Mock secret</b>	<b>4</b>
<b>Question:</b> Why are the paths longer than they are short? <b>Known by:</b> Barkbull, Dead hunter	
<b>Mock secret</b>	<b>5</b>
<b>Question:</b> How many branches does the shortest fir tree in the forest have? <b>Known by:</b> Braskelwurm	
<b>Mock secret</b>	<b>6</b>
<b>Question:</b> What is Herlaug the blacksmith hiding? <b>Known by:</b> Goldglitter	



The other option revolves around the fact that the forest is alive and gets rid of all traces of the wanderers. Anyone who loses contact with the group or the forest's encounters finds himself in an exposed and lonely situation. If you choose this option, present the forest in the following manner:

- ✦ The forest destroys all traces after the wanderer in five minutes.
- ✦ Visibility in the forest is only 5 meters.
- ✦ Every person who leaves the group or an encounter should be played as a completely separate group until everyone is reunited again. A separated PC can find the group only by getting lucky and finding the same encounters as the others, or by reaching the same place by a trail.
- ✦ Quarry is scarce in the forest. When hunting, the forest counts as barren (-2 for the Wilderness skill).

You can also play a third option in which you as the game master find a balance between these two alternatives or just treat different parts of the forest with different rules.

### Weather and Wind

Every day that the characters spend in Wildheart, the game master will check the following tables and combine the results to determine the current weather conditions.

As the GM, keep the current weather conditions in mind before you read the encounter text for the characters. For example, the written description might say that the sun is shining, despite the fact that you just established that the weather is cloudy with no wind. Also, keep in mind that it is easy to lose your way in the fog, and there might be undead deep in the fog.

Using ranged weapons when the wind is blowing can be difficult. Anyone who performs an armed action with a ranged weapon has -2 on success if it is windy, -4 if a gale is present, and -8 if there is a storm wind.

### WEATHER AND WIND

1d20	Weather
1-6	Sunshine
7-12	Cloudy (roll 1d6):
1-3:	Clear visibility
4-5:	Fog
6:	Thick fog
13-16	Drizzle
17-20	Downpour
1d20	Wind
1-6	No wind
7-10	Light breeze
11-14	Wind (thick fog becomes fog)
15-18	Gale (thick fog and fog become clear visibility)
19-20	Storm wind (thick fog and fog become clear visibility)

### Scrolls

In *Wildheart*, there are scrolls of magical writings which can be read and activated only by those who know the Vitner Runes specialty. On a success, the PC can understand and read the language in which the scroll is written. Scrolls contain a spell that is activated when the scroll is read aloud (all spells are describe in *Players Handbook*).

Reading a scroll takes 1 to 6 action rounds (GM judgement) and if a Vitner Craft roll succeeds, the scroll will activate the spell with as many levels of power as was used when the spell was trapped in the writings.

If the roll to activate a scroll fails, the scroll will still remain since its vitner has not been activated. The person who tried to read the writings simply mispronounced a word. If the roll to activate a scroll is a fatal failure, the one who reads it should roll on the table of Fatal Magic Effects (see *Weavers of Vitner* in the *Players Handbook*).

When a scroll is used, it disappears in a cloud of smoke and cannot be activated again.

### Dark Dwellers

The more blood that is spilled in Wildheart, the greater the risk of the

dark dwellers awakening. Characters who spill the least amount of blood in the forest stand the greatest chance of surviving. Every time an intelligent or important living being dies because of the characters' actions, the risk of awakening the dark dwellers increases (normal animals are not counted). This is one of the mechanisms that controls the balance in the forest. Most creatures there know that when blood is spilled, the consequences will be dire for the one responsible. The forest becomes increasingly hungry. Characters who are determined to kill everything and everyone will end up in an evil spiral that will very likely lead to their demise. The dark dwellers will eventually become a threat so powerful that it will destroy any PCs who are not wary and attentive.

Every time the PCs slay an intelligent or important creature in the forest, add up all the lives they have taken and determine the potential result on the table below. Note that killing dark dwellers does not raise the Kill count

This mechanism has created a forced friendship among enemies in the forest. No one wants to take responsibility for their actions and have to face the dark dwellers. Many of them want the help of the characters to kill other creatures in the forest, and in this way avoid facing the dark dwellers.

### RISK OF AWAKENING THE DARK DWELLERS

Kills	Consequence
2	The dark dwellers awaken
5	1d6 dark dwellers attack
7	The giant dark dweller awakens
10	The giant dark dweller attacks
+1	1d4 dark dwellers attack
20	The giant dark dweller attacks with company (+1d6 dark dwellers)
+1	1d6 dark dwellers attack
30	The bloodwurm awakens
+1	1d10 dark dwellers attack
40	The bloodwurm attacks
+1	1d10 + 2 dark dwellers attack





### Dark Dweller

Most dark dwellers awaken when large quantities of blood are spilled on the ground. They are bloodthirsty beings whose only goal is to kill and destroy. They do anything to splash more blood on the ground so that more dark dwellers will awaken. Their bloodthirst and power grows increasingly stronger the more blood they taste, and a dark dweller that has felled a few victims is a very dangerous foe. It is a feared being

whose traits shift depending on which type of forest has given birth to them, and what has been sacrificed or died in the place where it is awakened. The dark dweller is a terrible creation to look upon, and together with the stench of gore and rotting extremities it is a nightmare even for the most seasoned warrior. It is usually taller than a normal-sized human and consists of rotting body parts and dead plants that hold the creature together. The most

common dark dweller has a humanoid body with an extra head, which can belong to humanoid creatures or animals. It might also be equipped with different extremities that, just like its heads, can belong to either humanoid or animals.

When a dark dweller is awakened, it takes 1d6 action rounds for it to rise fully from the ground, but after having risen, it is ready to act just like any other NPC.



**Blood Taste**

The dark dweller becomes more dangerous the more blood it tastes. Each time it attacks and does more than 5 points of damage, the SV for an attack is increased by +1 for the rest of the battle. The first time this happens, the SV is increased for its first attack; the second time it happens, the SV is increased for its second attack; and the third time this happens, the SV is increased for its third attack. When all attacks have been increased once, the SV for the first attack is increased by another +1, and so on.

**Durable**

The dark dweller is an undead creature that lacks any emotion or sense of feeling since it is made of energies from the realms of the dead. Thus, it has high Body Points and does not suffer the same damaging effects as other creatures. This means that it is worthless to trace Damage Levels since the dark dweller will not suffer penalties from wounds.

**Night's Sight**

A dark dweller can see in complete darkness as if it were day.

**Physical Traits**

This table assumes that the dark dweller has two legs, two arms, a body, and a head. Roll one or two times to determine the full appearance.

**Giant Dark Dweller**

Only when at least seven lives have been taken does the giant dark dweller awaken. This creature is just what it sounds like: a gigantic dark dweller. The only thing that differentiates it from normal dark dwellers is the size. The giant is as tall as a shrine and consists of rotting body parts from bigger animals and creatures such as elk, wild horses, and giants, mixed with rotten roots, plant parts, and thick branches from dead trees. You can roll once on the "Physical Traits" table to see if the giant has a special trait.

**Bloodwurm**

When at least 30 lives have been taken, the bloodwurm awakens. It is a terrible

**PHYSICAL TRAITS**

1d10	Traits
1	The dark dweller has an extra leg, which means that it walks on three legs. The only effect is that if the dark dweller loses a leg, it can still move normally.
2	The dark dweller has an extra pair of legs, which means that it walks on four legs. This increases its movement ability by +5 meters per action round.
3	The dark dweller has two extra pairs of legs, which means that it walks on six legs. This increases its movement ability by +10 meters per action round.
4	The dark dweller has an extra head, which can be practically anywhere on its body. The dark dweller gains an extra attack per action round (bite, SV for the attack is up to the game master).
5	The dark dweller has an extra arm. The only effect is that if the dark dweller loses one arm, it can use this one instead.
6	The dark dweller has an extra pair of arms, which allows it to make another attack per action round (brawl or armed attack, SV is up to the game master).
7	The dark dweller is constantly followed by a swarm of flies. An opponent has -2 on all attacks on the dark dweller.
8	The dark dweller's chest is immense, which gives it more Body Points (determined by the game master).
9	The dark dweller has very strong bark that protects its body, which gives an added Protection Value of +3.
10	The dark dweller looks so horrid that it generates 1d10 (OR 7-10) Fear Points. This replaces the normal roll that everyone has to do when they face a dark dweller.

beast consisting of the rotting body parts of the dragon Elmtongue and other dead animals mixed with roots, branches, and bark from dead trees. The bloodwurm has wings made from twisted branches of witch lichen, rotted skin, and old spider webs. But the dragon cannot fly because it is far too heavy for the improvised wings.

When the bloodwurm awakens and rises from the ground, a cold shiver runs up the back of anyone in the forest, no matter how far from the dragon one is.

**Death Breath**

Instead of a fire breath, the bloodwurm has a so-called death breath. It is a breath weapon that consists of mites, stench, and a feeling of evil which the bloodwurm can use 1 time per day. The range for the

breath is 1d10 (OR 9-10) + 20 meters. The blown death breath forms a giant cone of darkness, odor, and vermin that at the largest end has a diameter of 6 meters. All beings in the cone take 1d10 (OR 8-10) points of damage and must succeed on a Situation roll with Situation value 4 (Psyche modifiers apply) to avoid the effects. Victims who fail the roll suffer a terrible death agony that gives them -6 on all skill levels and Situation values for one week.

**Bloodsense**

The bloodwurm can sense the blood of living creatures up to 300 meters away.

**Night's Sight**

A bloodwurm can see without a light source as if it were day.



### STATS: DARK DWELLER

**Type:** Humanoid; **Age:** -; **Size:** 2t; **Movement:** Land 2 CP per 3 m (Max 33 m); **Natural Armor:** 2; **Initiative Base:** -2; **Fear Factor:** 1d10 (OR 8-10).

**Body Points:** 58

**Character Traits:** Constitution +1, Dexterity -2, Intelligence -4, Strength +4

**Feats:** Blood Taste, Durable, Night's Sight

Weapons:	Damage:	Initiative:
Bite	2d10 (OR 9-10) + 4	0
Unarmed	1d10 (OR 10) + 4	0
One-Handed Heavy Weapon	2d10 (OR 8-10) + 4	-4 - -6

**Number of Rounds to Spread Combat Points:** 2

**Combat Points:** Free 10 / Armed 13 / Unarmed 8 (Bite 6)

**Samples of Attacks:** 2 actions per 2 rounds

Bite SV 12; Unarmed SV 12

Heavy Weapon SV 12, SV 11

### STATS: GIANT DARK DWELLER

**Kind:** Humanoid; **Age:** -; **Size:** 6t; **Movement:** Land 2 cp per 3 m (Max 33 m); **Natural armor:** 2; **Initiative Base:** -4; **Fear Factor:** 1d10 (OR 7-10).

**Body Points:** 70

**Character Traits:** Constitution +1, Dexterity -6, Intelligence -4, Strength +4

**Feats** Blood Taste, Durable, Night's sight

Weapons:	Damage	Initiative:
Bite	2d10 (OR 8-10) + 4	-2
Unarmed	2d10 (OR 9-10) + 4	-2
One-Handed Heavy Weapon	3d10 (OR 8-10) + 4	-4 - -6

**Number of Rounds to Spread Combat Points:** 3

**Combat points:** Free 10; Armed: 13; Natural Weapons: (Bite 6); Unarmed 8;

**Sample of Attacks:** 2 actions per 3 rounds

Bite SV 12; Unarmed SV 12

Heavy Weapon SV 12, SV 11

### STATS: BLOODWORM DARK DWELLER

**Type:** Quadruped winged creature; **Age:** -; **Size:** 13t; **Movement:** Land 2 CP per 26 m (Max 52 m); Flying 2 CP per 26 m (Max 104 m); **Natural Armor:** 4; **Initiative Base:** -4; **Fear Factor:** 1d10 (OR 6-10).

**Body Points:** 376

**Character Traits:** Intelligence -4

**Feats:** Blood Taste, Breath Breath, Durable, Night's Sight, Tail Whip.

Natural Weapons:	Damage:	Initiative:
Bite	3d10 (OR 8-10) + 10	0
Claws	3d10 (OR 9-10) + 10	0
Death Breath	3d10 (OR 8-10)	-4

**Number of Rounds to Spread Combat Points:** 4

**Combat Points:** Free: 10; Natural Weapons: Bite 14; Claws 17

**Samples of Attacks:** 4 actions per 4 rounds

Bite SV 14; Claws SV 12, SV 8, SV 7



# ♦ INTRODUCTION ♦

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As the game master, you might already have a perfect way of starting the adventure. If not, you can use the introduction below. Either way, it is important that, from the start, you create a mysterious mood and atmosphere since it will flavor the entire adventure.

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The adventure starts on a day late in the summer, and the first few chilly winds from the Wild Lands have sneaked down like thieves in the night. The landscape has slowly but surely started to change color, and you can tell that fall is approaching.

As the GM, you can use the encounter below to bring the player characters into the situation. If you want the characters to enter the embracing forest of Wildheart quickly, you should instead skillfully describe what happens. The important part is that when the fog eventually eases up, the PCs are already in Wildheart and cannot get out without solving the adventure.

## ARRIVAL

The adventure starts in the Stormlands. The player characters left the boredom of the land of Dain and decided to accept a mission as the merchant Grisebo's hirdman for the journey to Ejdlund. Grisebo argued that strong and able people were needed in case they encountered rogue hirdmen or hawkish seawolves on the stormy strait to Ejdlund. Thank heavens, the trip went well, and when the adventure

starts, the group is coming ashore in a small merchant city called Grim Village in Ejdlund. Grisebo is happy to give the PCs the final payment of 10 silver pieces each when the ship finally lies anchored.

But the characters cannot even make it to the end of the dock before a small, emaciated man stops them. He sits behind a rickety table and says with an authoritative voice that all who want to enter the city have to give their names so he can write them onto the home skin, a large sewn skin of several cow hides. Written on the skin is today's date and the names of all who arrive at Grim Village. In addition, the PCs must pay 1 silver piece each for the freedom to move in the shield jarl's grounds. If the PCs are discreet, they can try to bribe the man with 5 silver pieces to not write their names on the home skin.

The man is Svardgrim, one of the shield jarl (a Stormlander count) Ybentord Silvertooth's men. If the characters start a fight with Svardgrim or do not pay, his six guards will arrest all troublemakers. A troublemaker is lashed and has to sit one day in the block in the square for the public to see and spit on. The guards are wildboarers.

## HIRDMAN

The warriors of the shield jarl Ybentord Silvertooth are wildboarers, feared wildmen who dress in furs and trophies from their hunts and conflicts. Many of them have scars, battle tattoos, and a nasty appearance. Some of them are heavily muscled women who are neither prudish nor merciful.

A small distance away from Svardgrim stands a large and fat man who is watching everything that happens in the harbor. The man is Remlaug Torolv, the city's richest merchant and leader of the storm hansa (Stormlander merchants) in Grim Village. He owns pretty much all of the merchant ships that lie in the harbor, and half of all customs end up straight into Remlaug's pocket. At the moment he does nothing else other than eye the characters and then move away. Later he will send an errand boy to invite the PCs to his stone house on the tallest point of the hill in the city's center.

Remlaug will, with a friendly tone and big words, ask the PCs about their business in Grim Village. No matter what they answer, he will clap the largest warrior in the group on his back and say that good sellwords are always needed in his service. He says that times are hard and many things have to get done before winter kicks in.



Remlaug points at a large stone house on the tallest point of a hill in the city's center, and invites the characters to stop by whenever they want a task or two to solve. After that, he will turn toward the docks again and command the sailors in the harbor to offload their cargo faster.

Hopefully this will work as a good lure to get the characters into the adventure. If they visit Remlaug, he will first give them a feast in his great hall and then offer them 200 silver pieces in total if they take wagons of draugdrops to the battle halls of Garmvang.

## Draugdrops

- ♦ **Type:** Altering
- ♦ **Strength:** 4
- ♦ **Appearance:** Draugdrops is a murky gray liquid. Some say that it is the fog of Dimhall caught in water.
- ♦ **Preparation:** None
- ♦ **Ingestion:** Drink (served cold)
- ♦ **Duration:** 2 hours
- ♦ **Effect:** Draugdrops heightens the user's mind and insight and lets them break the barrier between Trudvang and Dimhall to experience the beauties of the afterworld.
- ♦ **Value:** 20 sc per dose

## Effects of Drougdrops

- ♦ **Mild effect:** +1 on the Shadow Arts skill (preferably with the discipline Shadowing and the Finding and Spotting specialty) to discover things. Gives a good feeling in the body.
- ♦ **Moderate effect:** +2 on the Shadow Arts skill (preferably with the discipline Shadowing and the Finding and Spotting specialty) to discover things. Gives a good feeling in the body and the impression that life is endless. Psyche-based character traits increase by 1 level and Intelligence-based character traits decrease by 1 level.
- ♦ **Substantial effect:** +4 on the Shadow Arts skill (preferably with the discipline Shadowing and the Finding and Spotting specialty) to discover things. Gives a good feeling in the body

and the impression that life is endless. Psyche-based character traits increase by 2 levels and Intelligence-based character traits decrease by 2 levels. Sometimes the dark beaches and blue sorghum fields of Dimhall seem to lurk in the periphery.

- ♦ **Complete effect:** Gives an insuperably good feeling in the body of being in the blossoming gardens of Dimhall among feasts of the dark lords, beyond all punishment and deathly pains. During this intoxication, the user cannot do anything but experience forbidden knowledge.

If the characters choose not to visit Remlaug, you as game master can use rumors of the cairn from the Brothian conquering time and its hidden treasures as another way of getting the PCs to leave the city and travel to the outskirts of Wildheart. Try to have another adventure suggestion or idea in your back pocket in case they still choose not to go toward the forest for some reason.

If the characters bring carts of draugdrops to Garmvang or search for the cairn or something else, they travel north for two weeks. After that, the landscape's structure starts to change. More and more trees tower toward the sky, and the following night the group is encompassed in a cold and nasty fog. The night thereafter, long before the sun scatters the raw night air, one of the characters notices that a man has emerged from the fog and stands next to a large tree in the distance. His gray cloaks are wrapped tightly around his body, and a sparkling silver buckle holds the clothes together. The man looks pale and old, very old. For what seems an eternity he stands and watches the characters, only to be engulfed in the fog once again. Just before the man disappears, he raises his knotty staff and points it at the characters. Thereafter a cold wind sweeps forth over the landscape, and the fog momentarily becomes so thick that the PCs cannot even see their hands in front of their faces.

When the fog eases up, regardless of whether the characters stay in the same place or move on, read aloud the

text below. The man that appeared was Wildheart personified. He will return as a ghost-effect at the end of the adventure.

*It is quiet, unnaturally quiet. You can hear your own breathing as a whisper in the moist air. A white morning fog blankets the whole landscape. The faint light that filters down through embracing branches of the trees casts strange shadows, and the forest surrounds you like an ancient guardian. Impressive pines thicker than three men around rise toward the sky like protectors of the forest. What or whom they protect, you dare not even dream of. Everything is covered in thick, moist moss that has clung to the landscape since the forest was young. From the moist insides of the moss, small yellow mushrooms and other vegetation grow. The pine needles lie thick on the forest floor, and you perceive that the forest hides many secrets beneath its flourishing surface.*

*A single hoot breaks the silence.*

*Somewhere nearby a dry branch breaks. With watchful eyes you stare into the dark forest to see what it might have been. The shadows make no sounds and refuse to give up their secret.*

*Never before have any of you seen such a bushy and untamed nature. It is as if the forest has stood untouched since the dawn of time, and has grown wilder and wilder as the seasons have passed.*

The real adventure now begins, and you as game master can start to roll for the different encounters. Keep in mind that some players might think that the adventure is fairly controlled and that they have few options. This is one of the main differences with other adventures, because Wildheart is an entity that decides most things in the forest. If the characters have not found the trails, they can't change what he brings forth and does not bring forth out of his depths.



# ◆ ENCOUNTERS ◆

The only thing that is predetermined in this adventure is the beginning (see above). After that, you can play the adventure as you wish or roll on the random tables in this section. Wildheart is built around a number of encounters with the forest and its inhabitants. Different encounters lead to different secrets.

If the player characters have enough time and will to play, feel free to wait a few days of game time before you introduce them to the first encounter by rolling on the table below. This will raise the mystique and the feeling of Wildheart as a forest and wilderness. After that, roll on the table every day or every other day. Keep in mind that some encounters can be used more than once. This will cause plenty of trouble and headaches for the PCs, especially when they discover that they have been walking an entire day just to end up in the same place they started from.

If the characters happen upon any of the trails in the forest (in other words, the key to getting to a certain place), you should avoid throwing them into more random encounters before they reach their goal.

Encounter text that is marked in brownish red italics is meant as information for the characters and should be read aloud to the players. In cases where there is no italicized text to read aloud, you as the game master can freely describe the situation based on the encounter descriptions.

## RANDOM TABLES

### IMPORTANT ENCOUNTERS

1d100	Random Encounter	Page
01-15	No encounter	–
16-25	Minor encounter	–
26-28	Barkbull (p 18)	20
29-31	Bleeding giant tree	21
32-34	Braskelwurm	22
35-37	Brut hogs	25
38-40	Dead forest trolls	25
41-43	Dead hunter	26
44-46	Dwarven stone	27
47-49	Entourage of dwarves	27
50-52	Farm wight	30
53-55	Forest lake	32
56-58	Goblin mine	34
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65-67	Kvaler and the raven	40
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### MINOR ENCOUNTERS

1d10	Random Encounter	Page
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3	Animal trail	19
4	Beautiful place	19
5	Burial ground	19
6	Eye to eye	19
7	No encounter	19
8	Sacrifice tree	19
9	Strange place	19
10	Tall statues	19



## MINOR ENCOUNTERS

This section describes other, less important encounters in Wildheart. Use them every now and then to make the characters' journey through the forest feel more alive.

### Abandoned Settlement

This encounter can present the PCs with an empty bear den, tree house, or troll dwelling under a boulder.

### Ambush!

The PCs are ambushed by wights, forest trolls or bears. Look for stats (and inspiration!) in the Monsters and Beasts section of the Game Master Guide or, if you own it, Jorgi's Bestiary.

### Animal Trail

The PCs discover a trail that leads to an animal, such as a deer or an elk.

### Beautiful Place

This encounter might bring the PCs to a glittering waterfall, a meadow with billowing flowers, or a cliff with a view of the forest below.

### Burial Ground

The adventurers have found a cairn, a passage grave, or a cist. If they find a passage grave, read the following aloud:

*Behind a pair of covering fir branches, you see rune-covered boulders lying on a moss-covered cliff. The rock-strewn ground in front of the rune stone makes you realize that you stand in front of an ancient grave. Together you manage to move the boulder, which in a careless moment falls toward the ground and is broken against a rock. The sound of stone falling against stone echoes through the forest, and birds quickly take flight. Behind the boulder is a low tunnel leading a few meters into the darkness, and beside*



*the tunnel lie half a dozen skeletons in grave alcoves. Rats run between your legs, and after searching the cairn for a while, you realize that there is nothing of value. The names of the people resting in the cairn can no longer be read, and will forever be a mystery.*

### Eye to Eye

The PCs cross paths with a forest creature such as a deer, owl, squirrel, hare, or snake.

### No Encounter

If you roll for “no encounter,” you can fill the day with random happenings, grand descriptions of the forest, and the feeling of abandoned hope that is quickly growing in those caught in the grip of Wildheart. Perhaps the characters can use this day to hunt for food, rest, or take care of their wounds.

### Sacrifice Tree

The PCs find a tree in which small animals have been bled out and hung up as sacrifices.

### Strange Place

The PCs come upon a strange tree, plant, odd rows of old stone pillars, or the like.

### Tall Statues

In front of the adventurers, a trail leads up to a rise passing tall stone statues like an ancient and wild path. The statues are heavily damaged and partly covered with moss and branches, yet you can still see that they portray powerful men and women. There is one with a spear, one with a shield, and another with a snake in its arms. The head of one statue has been ripped off and lies on the ground, overgrown. It is likely that they portray the gods of old, their names forgotten by time.





## BARKBULL

*You hear a growling and snoring sound from the shadows beneath a large fir. The faint light filtering down through the compact mesh of branches illuminates a pair of enormous feet that poke out from under the giant fir's lowest branches.*

It is Barkbull that is sleeping beneath the fir. Barkbull is a short giant, a vidrjotun, to be precise, living in the forest.

Anyone who tries to awaken him has to keep it up for some time before he wakes up, because he has just gone to sleep and does so in cycles of three to five years. One who succeeds in waking Barkbull will discover that the friendly giant is somewhat sleepy and confused. It has been a long time since he saw a human

in the forest. Initially he believes he is dreaming and wonders why the PCs are haunting his dream and what message they carry.

Barkbull tells them that he is lost in the forest. He built his moss bed and lay down to sleep after having eaten a dozen elk. He has no plans of going anywhere. Quite the opposite, he would like to lie down and sleep again. He freely offers to let the characters sleep on his bed.



STATS: BARKBULL

**Kind:** Humanoid; **Age:** 350, Max 600; **Size:** 5; **Movement:** Land 2 cp per 5 m (Max 30 m); **Natural armor:** 2; **Initiative Base:** -3; **Fear factor:** None.

**Body Points:** 126  
**Damage levels (for 126 BP):** 1-32 (0) / 33-64 (-1) / 65-95 (-3) / 96-126 (-7) / >126 (Dying)

**Character Traits:** Constitution +4, Dexterity -3, Intelligence -1, Strength +6

Weapons:	Damage	Initiative
Unarmed	2d10 (OR 9-10) + 6	0
Tree branch club	3d10 (OR 8-10) + 6	-7

**Combat Points Allocated Across Multiple Action Rounds:** 5

**Combat Points:** Free 6 / Armed 1 (One-Handed Heavy Weapons 7).

<b>Sample of Attacks:</b>	1 actions per 2 rounds <sup>1</sup> 2 actions per 2 rounds <sup>2</sup>
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<sup>1</sup> Unarmed SV 6;  
<sup>2</sup> Tree branch club SV 7, SV 6

**Skills:** Agility SV 8, Care SV 10, Faith SV 1, Shadow Arts SV 8, Vitner Craft SV 1, Wilderness SV 9

Entertainment SV 7	Music and Dancing 1 ( <i>Singing and Playing Instruments 1</i> ); Storytelling 3 ( <i>Playwright 4; Libel 3</i> )
Fighting SV 6	Armed Fighting 1 ( <i>One-Handed Heavy Weapons 3</i> )
Knowledge SV 7	Language 1 ( <i>Foreign Tongue (Vrok) 1, Mother Tongue (Bastjunal) 3</i> )

*For more details on the Vidrjotuns feats, see the entry in Jorgi's Bestiary.*

Anyone who does so and sleeps for at least four hours heals 1d6 Body Points.

In order to keep Barkbull from going back to sleep, the characters have to succeed in entertaining him with dance, song, music, or storytelling. By succeeding on a roll for the Entertainment skill, the characters manage to entertain the giant.

If Barkbull does go back to sleep and the PCs wake him up again, he will be very angry and will try to chase them away.

Barkbull carries a few of the secrets, but to make him reveal them, the PCs will need to provide great entertainment and have a lot of patience. He must be completely awake to even speak of such “trivial matters,” as he calls them.

Barkbull knows that at least four secrets are needed to get out of the forest and what the question for secret 6 is, but not the answer. He also knows the question for mock secret 4 and that it is a mock secret. Barkbull has a trail to the dwarven stone.

Barkbull freely tells the legend of Wildheart when he is completely awake.

The trail Barkbull carries leads to Runvid’s cairn and is the following poem:

*For all there is to wonder | how  
the beard grew and the treasures he  
spread. | He who did things others  
could not believe | The trails to  
Runvid’s cairn Coldhammer lead.*

The trail leads only to the cairn and not back to Barkbull.

Barkbull speaks only Eika (elvish) and Bastjunal (trollish). Anyone who speaks with him has to speak elvish or trollish and succeed on a roll for Mother Tongue (Eika) or Foreign Language since his dialect is very old and hard to understand.

The game master should play Barkbull as a kind old man. Keep in mind that he is not evil, but nice and generous, although he is very tired.

BLEEDING GIANT TREE

*Movement at the edge of your vision  
awakens you from your rhythmic  
wandering. A black shadow is finding*

*its way to the top of a pine tree. With  
great agility it jumps from branch to  
branch before the shadow is completely  
devoured by the woven roof of the  
forest. A huge tree rises like a giant  
from the earth on the borderlands of  
light and shadow. A lone ray of light  
breaks through the canopy of the forest  
and hits a big axe that sits deeply in  
the strong trunk of the tree. A dark  
red and stinky sap is running in the  
notches along the strong bark.*

The axe is a ceremonial demon-killing axe. A person who succeeds with a Skill roll on the skill Knowledge (preferably with the Cultural Knowledge discipline and the Religion specialty, both for Westmark) modified by -6, or with the Gavlian specialty of the Faith skill (without suffering penalties), can see that the axe is used by the holy warriors of The Tenet of Nid in the hunt for demons.

The holy warrior lives in the glade. He decided many years ago that he would try to kill the demon that everybody at that time considered to be living in the forest. The warrior watches over the tree that he now thinks is possessed by the demon. Each day he cuts a deep notch in the bark of the great tree to slowly kill it. He dares not cut down the tree, fearing that the demon would be set free if he did so.

The warrior lurks in the shadows when the characters arrive, and if any of them so much as touches the axe, he will come plunging from the shadows to attack with great fury for 1d6 action rounds. Thereafter he will die from a heart attack if the characters have not already managed to take him out. The warrior is mad, and it has been a long time since he had any power over his own reality. He believes everything that sets foot in the glade is in league with the demon, and he will attack them without asking questions. As long as no one touches the axe, the warrior waits until any of the characters turns their back toward him, at which point he will attack. It is up to the game master to decide where exactly the warrior is lurking.

A little farther into the forest, away from the tree, lie the warrior’s provisions. To find them, someone needs to successfully



STATS: THE KNIGHT OF THE NID

<b>Type:</b> Humanoid; <b>Age:</b> 85; <b>Size:</b> 1t; <b>Movement:</b> 2 cp per 1 m (Max 10m); <b>Religion:</b> The Tenet of Nid; <b>Initiative Base:</b> 0; <b>Fear factor:</b> None		
<b>Body Points:</b> 32		
<b>Damage levels (for 32 BP):</b> 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / >32 (Dying)		
<b>Character Traits:</b> Intelligence -4, Psyche -4		
<b>Skills:</b> Agility SV 6; Entertainment SV 4, Shadow Arts SV 7; Vitner Craft SV 1; Wilderness SV 8		
Care SV 4	Healing and Drugs 1 ( <i>First Aid and Nursing 1</i> )	
Faith SV 8	Divine Power 2 ( <i>Faithful 1, Powerful 1</i> ); (God Focus 2 ( <i>Faithful 1, Powerful 1</i> ); Inoke 2 ( <i>Gavlian 3</i> ))	
Fighting SV 8	Armed Fighting 1 (Bows and Slings 2, One-Handed Heavy Weapons 3); Battle Experience 1 ( <i>Fighter 2</i> )	
Knowledge	Language 1( <i>Foreign Tongue (Vrok) 1, Mother Tongue (Rona) 3</i> )	
<b>Combat Points:</b> Free 10 / Attacks & Parries 4 / Armed 1 (Bows and Slings 8, One-Handed Heavy Weapons 6)		
Weapons	Damage	Initiative
Battle Axe	1d10 (OR 9-10)	-4
Sample of Attacks	2 actions per 1 round	
Battle Axe SV 11, 10		

track the place by succeeding with the Wilderness skill (preferably with the Hunting Experience discipline and the Tracker specialty) with a modifier of -3.

The provisions lie where the warrior had his camp, and a successful roll on the Shadow Arts skill (preferably with the Shadowing discipline and the Finding and Spotting specialty) is required to find the backpack in the undergrowth. The only thing of value in the backpack, which contains little, considering the funny-growing roots and other pieces of junk that the warrior has found in the forest, is a diary. The following are important excerpts from the diary:

*The second day - I have sought and indeed found. For not even my heart could hope to deceive me this time. I hath now found what I seek.*

*The fifth day - I have with great care studied and observed the demon. The face is not what I expected it to be. Not even an evil such as this can hide in the shadows of fear.*

*The twelfth day - I plunge my axe into the great bark. Uncertain, but*

*I thought to have heard a slight moaning.*

*The thirtieth day - No sign of weariness. A horrid stench from the sap slowly finds its way down into the flowery earth.*

*The third year, the sixty-sixth day - Seven secrets are required to escape this place.*

*The tenth year, the third day - They have told me that Grunfeid the dragon master did not die.*

*The eleventh year, the two hundred and seventh day - The axe has taken hold and I can no longer hope to remove it. The demon seems weaker.*

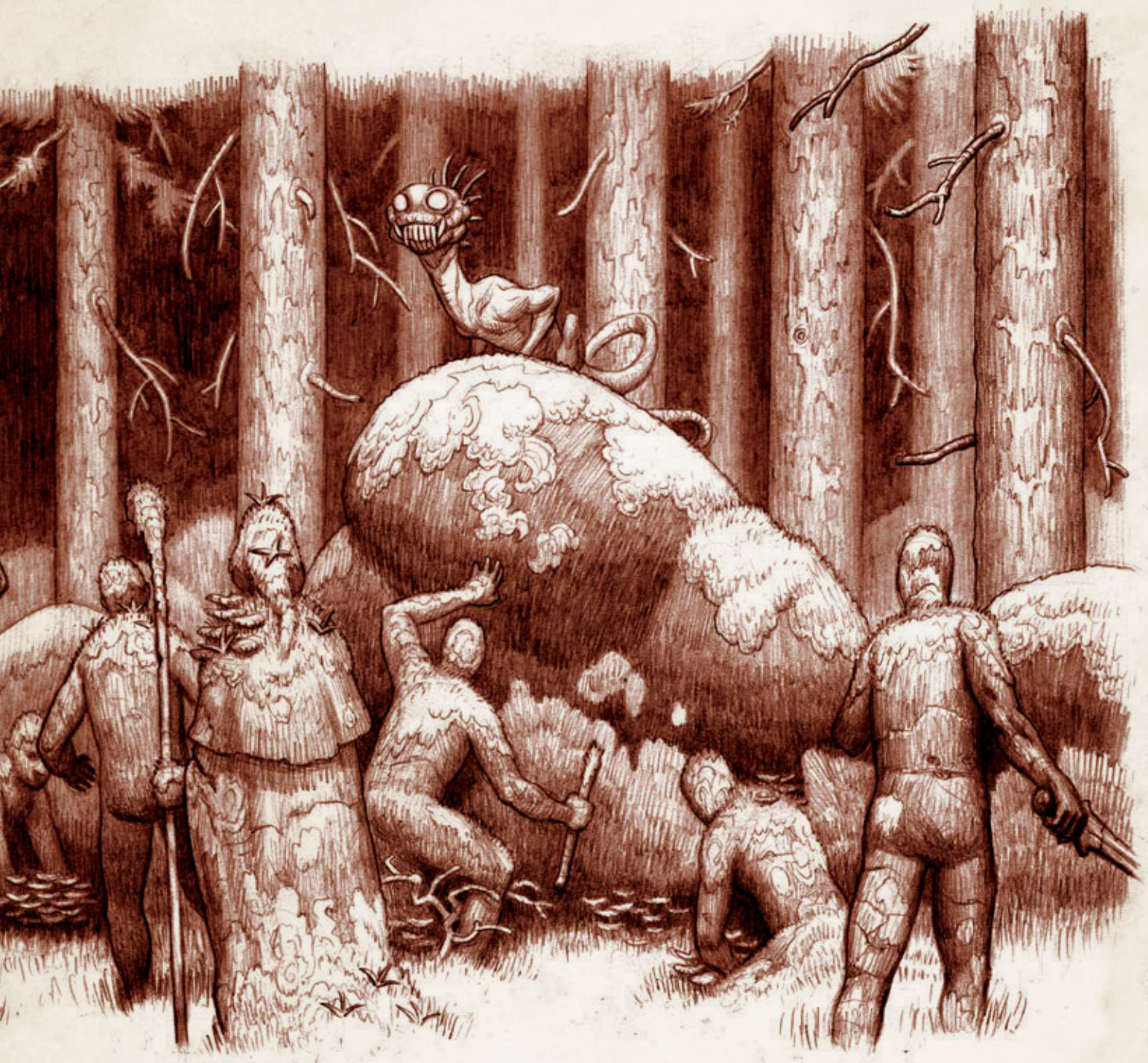
*The twentieth year, the final day - Doubt has taken hold in my heart. Is it a demon?*

*The twenty-third year, the fifteenth day - I shall never leave this place hither, I now see that clearly. The demon seems stronger than ever. He will defeat me. By Gave, let me be spared from his wrath.*



The warrior is very old (85 years) and is in very bad condition. He has not used his skills or been in martial combat for many years, and therefore he does not possess the same stats that he did





in his younger years. It has also been a long time since he had any connection with his god Gave (because of his state of mind), and therefore he cannot pray anymore.

## BRASKELWURM

*The forest floor is suddenly changed from lush green to hard-packed dirt clad in pine needles, pine cones, and*

*dry twigs. The large pines stubbornly stand fast as they have done for thousands of seasons. You see two, no, three stone statues that look unusually lifelike. One represents a*



large warrior whose powerful arms hold a great executioner's sword high above his head. You can only vaguely see the other two statues through the shadows of the forest. A small stone ridge bursts forth between a pair of pines, and a deep, dark hole with an almost hypnotic attraction gapes at its center. The silence of the forest is broken by a cackling sound.

*"Who wanders my grounds? Who is there, I say? Make yourself known immediately or end up as some of the other foolish adventurers."*

*You turn toward the statues again and realize that they once were living humans.*

The braskelwurm has lived in the forest for more than a hundred years. It is now starting to get so old that its otherwise deadly eyes have become gray with cataracts and lost their enchanting power. Few creatures in the forest know this, and they would have killed the braskelwurm a long time ago had they realized how vulnerable it has become. The braskelwurm sits on a small but considerable pile of treasure. Nowadays it keeps to the small cave and threatens passersby with petrification if they do not keep away.

The braskelwurm knows that secrets are needed to get out of the forest, but not how many; the question and answer for secret 2; and the question for mock secret 5. The braskelwurm has a trail to the lindwurm.

The braskelwurm wants to see the lindwurm dead because it believes the other wurm knows that it is now harmless. It offers to tell a secret to the characters if they kill the lindwurm and bring back the eyes.

If the characters hesitate, the braskelwurm says that it sits on a sword that it claims is Grunfeid's old dragon-killer Alpdeed. It says that the characters may have the sword and the secret as a reward if they slay the lindwurm. Of course, it wants proof of the lindwurm's death, and the eyes are the only real proof it can think of.

The trail to the lindwurm is a pine cone that the characters have to carry for five days while walking. The same applies when they want to return from the lindwurm to the braskelwurm.

A very skilled adventurer can make the braskelwurm reveal secret 2 and its answer. This requires a successful roll for the Shadow Arts skill (preferably with the Shadowing discipline and the Finding and Spotting specialty) with -5 on the roll, as well as some very good roleplaying.

In the cave of the braskelwurm are the following items:

- ♦ A clay bottle with one dose of Gavespring (Game Master Guide p. 97)
- ♦ Seal scroll: 2 AR to activate. Duration increased to 1 hour. (18 Vitner Points).
- ♦ Lift scroll: 4 AR to activate. Duration increased to 16 AR and speed increased to 5 meters per AR. Affected weight is 110 kg in total. (22 Vitner Points).
- ♦ Grip scroll: 2 AR to activate. Duration increased to 22 AR. (13 Vitner Points)
- ♦ A dragon's tooth.
- ♦ A small dragon's skin shield (masterful quality): PV 13, BV 130, IM ±0, WA

3, PP 1-2, Weight 2 kg; Bonus: +2 battle points; Traits: Durability level 2, Speed level 2.

- ♦ Chainmail armor and an open helmet in mitrakk (masterful quality): SV 8, BV 80, Heft 1; Bonus: Durability level 1.
- ♦ Alpdeed. A magic two-handed sword in mitrakk of legendary quality. The sword was created by the dwarves in the Trollridge Mountains thousands of years ago, and its greatest achievement was the slaying of the dragon Elmtongue. The sword has the following values: Damage 1d10 (OR 7-10) + 4, WA 2, PV 15, BV 150, IM -5, Weight 2.4 kg; Bonus: +6 Combat Points; The sword also deals an additional +3 damage to dragons; the bearer's Protection Value is increased by +3 regardless of whether he wears armor; the bearer takes only half damage from dragons' breath weapons.

The warrior that stands petrified in front of the braskelwurm's lair was turned to stone seven years ago. His name is Vidar Lodbroke, a brother of the iron hand from Jordek in the Wild Lands. He was sent out to find Herlaug

STATS: BRASKELWURM

**Type:** Quadraped; **Age:** 100, Max 250; **Size:** <1/3; **Movement:** Land 2 CP per 4m (Max 8 m); **Initiative Base:** +2; **Fear Factor:** 1d10.

**Body Points:** 13-16  
**Damage Levels (for 14 BP):** 1-4 (0) / 5-8 (-1) / 9-11 (-3) / 12-14 (-7) / >14 (Dying)

**Character Traits:** Perception +2

**Feats:** Four Quick Legs, Petrify (SV 11), Regenerating Heart, Sunlight.

Weapons:	Damage	Initiative:
Bite	1d5	0
<b>Combat Points:</b> Free 10, Natural Weapons 22		

<b>Samples of Attacks:</b>	4 actions per 1 round <sup>1</sup> 3 actions per 1 round <sup>2</sup>
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<sup>1</sup> Bite SV 11, SV 8, SV 8, SV 5  
<sup>2</sup> Bite SV 15, SV 9, SV 8

For more details on the Braskelwurm feats, see the entry in Jorgi's Bestiary.



the smith to help strengthen the political bond between Stangport and Jordek, since the smith is a distant relative of the master merchant Oktar Grimmi.

If the adventurers break the petrification, Vidar will help them, but his foremost goal is still to find Herlaugh and bring him back to Stangport. In the future, he might be an important ally to the PCs in other adventures.

BRUT HOGS

*A tree with shredded roots; significant furrows on the forest ground; small, water-filled animal hoofprints, at a glance you understand that strong and massive animals have searched for food here. Someone plowed into the ground in search of roots. A short bellow suddenly breaks the silence. At least five or maybe twice as many pairs of mad eyes stare at you. White tusks shoot out from the thick black bristles. Strangely, despite their enormous size, the creatures move in swift silence. A sound of powerful jaws chewing and grinding the forest's plants*

*reaches your ears. A shadow twice as large as a man turns toward you with a grunt. A massive snout with powerful tusks as long as a human arm violently stretches towards you. For a moment time stands still.*

A successful roll for the Wilderness skill (preferably with the Hunting Experience discipline and the Tracker specialty) reveals that they are brut hogs. Another successful roll for the same set of skills reveals that they are omnivores that live in a herd of five to 15 individuals, led by a powerful male. To avoid his attack, you should sit down and turn your eyes away. A player who is a craftsman/smith knows that the hard skin of the brut hogs can be used to make very strong leather armor.

The brut hogs are aggressive omnivores that live deep in the forests. Usually the size of the tusks decides who gets to be the leader of the herd. The male does everything he can to protect the herd and attacks anything that does not immediately submit to his power by sitting down on the ground and turning away its eyes.

Brut Hogs Feats

Fast

A Brut Hog knows how to get the best from its four legs, which he can easily coordinate during combat more than other quadrupeds. A bruthog that wishes to move during combat while maintaining control of its surroundings can move up to 3 meters at the cost of 1 skill point. However, it can never move farther than its total movement capability per action round.

DEAD FOREST TROLLS

*Something feels wrong. The landscape feels cool and cold. The forest is covered in frost. Small, delicate icicles hang from the frost-white branches of the pines. They are already melting. At a slow pace, the crystal-clear water drops find their way down to the ground below. Two small furred trolls lie on the frozen ground. A small distance away in the forest, a large pig lies with a spear in its body. The forest seems torn up, and large trees have been snapped as if they were twigs. A patch of frost that covers both forest and ground makes its way to an ice-covered path deeper in the forest.*

The forest trolls were hunting pigs in the forest. They came from the hrimtursir Blodughadda when they encountered a brut hog. Later, Blodughadda found the forest trolls, but let them be and headed back to his ice cave.

The two trolls each carry a cadge-ring that they received from Blodughadda. The cadge-ring is a ring whose magical traits protect the wearer against all magical and non-magical cold. But the ring works only if it is within 100 meters of the main ring that Blodughadda carries, which is why it is called a cadge-ring. The two rings bear an inscription that Blodughadda wrote in Futhark.

If the characters follow the patch of frost, they will arrive at the Ice cave (see page 36). after about three hours.

STATS: BRUT HOGS

**Type:** quadruped; **Age:** 6, max 14; **Size:** 1.5t; **Movement:** Land 2 CP per 4 m (Max 32 m); **Initiative Base:** 0; **Fear factor:** 1d5

**Body Points:** 36  
**Damage Levels (for 32 BP):** 1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-36 (-7) / >36 (Dying)

Feats: Fast		
Weapons:	Damage	Initiative
Bite	1d10 (OR 10)	0
Tusks	1d10 (OR 9-10)	0
Combat points: Free 6; Natural Weapons: (Bite 8; Tusks 8)		
Samples of Attacks:	2 actions per 1 rounds <sup>1</sup>	
	3 actions per 1 rounds <sup>2</sup>	

<sup>1</sup> Bite SV 8; Tusks SV 14  
<sup>2</sup> Bite SV 8, Tusks SV 8, SV 6;





## DEAD HUNTER

*The first thing that catches your eye is an arrow with bright white feathers sticking out of the ground. Next to the arrow, with his face turned down into the thick moss, is a long-dead hunter. Only his remains are left. You can tell he was a hunter from his clothing and the traps lying by his side. His now skeleton-like fingers grip a simple bow.*

The hunter noted down mock secrets 2 and 4 (but not that they are mock secrets) and real secrets 4 and 7 on a piece of leather. It reads:

*Secr [...] How many locks are on Olt [...] Why are the trails longer than they are short? Is the ring in the forest lake made of gold or silver? Who was the third grand master?*

On a small piece of parchment that he has attached to an arrow, it says:

*My name is Gilte Brushwalker, son of Rutbjorn Brushwalker. Through witchcraft greater than my courage, I have been caught in a trap without escape. I send this arrow in the hope of someone finding it on the outskirts of the*

*forest. This is my tiding: The forest is bewitched and enchanted. Anyone who steps beneath its branches will never find the way out. Do what you can to burn the forest, and urge all honorable men and women away from this demonic landscape. Spread the tiding of the forest in all directions.*

*-Your ranger, Gilte Brushwalker*

Aside from that, the hunter carries nothing of interest. It has been ten years since he died, and his body and clothing are mostly decomposed.



## DWARVEN STONE

*The shadows are black and the dark strangely cool. The sun breaks down through the pine forest ceiling like a powerful weapon that destroys the darkness. An open space has caused the forest to expose itself. Everything is seemingly abandoned, but life crawls under the surface and in the dark. The meadow is covered in knee-high flowing grass, and in its center stands a stone, leaning slightly as if it were sleepy. By its foot red toadstools grow, one of them as large as a human head. A clutter of climbing plants on the stone's surface slithers like snakes locking together as if to prevent anyone else from reaching the top first.*

The stone was raised by the dwarves of Runvid before the battle against the forest trolls. At that time, there was no inscription on it. That is something that Wildheart has engraved.

Anyone who cuts away the plants on the stone will discover carefully carved runes in its center. Interpreting the runes requires a successful roll with the Knowledge skill, the Language discipline with the Reading and Writing (Futhark) specialty.

On the stone it says:

*Whistle a song and your day will be long | Tell me you are afraid and I will take you to where Barkbull has laid | Whistle a song and your day will be long | Act like a knave, and I will take you to Runvid's grave*

If the characters whistle a song and yell that they are afraid with shaking voices, they will immediately hear a snoring sound behind them. When or if they turn around again, the stone will be gone. Play out the Barkbull encounter (see page 20).

If the characters choose to act badly in any way, they will hear an owl hooting behind them. There is now a trail there. The trail leads to Runvid's cairn. Play out the Runvid's Cairn encounter (see page 50).

Secret 9 of Wildheart ("What grows under knave?") can be solved by looking at the ground by the dwarven stone under the inscribed word "knave." There, plenty of red toadstools grow.

## ENTOURAGE OF DWARVES

*It has been a long time since you noticed any movements or sounds. The life in the forest is swallowed by darkness and vegetation. You have followed the shore of a lake since midday, and for the first time, you can concentrate on the details of the forest and not just the constant trampling of your feet upon the uneven ground. Twilight has lowered itself like a lid upon Wildheart. Then, unexpectedly, you see them standing on the other side of the lake. It's a small company of four dwarves that quietly and calmly observe you.*

The dwarves are named Boje, Oke, Muskr, and Sveinborn. They are brothers, and the leader of the company is Oke. They came to the forest only a few days ago looking for Timil, who is their older brother. He disappeared more than fifty years ago while hunting small game in the forest. Now the dwarves have come to find him. If he is dead, they will bury his remains. If he is alive, they will bring him the news that their father has passed and he must return home to take up the high seat of their family.

The dwarves are quiet and careful. None of them have seen a human or elf for a long time.

The dwarves have just discussed if they would dare to wade to the other shore. They have concluded that the water is too dark and repulsive for it to be worth the struggle.

It's hard to communicate with the dwarves unless the character is also a dwarf. If someone asks them a question, they will first discuss it among themselves before answering the question. They are very careful, and if the PCs act hostile in any way, the dwarves will quickly scurry away into the forest.

The dwarves have no idea that a secret is required to get out of the forest. They have heard the story of how Wildheart is enchanted and they know the legend, but they have not reflected upon the fact that they might not be able to escape the forest.

Oke carries a map of Runvid's cairn. He has the approval of the Thuul of their tribe to visit the cairn and make sure that it is intact and unspoiled. Oke has no idea where Runvid's cairn is located, but he hopes to find it while wandering the forest.

The Thuul of the company, Boje, feels that something is lurking under the surface of the cold and dark water. Or as he calls it, "Kamokka" (a dwarven word meaning "bad spirit").

Boje is quite right. A giant water snake lives in the lake. The snake will attack everyone who dares to enter the water (after 1d10 rounds). Describe the sequence with great mystery. At first there is a ripple on the surface of the water, then a distant plunge followed by absolute silence, and then an unexpected attack!

If the characters enter the water and are attacked by the giant snake, the dwarves will not help fight it. They have great respect for and fear of snakes because they believe that snakes are part of their god Yukk. If the characters kill the snake, the dwarves believe that this act brings bad luck.

The dwarves will be very reluctant to join the characters as companions. Convincing them to join the PCs requires a successful roll on the Knowledge skill (preferably with the Language discipline and the Silvertongue specialty) (with a modifier of -5, or -8 if the characters kill the snake), good roleplaying, and that the characters don't carry anything from Runvid's cairn that the dwarves could recognize.

The lake is over 5 kilometers long, and the site where the two companies meet is the most narrow part of the lake. The distance to the other side is 12 meters. The lake's broadest part is closer to 50 meters. At the site of the encounter, the lake is 3 meters deep, but at the widest part it is almost 10 meters deep in some places.



Oke is the leader of the brothers. He has been appointed with the great responsibility of finding Timil, and he fears that his older brother has been robbed of his life. Oke has a strong pack mentality and always asks the other brothers for advice before any decisions are made. He is a dwarf of few words and great thought, and he has great respect for the divine. Oke listens to Boje and the portents that he interprets. He is afraid to get on the bad side of the gods.

Boje is the Thuul of the family. He is very superstitious like Oke and always tries to interpret everything around him to read the will of the gods and find meaning in what is happening. Boje often leans against the older brother Oke and rarely does anything on his own initiative.

Muskr is the merriest of the dwarves. He often downs a pint of ale or two. Hence, he has problems with alcohol. He is large, even for a dwarf, and makes a living together with his younger brother Sveinborn by hunting wild boars in the many valleys of the Troll Mountains.

Sveinborn is the most responsible brother after Oke. He always makes sure to attend to the other brothers. He especially keeps a watchful eye on Muskr, whom he believes is a great sorrow for the family and whom he badly wants to be rid of his addiction. Sveinborn took a great blow when their father died not long ago. He often contemplates how the traditions of families and kin now will be able to live on. Sveinborn was thought to be the Thuul of the family but did not pass the first test in his early years. Since then he has made his living by hunting wild boars.

Horn of Ansa

The horn is hollowed out of a dragon tooth with magical runes. Boje is carrying it. With the horn, the bearer can do the following:

- ♦ Creature control once per day.
- ♦ Raise the battle morale of the group for 1d10 action rounds, once per day. All dwarves or friends of the horn-blower get +3 to every attack and parry for the duration.

- ♦ Know if an intelligent creature is hostile, once per day. The bearer does not know the full intention of the creature, only that it wants to do them harm.

Water Snake

The water snake lurks in the forest lake, living off of large game that comes to the water hole. If the snake manages to slither around its victim (skill value 10, victim's Dexterity modifiers apply), it wraps the victim in its great grip. The victim takes damage equal to the snake's damage modifier (which is 6 in the stats below) each round, though armor offers protection.

The victim can break free only by succeeding on a Situation roll with a Situation value of 10 (± possible

modifiers from the Strength trait). If the victim fails his Situation roll, he can then try again to loosen himself once per action round, but for each new round, a cumulative modifier of -1 is applied (three action rounds later, the Situation value for getting loose is thereby 7). For each person that tries to help the victim, the Situation roll is also modified by +1. If the ones helping have exceptional strength, the bonus from their strength is added to the Skill roll.

Each round of combat that the snake spends constricting its victim, the snake can do nothing else. The snake can choose to try to bite another opponent instead of continuing to hug its victim. When this happens, the victim remains in the grip of the snake but takes no damage for that round.

STATS: BOJE

**Type:** Humanoid; **Age:** 51; **Height:** 126 cm; **Weight:** 55 kg; **Size:** 1t; **Movement:** 2 cp per 1 m (Max 8m); **Religion:** Thuuldom; **Initiative Base:** 0; **Fear factor:** None

**Body Points:** 31

**Damage levels (for 31 BP):** 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-31 (-7) / >31 (Dying)

**Faith:** Tablets of Power: Fang of Yukk 3, Hammer Fists 2, Healing Rune 2, Mark of Brokk 1, Scales 3, Stoneshape 3

**Character Traits:** Constitution +2, Intelligence +4, Strength -1

**Skills:** Agility SV 4; Entertainment SV 6; Shadow Arts SV 9

Care SV 7	Handicraft 1 ( <i>Hard Materials</i> 2, <i>Soft Materials</i> 2); Healing and Drugs 1 ( <i>Extracts and Potions</i> 1, <i>First Aid and Nursing</i> 1)
Faith SV 7	Divine Power 3 ( <i>Faithful</i> 3, <i>Powerful</i> 3); Invoke 2 ( <i>Thuul Forging</i> 3)
Fighting SV 4	Armed Fighting 1 ( <i>One-Handed Light Weapons</i> 1)
Knowledge SV 8	Culture Knowledge 3 ( <i>Lore and Legends (Dwarves)</i> 3, <i>Customs and Law (Dwarves)</i> 2, <i>Religion (Dwarves)</i> 2); Language 1 ( <i>Mother Tongue (Futhark)</i> 3)

**Feats:** Night's Sight

**Combat Points:** Free 4 / Armed 1 (One-handed Light Weapons 2).

Weapons	Damage	Initiative
Unarmed	1d5 - 1	0
Dagger	1d10 (OR 10) - 1	-1
<b>Sample of Attacks:</b>	1 action per 1 round	
Unarmed SV 4		
Dagger SV 7		



STATS: OKE

**Type:** Humanoid; **Age:** 57; **Height:** 129 cm; **Weight:** 59 kg; **Size:** 1t; **Movement:** 2 cp per 1 m (Max 7 m due to armor); **Religion:** Thuuldom; **Initiative Base:** +1 (including armor); **Fear factor:** None

**Body Points:** 32

**Damage levels (for 32 BP):** 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / >32 (Dying)

**Character Traits:** Charisma -1, Constitution +2, Psyche +1

**Skills:** Care SV 6; Knowledge SV 4; Language 1: Mother Tongue (Futhark) 1, Wilderness SV 6, Shadow Arts SV 6

Fighting SV 7	Armed Fighting 3 ( <i>One-Handed Heavy Weapons</i> 3, <i>Shield Bearer</i> 1); Battle Experience 2 (Armor Bearer 2, Fighter 2)
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**Combat Points:** Free 9 / Attacks & Parries 4 / Armed 3 (One-handed Heavy 6, Shields 2).

Weapons	Damage	Initiative
Battle axe	1d10 (OR 9-10)	-4
Armor	PV 4 / BV 40	-1
Shield	PV 4 / BV 40	-1

**Combat Points Allocated Across Multiple Action Rounds:** 1

Sample of Attacks      2 actions per 1 round

Battle axe SV 14, Shield SV 10

STATS: MUSKR

**Type:** Humanoid; **Age:** 49; **Height:** 142 cm; **Weight:** 63 kg; **Size:** 1t; **Movement:** 2 cp per 1 m (Max 7m); **Religion:** Thuuldom; **Initiative Base:** -1; **Fear factor:** None

**Body Points:** 34

**Damage levels (for 34 BP):** 1-9 (0) / 10-18 (-1) / 19-28 (-3) / 29-34 (-7) / >34 (Dying)

**Character Traits:** Constitution +2, Dexterity -1, Strength +2

**Skills:** Knowledge SV 4; Language 1: Mother Tongue (Futhark) 1

Fighting SV 7	Armed Fighting 1 ( <i>Bows and Slings</i> 2, <i>One-Handed Light Weapons</i> 2, <i>Shield Bearer</i> 2)
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Wilderness SV 6	Hunting Experience 1 ( <i>Hunting and Fishing</i> 2, <i>Tracker</i> 1); Survival 1
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**Combat Points:** Free 7 / Armed 1 (Bows & Slings 4, One-handed Light Weapons 4, Shields 4).

Weapons	Damage	Initiative
Short spear	1d10 (OR 10) + 2	-1
Hunting bow	1d10 (OR 10)	-2
Sample of Attacks	2 actions per 1 round <sup>1</sup> 1 action per 1 round <sup>2</sup>	

<sup>1</sup> Short spear SV 8; Shield SV 8

<sup>2</sup> Hunting bow SV 12

STATS: SVEINBORN

**Type:** Humanoid; **Age:** 46; **Height:** 135 cm; **Weight:** 53 kg; **Size:** 1t; **Movement:** 2 cp per 1 m (Max 9m); **Religion:** Thuuldom; **Initiative Base:** +3; **Fear factor:** None

**Body Points:** 29

**Damage levels (for 29 BP):** 1-8 (0) / 9-15 (-1) / 16-22 (-3) / 23-29 (-7) / >29 (Dying)

**Character Traits:** Charisma +1, Dexterity +2, Strength -1

**Skills:** Care SV 8; Knowledge SV 4; Language 1: Mother Tongue (Futhark) 1, Wilderness SV 10

Fighting SV 9	Armed Fighting 1 (Bows and Slings 2, One-Handed Light Weapons 3); Battle Experience 1 ( <i>Fighter</i> 2)
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Shadow Arts SV 7	Shadowing 1 ( <i>Camouflage and Hiding</i> 1); Thievery 1 ( <i>Locks and Traps</i> 1)
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**Combat Points:** Free 10 / Attacks & Parries 4 / Armed 1 (Bows and Slings 8, One-Handed Light Weapons 6)

Weapons	Damage	Initiative
Short spear	1d10 (OR 10) - 1	-1
Hunting bow	1d10 (OR 10)	-2
Sample of Attacks	2 actions per 1 round	

Short spear SV 11, 10

Hunting bow SV 12, 7

STATS: GIANT SNAKE

**Type:** other; **Age:** 30, max 60; **Size:** 3t; **Movement:** Land & Water 2 CP per 3 m (Max 24 m); **Natural Armor:** 2; **Initiative Base:** -4; **Fear Factor:** 1d10 (OR 10).

**Body Points:** 95

**Damage Levels (for 95 BP):** 1-24 (0) / 25-48 (-1) / 49-72 (-3) / 73-95 (-7) / >95 (Dying)

**Feats:** Constricting (SV 10)

Natural Weapons:	Damage:	Initiative:
Bite	2d10 (OR 9-10)+6	0

**Number of Rounds to Spread Combat Points:** 2

**Combat Points:** Free 7; Natural Weapons: 11

**Samples of Attacks:**      2 actions per 2 rounds

Bite SV 10, SV 8

*For more details on the Giant Snake feats, see the entry in Jorgi's Bestiary.*





## FARM WIGHT

A house of timber distinguishes itself against the green forest and forces itself between two great cliffs. The forest seems more compact than ever, and the roof of the house is an explosion of sparkling green. Red, yellow, brown, and blue flowers rise up toward the hidden sky upon the heavy roof. A small but inviting door hangs on broken hinges as if waiting for someone to grab hold of it so that it can fall apart.

Here lives the farm wight. A hundred years ago, he came to the forest as an herbalist and collector of plants and animals. Soon he discovered that the forest had devoured his soul, but he settled into the situation. The forest had all that he wanted.

## House

The house stands empty, abandoned long ago. Only the dusty and withered decor convey that someone once lived here.

The house consists of a single room where the farm wight once lived. By the farthest wall there is a closed door. It leads to a set of stairs that slither upward to a small and open place in the forest.

## Open Place

In the glade at the end of the stairs, the farm wight made a formidable but small garden that keeps him here to this day, in spite of his death years ago. When the characters arrive in the small glade, there sits a man in an overgrown and wild garden landscape. He looks pale and transparent. He looks at the characters and says, "Ahh, well, hello there! I think I might just have visitors!"

The unusually pale man lifts up a black flower and holds it up to the light. "Tell me. Is there not something strange about this flower, feared and perhaps yet the most beautiful there ever was? The only time the silvervender is in blossom

during its long life is in the short moments when it dies. Yes, it lives just as long as men, but it's in bloom only a moment, just as short as the time it takes for the sun to show all of its face upon the morning sky."

The farm wight is a ghost. He enjoys telling all there is to know about the plants and herbs in his garden. He allows the characters to take of what there is, but he wants to see a test of their knowledge before he gives anything away. If a character wants to take something from the garden, the farm wight will ask three questions:







*What are the pads of a flower called?*

- ♦ **Correct answer:** envelope. The question demands a successful roll on the Wilderness skill (preferably with the Nature Knowledge discipline and the Botany specialty) with +5 on the roll.

*What color is the sap of a drutpemma?*

- ♦ **Correct answer:** blue. The question demands a successful roll on the Care skill (preferably with the Healing and Drugs discipline and the Extracts and Potions specialty).

*What effect does a ripe folfjokskanting have?*

- ♦ **Correct answer:** Normally the mushroom is yellow and completely without effect, but a ripe folfjokskanting is white and temporarily increases the strength with the one who eats it (see below). The question demands a successful roll on the Care skill (preferably with the Healing and Drugs discipline and the Extracts and Potions specialty) with -4 on the roll.



After the characters have answered the three questions, they are rewarded in the following ways.

The first question is a trick question and thus does not bring any rewards. It is simply a test so the ghost can see if the characters know anything at all.

If the characters answer the second question correctly, the farm wight will let them choose from the following three plants.

- ♦ **Ramsloksflower:** One plant gives 1d4 doses of hallucinogenic drugs. Anyone who takes a dose temporarily gains 1d10 (OR 10) Divinity Points, which disappear after 1d6 hours.
- ♦ **Drutpemma:** One plant gives 1d6 healing packings that heal 1d10 points of damage per packing.
- ♦ **Folfjorskanting:** One mushroom gives 1 dose that increases the Strength trait by one step for 1d4 hours.

If the characters succeed in answering the third question, the farm wight will give away the silvrvender that he holds in his hand.

With the silvrvender, it is possible to create 1d4 doses of deadly poison (with a successful roll on the Care skill, preferably with the Healing and Drugs discipline and the Extracts and Potions specialty, with -10 on the roll). Each dose has a strength of 5 and a nerve poison that deals 1d10 (OR 10) points of damage per hour for 1d6 hours.

If the characters take anything from the garden without the approval of the farm wight, he will warn them. If they decide to take something in spite of his warnings, he will haunt the characters each night until they return the plants or leave the forest. (See the “The Girl and the Whispering” encounter on page 58 for the effect of the farm wight’s hauntings.)

The farm wight knows that secrets are needed to get out of the forest, but not how many; what the question for secret 6 is; what the question for mock secret 1 is (but not that it is a mock secret); and that there is a trail that takes a wanderer to a place of his choice in the forest.

The farm wight does not carry any trail, but he reveals that if one carries a golden anemone, a path will appear that will lead the wanderer where he wants to go. The wanderer must know his goal, and it is possible to use that exact path one time only. The wight has no golden anemone in his garden, but he is certain that he has seen them in the forest somewhere. He describes the look of the flower.

The golden anemone grows only among the ruins that are described in the “Ruins” encounter (see page 49).

If the characters find a golden anemone, they can decide where they want to go in the forest. They must know where they want to go, but they do not need to have visited that place before. They cannot exit the forest. If they wander on a path, they can never do so again. The one who has a golden anemone and knows where to go needs only say the name of the place, and a wide and beautiful path will appear in the forest. After half a day, the wanderer reaches the place where he wished to go.

## FOREST LAKE

*Like a glittering sword, the sun’s rays beam down into the forest and draw silvery lines in the small river and the waterfall at its most narrow part. The sparkling sound makes it all feel predetermined. With its monotonous pulsing and uncompromising confidence, the crystal-clear water rushes past with haste and urgency. Where the spinning currents have settled down and the cold water has taken on a worthy calm, a small creek weaves forth.*

If someone follows the creek, they will end up at a small forest lake. They will right away spot a glittering ring at its bottom. At first glance it seems like the ring is in shallow water, but anyone who enters the water will soon realize that they will have to dive for the ring.

As the game master, you should describe this as a magical moment. A character who dives into the lake has to go deeper and deeper. The lake becomes encompassing and dark. A deep silence rules down here. The PC can see the reeds under the surface, and everything has a dark brown color, even the water.

## The Pike

The character who reaches for the ring will encounter an old pike nearby. It is he who has the ring in his possession. No one can take the ring unless he allows it.

Let the pike appear suddenly. He is large, and his slimy fish eyes glow with an enchanting power. You can let the PCs that swim down make a Skill roll for Agility. If the roll is successful, they will notice that there are skeleton parts on the murky bottom of the lake.

Through telepathy, the pike will say the following to the one reaching for the ring:

*Who are you to dive in my lake?  
After my ring? Give me your soul,  
and you shall receive both the ring  
and a soul in return. I will also give  
you the answer to one of the secrets  
you seek.*

The pike collects souls. He has eight that he is willing to exchange. For souls that he does not like, he will give them back or throw them away at the bottom of the lake. If the PC who reaches for the ring agrees to exchange his soul, he will either get his own soul back or get a new soul (see the table below). Therefore, there is a large chance that he does not get his own soul back. Keep in mind that this can change the character radically.

If the PC is not willing to give up his soul, the pike will swim away and the ring will disappear.

The pike knows the answer for secret 4.

Roll on the following table to see which soul the character gets in exchange from the pike:



As the game master, you can make the personalities more elaborate. But it could also be interesting to see how the player who gets a new soul chooses to interpret it.

If the character accepts the soul exchange, the pike will also reveal that the ring is made of mitrakk. A PC who has the Care skill, the Handicraft discipline, and the Hard Materials specialty can discover this only by looking at the ring from 1 meter away.

The ring is an ordinary mitrakk ring with the following inscription:

*Born in light, raised in darkness.  
Wildheart for eternity.*

Lake Trolls

In the bushes around the small forest lake lurk the lake trolls. They are peaceful and bear no ill intentions. They sit completely still in a tight cluster, ten trolls in all, and watch those who come to the lake. To notice the trolls, the characters need to make one successful roll with the Shadow Arts skill (preferably with the Shadowing discipline and the Finding and Spotting specialty). If someone discovers the trolls, they will immediately try to flee.

The lake trolls speak only ancient Bastjunal, and characters who are able to communicate with them (Language (Bastjuamal) SV -5) learn that they have been guarding the lake to make sure that the mighty soul within does not escape. The pike is, in fact, a wizard who was chased down into the lake aeons ago. What he has done or why he took on the form of a pike, the trolls do not know.

Lake trolls live only in Wildheart (this is the answer for secret 8). They are a breed of troll from an ancient time. The ten individuals who guard the lake are the last of their kind in all of Trudvang. Once, they were mighty keepers of the forest who lived close to the gods and existed in harmony with nature.

The lake trolls once learned how vitner should flow and be controlled by the magi masters. Today they possess only fragments of their past knowledge.

SOUL EXCHANGE

1d10	New Soul
1	A little girl's soul. Her only dream is to settle down somewhere in the countryside and work the land.
2	A boy's soul. The boy was once a squire for a knight. His big dream is to become a knight himself someday.
3	An old elf's soul. The soul is constantly searching for a way to leave this life and become one with the gods, but not through suicide.
4	A young maiden's soul. Her biggest wish is to be taken away by a knight in shining armor.
5	A dwarf warrior's soul. He will do anything to honor his family and friends (which he then considers the other adventurers to be).
6	A thief's soul. The thief is a murderer and killer who lived only for his own gain.
7	An executioner's soul. He has great anxiety and fear of dying since he believes that the ones he executed will torment him in the afterlife.
8	A powerful wizard's soul. The wizard has a constant wish to learn mighty spells.
9-10	The character gets his own soul back.

STATS: LAKE TROLLS

<b>Type:</b> Humanoid; <b>Age:</b> 160, Max 250; <b>Size:</b> 1/2; <b>Movement:</b> Land 2 CP per 1 m (Max 20 m); <b>Natural Armor:</b> 1; <b>Initiative Base:</b> 0; <b>Fear Factor:</b> None		
<b>Body Points:</b> 15–24		
<b>Damage Levels (for 20 BP):</b> 1-5 (0) / 6-10 (-1) / 11-15 (-3) / 16-20 (-7) / >20 (Dying)		
<b>Character Traits:</b> Intelligence +6		
<b>Feats:</b> Night’s Sight		
<b>Weapons:</b>	<b>Damage:</b>	<b>Initiative:</b>
Unarmed	1d10 +2	0
One-Handed Light Weapons	1d10 (OR 9-10) +2	-1 – 3
<b>Combat Points:</b> Free 10 / Armed 1 (One-Handed Light Weapons 4).		
<b>Samples of Attacks:</b>	Unarmed SV 10;	
Weapon SV 8, SV 7.		
<b>Skills:</b> Agility SV 8; Care SV 10; Shadow Arts SV 8;		
Entertainment SV 3	Storytelling 2 ( <i>Playwright 2, Libel 2</i> )	
Fighting SV 10	Armed Fighting 1 ( <i>One-Handed Light weapons 2</i> ).	
Knowledge SV 10	Culture Knowledge 4 ( <i>Lore and Legends .. 3 .. 2; .. 3, Religion .. 2; .. 2</i> ); Language ( <i>Mother Tongue Ancient Bastjunal 5</i> ); Learning SV 4 ( <i>Insight .. 4; .. 4; .. 3; .. 3</i> ); Race Knowledge ( <i>Monster Lore 4; Spirit Lore 4</i> )	
Vitner Craft SV 7	Vitner Shaping 1 ( <i>Galding 1, Vitner Tablet (...) 1, Vitner Tablet (...) 2, Vitner Tablet (...) 2, Vitner Tablet (...) 1</i> ); Call of Vitner 1 ( <i>Vaagritalja 2, Vitner Habit 2</i> )	
Wilderness SV 10	Geography 4 (Orientation 5); Nature Knowledge 4, Survival 3.	
<b>Vitner Capacity:</b> 42	Galding SV 12	





## GOBLIN MINE

*Under a huge crag, a foul-smelling and thick smoke billows ahead. You can glimpse shadows behind what seems like a primitive stockade. A small green creature wearing a helm much too big for him keeps guard in a high and shaky tower.*

Here live the goblins. They break ore in the small mine, and they do not like strangers. They built the stockades to guard themselves from the brut hogs.

When the goblins see the characters, they will call out their warriors (14 in total) and move their women and children to safety.

The goblins will act very aggressively at first but soon will take to flight when and if the fighting starts. At that point, the warriors will take positions by the opening of the living quarters so that the characters must face them one by one.

The goblins will calm down if the characters do any of the following:

- ♦ Give them a gift.
- ♦ Show themselves to be subservient.
- ♦ Speak in Bastjuml.

Each action round that the goblins are aggressive, there is a chance (1-6 on 1d20) that one of the bowmen fires an arrow by mistake at the characters out of pure nervousness.

### 1. Gathering Place

*Behind the simple stockade lies the gathering place. It's muddy and dirty. Smoke pulsates out in black clouds from a large campfire. A grunting sound sharpens your senses. In a vast wooden cage, a massive shadow moves. Strong bristles stick out from holes in the cage. Three small walkways lead into the mountain.*

This is the gathering place. If the characters come here during the night, all the goblins (45 of them) are sitting around the campfire, which sparkles with a magical power.



The goblins keep a brut hog captured in the huge wooden cage. The hog is very aggressive and will attack everything that moves if someone dares to release it.

2. Living Den

*A ripe stench hits you. A harshly carved table and crudely crafted chairs stand along one of the walls. The floor around the table is covered in leftovers. A great pile of straw and torn animal hides lie farther into the cave.*

Here the goblins sleep and eat when the light is shining outside. The den holds nothing of worth.  
If it is day when the characters arrive, the room will be filled with goblin children, women, and men. Some are sleeping, others eating or playing.

3. Statues

*Two large statues that reach all the way to the roof fill the room. They are made of stone and look very old. One of them is carrying a wooden torch in its hand. Both arms have broken off the other statue.*

The goblins found these statues in the forest and use them as pillars to support the roof. If the characters move one of the statues, the roof will cave in, dealing 2d10 (OR 9-10) points of damage to everyone in the room.

4. Room of the Old Goblin

In a small room filled with straw lives an old goblin. He is completely blind but happily receives visitors. The old goblin is very hungry and will ask for food at once.  
The old goblin prefers to speak in the goblin tongue but can hold more basic conversations in dwarvish. He knows the answer to secrets 5 and 8, and what mock secret 2 is, but he does not know that it is a mock secret. The old goblin has a trail to the Sacrificial



in the marshlands. The trail requires a wanderer to cut down a fir tree in the forest every three hundred steps. After felling 10 trees, the wanderer will reach the marshlands.  
The old goblin is very greedy and will try to get both tools and food from the characters before he shares his

knowledge. Though blind, he uses his hearing and sensitive fingers to know with great certainty (1-15 on 1d20) what he is getting from them.

5. Mine

A mine filled with scrap and stone waste.

STATS: GOBLIN

**Type:** Humanoid; **Age:** 15, Max 30; **Size:** 1/2; **Movement:** Land 2 CP per 1 m (Max 6 m due to armor); **Initiative Base:** +2 (when wearing armor); **Fear Factor:** 1d5.

**Body Points:** 11-16

**Damage Levels (for 13 BP):** 1-4 (0) / 5-7 (-1) / 8-10 (-3) / 11-13 (-7) / >13 (Dying)

**Character Traits:** Dexterity +2, Intelligence -4, Strength -2

**Feats:** Camouflage, Spiderlegs, Sunlight Weakness, Superstitious, Night's Sight.

Weapons:	Damage:	Initiative:
Unarmed	1d3	0
One-Handed Light Weapons	1d10	-1 - -3
Hunting bow	1d10 (OR 10)	-2
<b>Armor:</b> Leather Armor	PV 2 / BV 20	-1

**Combat Points:** Free 8 / Armed 1 (One-Handed Light Weapons 4) / Unarmed 1 (Brawling 4).

<b>Samples of Attacks:</b>	2 actions per 1 round
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Bite/Claws SV 8 SV 5  
Weapon SV 8, SV 5

*For more details on the Goblins feats, see the entry in Jorgi's Bestiary.*



# HERLAUG THE BLACKSMITH

*A leisurely pillar of smoke finds its way up from a hole in the roof of a small hut covered in animal hides. A large cliff rises beyond the hut and makes it look smaller than it actually is. A great dark hole next to the hut leads into the mountain. The area is cleansed of trees and vegetation. A pile of big logs lies by the foot of the mountain. You hear the sound of an axe breaking logs of wood and discover a large man under a fir tree next to the hut. In his hands he carries a long axe that he plunges into a piece of wood with a strong thrust before he approaches you.*

The man by the hut is Herlaug. He bids the characters welcome and offers them something to drink, but he does not let them into the hut. Herlaug says that a man came to him late on a cold winter's eve six years ago and offered him two hundred of the thickest golden coins if Herlaug took his whetstone and tools to the forest. The man promised that Herlaug would get

his very own silver mine. To this day the mine has not been spent, and until it runs dry, Herlaug will stay in the forest and mine for precious metals.

Herlaug was tricked by Wildheart to come to this place and sharpen the weapons that spill blood in the forest.

Behind the hut stands Herlaug's whetstone. Herlaug can sharpen all sharp weapons (which gives them +1 to damage) in exchange for food or an object that he can use in his work in the mine. Herlaug does not accept money as payment.

Behind his hut, some 100 meters away in the forest, Herlaug has buried all his silver. It's in a great chest of silver pieces worth 8,000 gold coins. Herlaug has hidden the place well, and to find it, a successful Skill roll with the Shadow Arts skill (preferably with the Shadowing discipline and the Finding and Spotting specialty) with a modifier of -5 is required. In addition, someone must succeed with the Tracker specialty to find the precise spot where he buried the chest. The great chunks of silver weigh double the amount of their worth in gold coins.

Wildheart allows Herlaug to move freely in the forest because it knows that the blacksmith does not want to leave his mine for any prolonged periods of time.

Herlaug has no idea that secrets or any other witchcraft is required to leave the forest. For the moment he has all he needs in his hut or in the mine. The forest trolls that sometimes look for Herlaug exchange food for him sharpening their weapons. He likes the forest trolls and says that people simply misunderstand them.

Herlaug is a large man of few words obsessed with the idea of mining silver. He works day and night and has become slightly mad by the work and the loneliness. He will be watchful and won't let the characters into the mine or the hut. He likes to be left alone more than anything else.

## ICE CAVE

*A magnificent but completely unexpected sight meets your eyes in the thick forest. A huge mountain of ice rises with frost white and vertical walls, forcing away the trees around. An entrance that seems to have been built for a large creature is carved into the icy mountain. The huge opening is surrounded by six ice pillars that slowly melt from the somewhat warmer outside air.*

This is the ice cave of Blodughadda. The huge, angry frost giant is on a mission in the forest and has used the witchcraft of the Snow Queen to build a temporary encampment as his base of operation. The ice cave is not natural and is held up completely by the power of the Snow Queen. The cave also serves as a gateway to the mountains of the Great Ice Plains.

All walls and ceilings in the cave are made of hard-pressed snow that has the thickness of ancient rock. All the pillars and doors to the chamber of Blodughadda are like transparent ice cubes, and one can see deformed shapes, shadows, and sources of light from them.

### STATS: HERLAUG THE BLACKSMITH

**Type:** Humanoid; **Age:** 43; **Height:** 191 cm; **Weight:** 92 kg; **Size:** 1t; **Movement:** 2 cp per 1 m (Max 10 m); **Religion:** Gerbanis; **Initiative Base:** 0; **Fear factor:** None.

**Body Points:** 36

**Damage Levels (for 36 BP):** 1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-36 (-7) / >36 (Dying)

**Character Traits:** Charisma -2, Constitution +2, Strength +2

**Combat**

Weapons:	Damage	Initiative
Unarmed	1d5 + 2	0
Bearded axe	1d10 (OR 9-10) + 2	-4

**Combat Points:** Free 7 / Armed 1 (One-Handed Heavy Weapons 4).

**Sample of Attacks:** 1 actions per 2 rounds<sup>1</sup>

<sup>1</sup> Unarmed SV 7;

<sup>1</sup> Bearded axe SV 12

**Skills:** Agility SV 8, Entertainment SV 5, Faith SV 3, Shadow Arts SV 8, Vitner Craft SV 1, Wilderness SV 10

Care SV 7	Handicraft 1 ( <i>Hard Materials</i> 3)
Fighting SV 7	Armed Fighting 1 ( <i>One-Handed Heavy Weapons</i> 2)
Knowledge SV 4	Language 1 ( <i>Mother Tongue (Vrok)</i> 3)



## 1. Vestibule

*A giant outdoor space opens up behind the six pillars. By the opposite wall, there is a hallway that is broad enough for ten big men to stand side by side without wrestling for space. The walls are made of the whitest snow, and from the ceiling, transparent icicles hang more than 20 meters above.*

This is the vestibule. By the western wall is a big pile of furs. Beneath the furs lies Olker (one of the forest trolls) sound asleep. If Olker is awakened by one of the characters, he will immediately try to summon the help of his friends from room 2.

## 2. Guard Room

*This is a cube-shaped room with an alcove blown into the farthest wall. The room is covered in furs, and*

*bowls of oil hang from long chains from the ceiling. In the middle of the room stands a formidable throne made entirely of ice. The throne of ice is covered in several furs, and in it sits a large forest troll. The oil in the bowls is burning, and the flames cast long shadows across the room and the trolls that are here.*

In this room, the forest trolls of Blodughadda hold residence most of the time when they are not out in the forest doing the giant's work. The room serves as a place to both sleep and eat. If the characters are in the big hallway outside the guard room, there is a risk that they will be discovered by one of the forest trolls (1-6 on 1d20). A successful roll on the Shadow Arts skill (preferably with the Shadowing discipline and the Camouflage and Hiding specialty) eliminates the risk of being discovered.

When the characters are discovered, twelve forest trolls led by Trukur will

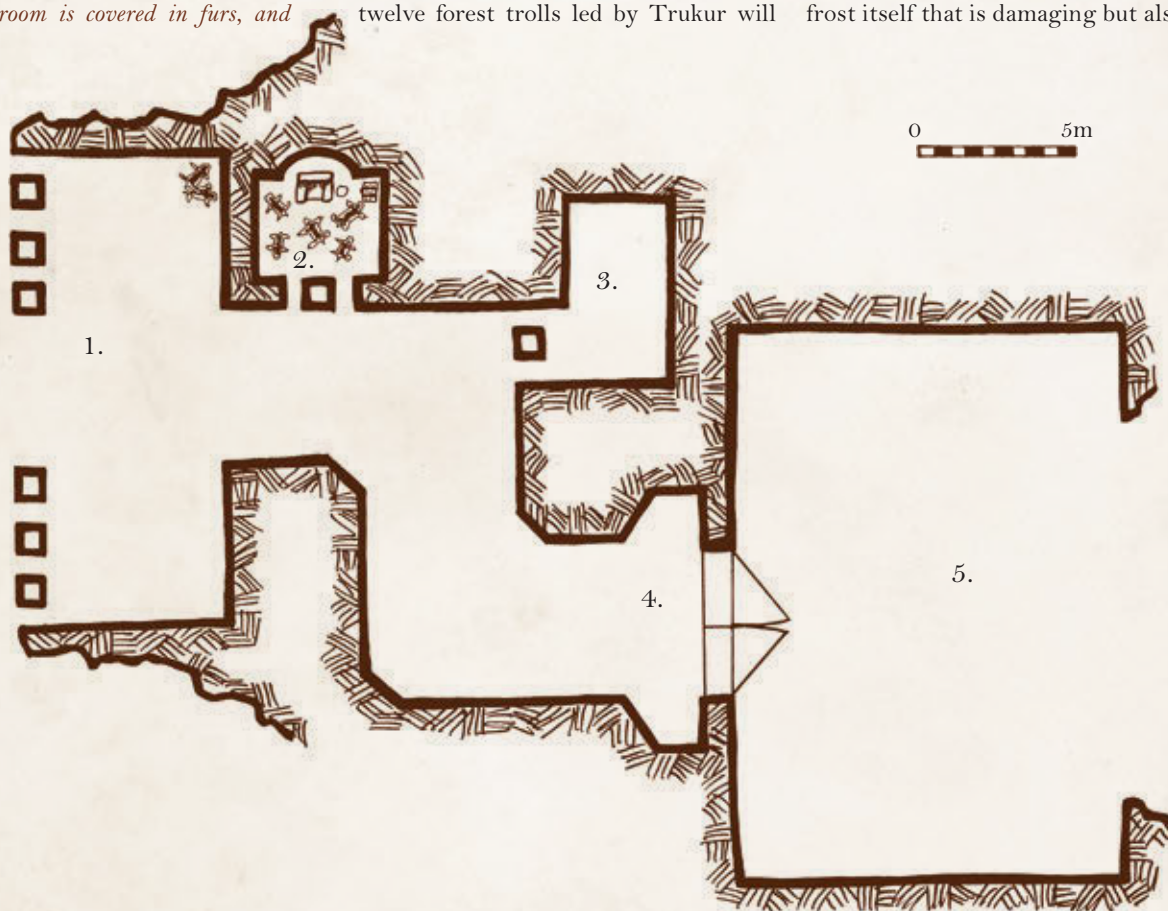
grab their weapons and attack. Trukur sits on the ice throne that Blodughadda made for him.

Trukur fights with his spear, which he has named "Icicle." The spear was gifted by Blodughadda for his long and loyal service. It deals 1d10 (OR 8-10) points of damage. Trukur can use the spear to cast the spell Frost Sphere once a day. Anyone who grabs the spear without wearing one of the cadge rings (see the "Dead Forest Trolls" encounter on page 25) takes 2 points of damage (armor does not protect).

- ♦ Frost Sphere
- ♦ Type: Instant/Lasting; Duration: 1 round; Range: 10 meters; Activation time: 1 round

The spell calls forth frost in an area of 10 meters from the spear. The frost takes the form of a cylinder with a diameter of 1 meter.

Within this cylinder, it is not only the frost itself that is damaging but also the





surrounding air, which in a matter of seconds is frozen to extraordinarily low temperatures. The unbelievable cold makes it so that no normal protection or armor will shield from the cold and the frost. However, magical armor will work normally.

The frost, together with the cooled air, deals 1d10 (OR 8-10) points of damage to everyone within the affected area. If a victim has the Evade specialty, he can try to avoid damage by leaping out of the area if he has not yet acted during that round, with -1 on the roll for each lower initiative in the turn order he lies behind. Once the spell's duration ends, the frost disappears just as quickly as it appeared.

In a chest next to the throne lie two short swords, a dead rabbit, and a folded note that Trukur found in the woods. Deciphering the note requires a

successful Skill roll with the Reading and Writing (Common Est) specialty. The note says:

*I have sought and sought with no luck, for it is told unto me that there is no key of the notary. Therefore the answer should be none.*

This is the answer to secret 2: Who carries the notary's key?

3. Empty Room

*The room is empty, and the bowls of oil that hang from the ceiling in long chains are unlit. From the ceiling also hangs a multitude of chains that end in strong hooks.*

The room was built to serve as a pantry, but the forest trolls and Blodughadda have not been in the woods long enough to build up any kind of food storage.

4. Gates to Blodughadda's Chamber

*It is dark in the hallway. A growling sound can be heard from beyond the shadows. A huge warg slowly rises from its lying position and looks deep into your eyes. The warg is guarding large double doors completely chiseled from ice. Behind transparent gates, a faint light can be glimpsed, and a giant shadow seems to be lying down. The mouth of the warg is glowing like a forge, and its teeth are unusually large.*

The gates are so big and heavy that only Blodughadda himself can open them. The guardian is Blodughadda's "Dragon Warg" Rimklove, which attacks the characters and fights until it is defeated or it has defeated the characters. When Rimklove is below 20 Body Points, it will howl loudly to call for the attention of Blodughadda. In the round after, the characters will see a giant figure rise up behind the icy doors.

As the game master, you must make this sequence seem very dangerous. Shake the table you are sitting by, and stomp your feet heavily on the floor! The characters should be so afraid that they decide to flee. They are *not* meant to meet Blodughadda. If, against all odds and reasoning, they do meet him, there is only one way out. None of the characters should escape alive from the ice cave if they decide to fight the giant.

Under no circumstances should Blodughadda die during the adventure. (He is the main character in the follow-up adventure, Snowsaga.) If necessary, you as the game master can use the power of the Snow Queen and her witchcraft to keep him alive.

If you find it hard to make the characters flee, you should call for several Fear Point rolls.

STATS: FOREST TROLL

**Type:** Humanoid; **Age:** 20, Max 50; **Size:** 1/2; **Movement:** Land 2 CP per 1 m (Max 20, -1 when wearing armor); **Natural Armor:** 1; **Religion:** Haminges; **Initiative Base:** +3; **Fear Factor:** 1d5.

**Body Points:** 15-24

**Damage Levels (for 20 BP):** 1-5 (0) / 6-10 (-1) / 11-15 (-3) / 16-20 (-7) / >20 (Dying)

**Character Traits:** Dexterity +2, Intelligence -4

**Feats:** Fearless, Mud Camouflage, Night's Sight.

Weapons:	Damage:	Initiative:
Bite/Claws	1d5	+3
Hunting bow	1d10	-2
One-Handed Light Weapons	1d10	-1 - - 3
<b>Armor:</b> Leather Armor	PV 2 / BV 20	-1

**Combat Points:** Free 8 / Attacks & Parries 2 / Armed 1 (Bows & Slings 4, One-Handed Light Weapons 4, Shields 4) / Unarmed 1 (Brawling 4, Wrestling 4).

**Samples of Attacks:** 2 actions per 1 round

Bite/Claws SV 9, SV 6  
Weapon SV 9, SV 6  
Weapon SV 8, SV 5, (Shield 6)

**Skills:** Care SV 5, Entertainment SV 3, Faith 2, Shadow Arts SV 7, Vitner Craft SV 1.

Agility SV 9	Battle Maneuver 1 ( <i>Evade 3</i> ); Body Control 2 ( <i>Jump, Climb and Balancing 4</i> ); Horsemanship 1 ( <i>Riding 3</i> )
Fighting SV 7	Armed Fighting 1 ( <i>Bows and Slings 2; One-Handed Light Weapons 2; Shield Bearer 2</i> ); Battle Experience 1 ( <i>Armor Bearer 1; Fighter 1</i> ); Unarmed Fighting 1 ( <i>Brawling 2; Wrestling 2</i> )
Knowledge SV 3	Language 1 ( <i>Mother Tongue (Bastjuml) 3</i> )
Shadow Arts SV 7	Shadowing 2 ( <i>Camouflage and Hiding 3</i> )
Wilderness SV 7	Hunting Experience 1 ( <i>Hunting and Fishing 2</i> )

*For more details on the Forest trolls feats, see the entry in Jorgi's Bestiary.*



5. Blodughadda’s Chamber

There is no description of this room since the characters are supposed to flee before the gates to the chamber are open. Before they can even see what is inside the chamber, they must face Blodughadda and kill him. This is not recommended. The characters will very likely die if they remain.

For you as a game master, it might be interesting to know that the northern wall in Blodughadda’s chamber is no wall but instead is a portal to the great white plains of Isvidda. The ice cave is a link between Wildheart and Isvidda. If the characters defeat Blodughadda against all odds and reason and decide to go through the portal, they will freeze to death within 1d6 minutes.

The characters can also hide in the forest outside and wait for Blodughadda to leave his ice cave. Do not forget that Rimklove will stay in the cave and guard the gates to the giant’s chamber, and that the huge double doors to the chamber cannot be opened by the PCs.

Rimklove

The great warg Stofeng had a litter of five large wargs. Three were black and were named Garme, Gryms, and Grafte. One was white as snow and was named Rimklove. The last one was gray and named Tovmane. Three days after they were born, the wargs ate a dragon hatchling. Their senses were sharpened, scales sprung forth, and their fur and teeth grew to great sizes. Garme, Gryms, and Rimklove learned to breathe fire. Grafte died in horrible pain. The litter always stayed together until the day when Blodughadda encountered Stofeng and slew her in single combat. He took care of Garme, Gryms, Rimklove, and Tovmane, and they swore their allegiance to him.

In this adventure, only Rimklove has followed Blodughadda through the portal to Wildheart, and therefore it is the only dragon warg the characters can encounter here. The name Rimklove means “frost cleaver” in Vrok.

STATS: TRUKUR, FOREST TROLL

**Type:** Humanoid; **Age:** 27, Max 50; **Size:** 1/2; **Movement:** Land 2 CP per 1 m (Max 20 m, 19 if wearing armor); **Natural Armor:** 1; **Religion:** Haminges; **Initiative Base:** +2; **Fear Factor:** 1d5.

**Body Points:** 24

**Damage levels (for 24 BP):** 1-6 (0) / 7-12 (-1) / 13-18 (-3) / 19-24 (-7) / >24 (Dying)

**Character Traits:** Charisma -2, Dexterity +2, Strength +2

**Skills:** See Stats for Forest Troll on previous page (Fighting SV 10)

**Combat Points:** Free 10 / Attacks & Parries 2 / Armed 1 (Bows & Slings 4, One-Handed Light Weapons 4, Shields 4) / Unarmed 1 (Brawling 4, Wrestling 4).

Weapons	Damage
Short spear (“Icicle”)	1d10 (OR 8-10) + 2

Weapons:	Damage:	Initiative:
Bite/Claws	1d5	+3
Short spear (“Icicle”)	1d10 (OR 8-10) + 2	-2
One-Handed Light Weapons	1d10	-1 -- 3

**Armor:** Hardened Leather PV 3 / BV 30

**Combat Points Allocated Across Multiple Action Rounds:** 1

**Samples of Attacks:** 2 actions per 1 round

Bite/Claws SV 10, SV 7  
Short spear (“Icicle”) SV 11, SV 6

STATS: RIMKLOVE, DRAGON WARG

**Type:** Quadruped; **Age:** 12, max 26; **Size:** 3t; **Movement:** land 36 m; **Natural Armor:** 4; **Initiative Base:** 0; **Fear Factor:** 1d10 (OR 9-10)

**Body Points:** 72

**Damage Levels (for 72 BP):** 1-18 (0) / 19-36 (-1) / 37-54 (-3) / 55-72 (-7) / >72 (Dying)

**Feats:** Fast, Dragon Warg Skin, Fire Breath, Jump Attack

Natural Weapons:	Damage:	Initiative:
Bite	2d10 (OR 9-10)	0
Claws	2d10 (OR 10)	0
Fire Breath	2d10 (OR 8-10)	0

**Number of Rounds to Spread Combat Points:** 2

**Combat Points:** Free 12; Natural Weapons: (Bite 15; Claws 12);

**Samples of Attacks:** 3 actions per 2 rounds

Bite SV 16, SV 11; Claws SV 12  
Bite SV 14, SV 13; Claws SV 12

*For more details on the Dragon wargs’ feats, see Garm under the Warg Beast entry in Jorgi’s Bestiary.*

Dragon Warg Skin

Rimklove is immune to all magical and non-magical cold)

Fire Breath

Two times per day, Rimklove can spray a cone of fire from his enormous gape).

Jump Attack

When a warg beast initiates a combat, it will jump at the prey and attack both with its bite and with its claws. The jump attack means that the beast gains an extra attack with its hind legs and claws in this action round (SV 10 claws) without spending further CP. This is valid only for the round when the jump attack happens.



## KVALER AND THE RAVEN

*The forest has grown thicker and thicker. For half a day you have wandered through nearly impassable terrain. Blocks of rock, harsh bushes, marshes, chasms, yes, everything seems hell-bent on stopping your way forward. Unexpectedly, a magical light appears in the dark forest. As many as fifteen trolls stand in a circle, their backs turned to you, staring at the magical light. One of them turns around toward you, looking bothered. The troll moves its wreathed fingers to its mouth and makes a sign that you should remain silent. Then it slowly turns back again. In between the large trolls, you can glimpse a man sitting on the stump of a tree. He has a long green cape and a bushy gray beard. Opposite him sits a big raven on another tree stump. Both stare down at a board and a lonely piece in its middle.*

Kvaler is an old wizard who has been trapped in the forest for a hundred years. He is wise and powerful and used to be famous under the name Kvaler the Tamer, after his power to tame vitner and its different flows.

He will never fight the characters or anyone else in the forest if he is not in a situation where his hand is forced or there is no alternative to do otherwise. If Kvaler does decide to harm anyone, his gambatein (wand) will lose all its power.

He knows that four secrets are required to escape the forest; the questions for secrets 1, 2, 3, and 5; and the answers to secrets 2, 3, and 5. He needs only the answer to secret 1 to be able to leave the forest. He knows that the raven is the key to all secrets in the forest.

A hundred years ago, he made a bet with the raven about who would win a game of Kroke's squares. If he won, the raven would tell Kvaler all the secrets. If he lost, the raven would receive his gambatein. A condition for the bet was that Kvaler was not allowed to leave the game until someone was declared the winner. What

he did not know at that time is that a game of this type is incredibly lengthy.

Kvaler will attempt to lure the characters in with a trail to Runvid's cairn since he does not have the answer to secret 1. He will also attempt to lure them in with the three secrets he already knows the answers to.

What he does not disclose is that if a character gives him the answer to a secret, he will use his witchcraft to immediately leave the forest and trick the PCs out of making their own escape.

If they walk up to the glade, Kvaler will look up and say: "No, but see, have we not received guests in our great forest? Tell







me, wanderers and seekers of luck, are you perhaps only lost souls such as myself, tricked into this madness? Tell me, how shall I win my game of Kroke's squares against this master of masters? I stand before the choice of moving this piece and win and yet lose, or not move the piece and lose but win. What would you do in my stead?"

All eyes turn toward the characters. Kvaler does not say this because he wants an answer, but more as a kind gesture and an invitation to the place where the game takes place. Whatever the characters say, Kvaler will laugh somewhat sadly and say: "Yes, that strategy has already crossed my mind."

Kvaler's "gambatein" (wand) is what is glowing in the forest.

Fifteen gray trolls, Kvaler, and the raven are in the small opening in the forest. The gray trolls live nearby and usually stop by once a day to see if any progress has been made with the game. The gray trolls are led by Domhark. He



believes that Kvaler will lose the bet and the raven will take his wand, at which point the wizard will be easy prey for the trolls. Domhark is especially interested in the rings that Kvaler wears on his left hand. He has heard that they make their wearer immune to witchcraft.

With his wand, Kvaler has managed to stop time for everyone in the glade besides the raven in the hope that the bird will grow old and forfeit the game. The raven, however, is actually an old elf in the shape of a raven and cannot die from old age. The raven can leave the glade at any time to get food. It will never reveal its true form but will fly away if trouble arises. Kvaler does not know that the raven is an elf.

Kvaler is not interested in teaching the characters how the game Kroke's squares works, but rather pushes the conversation toward what the PCs are doing in the forest. The wizard tries to figure out how they can help him find the last secret that he needs to leave the forest without losing his wand.

If the characters decide to help Kvaler, he will throw three acorns to them and tell them to walk for three days carrying the acorns. Thereafter, they will reach Runvid's cairn. To get back, the PCs must walk one day and throw one of the acorns, then walk another day and throw the next acorn, and on the third day they will find their way back to Kvaler's glade.

In a negotiation, Kvaler will consider giving away one of his magical rings (the dragon ring) to learn the last secret.

If the characters choose to bring one of the secrets to Kvaler, he will try to learn about it before he gives away his ring. Thereafter, he throws the ring into the air and disappears. If the trolls are present, they will throw themselves onto the ring or try to take it from a character who snatches it first.

If a player character tries to identify the board or remember a game called Kroke's squares, the effort is futile. It is a forgotten game from long ago, and the adventurers find no logic whatsoever in the form or design of the game.

♦ **Gambatein (wand):** Kvaler's wand Kvasé is part of one of the most powerful artifacts in Trudvang. Perhaps the characters will encounter it again in some other adventure, but in *Wildheart* they should not see more than a glimpse of it. Kvasé contains all kinds of spells and witchcraft so that Kvaler can avoid a fight with the characters.

Kvaler also has the following magical objects:

- ♦ **Dragon ring:** This ring makes its wearer immune to all types of magical and non-magical fire.
- ♦ **Arond's master ring:** This ring increases the wearer's vitner capacity by 20 temporary points (each day).

STATS: KVALER

<b>Type:</b> Humanoid; <b>Age:</b> 191; <b>Height:</b> 196 cm; <b>Weight:</b> 82 kg; <b>Size:</b> 1t; <b>Movement:</b> Land 2 cp per 1 m (Max 9 m); <b>Initiative Base:</b> 0; <b>Fear factor:</b> None		
<b>Body Points:</b> 32		
<b>Damage levels (for 32 BP):</b> 1-8 (0) / 9-16 (-1) / 17-24 (-3) / 25-32 (-7) / >32 (Dying)		
<b>Character Traits:</b> Intelligence +4, Dexterity -1, Psyche +4		
<b>Combat</b>		
<b>Weapons:</b>	<b>Damage</b>	<b>Initiative</b>
Unarmed	1d5 + 2	0
Bearded axe	1d10 (OR 9-10) + 2	-5
<b>Combat Points:</b> Points: Free 7 / Armed 1 (One-Handed Heavy Weapons 4)		
<b>Sample of Attacks:</b>	1 actions per 2 rounds <sup>1</sup>	
<sup>1</sup> Unarmed SV 7;		
<sup>1</sup> Bearded axe SV 12		
<b>Skills:</b> Agility SV 8, Entertainment SV 5, Faith SV 3, Shadow Arts SV 8, Vitner Craft SV 1, Wilderness SV 10		
Care SV 7	Handicraft 1 ( <i>Hard Materials</i> 3)	
Fighting SV 7	Armed Fighting 1 ( <i>One-Handed Heavy Weapons</i> 2)	
Knowledge SV 10	Language 4 ( <i>Foreign Tongue (Bastjuma)</i> 1, <i>Foreign Tongue (Estiatic)</i> 1, <i>Foreign Tongue (Eika)</i> 2, <i>Foreign Tongue (Futhark)</i> 1, <i>Foreign Tongue (Rona)</i> 1, <i>Mother Tongue (Vrok)</i> 3, <i>Reading and Writing (Estiatic)</i> 3, <i>Reading and Writing (Eika)</i> 1, <i>Reading and Writing (Futhark)</i> 1, <i>Reading and Writing (Rona)</i> 1, <i>Mother Tongue (Vrok)</i> 3, <i>Silvertongue</i> 1)	
Vitner Craft SV 10	Call of Vitner 2 ( <i>Vaagritaja</i> 4); Vitner Shaping 2 ( <i>Galding</i> 2, <i>Sejding</i> 3, <i>Vyrding</i> 4, <i>Vitner Tablets: Animal Vitner</i> 2, <i>Body Vitner</i> 3, <i>Delusion Vitner</i> 4, <i>Flame Craft</i> 4, <i>Perceiving</i> 4, <i>Power of Thought</i> 4, <i>Power of Vision</i> 5, <i>Soil Craft</i> 3, <i>Vitner Craft</i> 4, <i>Vitner of Objects</i> 3, <i>Water Craft</i> 4, <i>Wind Craft</i> 2, <i>Witchcraft</i> 2)	
<b>Vitner Points:</b> 72	Galding SV 16, Sejding SV 18, Vyrding SV 20	

Domhark

Domhark spends the greater part of his day in the glade with the other trolls. For a troll, he is unusually sly and smart. He has become the leader of the trolls through both threats and promises, though his leadership has been questioned many times lately.

Domhark knows that secrets are required to get out of the forest, but not how many; the question for secret 7; and the answer to secret 7. Domhark has a trail to Oltur's den. The trail is to carry the tooth of a brut hog.

Domhark will use his knowledge well. Anyone who wants to take part in his knowledge will have to pay a high price in terms of currency and other valuables. Most of all, Domhark wishes for the characters to kill Kvaler.



Domhark will not seek contact with the characters until the second time they enter the glade.

The gray trolls are led by Domhark, and if he disappears or dies, they will flee the forest.

Gray Troll Feats

Plaguebearers

Trolls live a primitive and filthy life, which means that they may carry many diseases. Anyone who gets within 2 meters of a troll that carries a plague must make a Situation roll with a Situation value of 7 (Constitution modifiers apply). If the roll succeeds, the person is immune for a month to plagues carried by trolls. If the roll fails, the person is afflicted with one of the following effects. Roll on the table below.

PLAGUEBEARER EFFECTS

1d20	Effect
1–5	The stench from the troll sets into the clothes of the victim, which makes the person smell very bad.
6–9	The victim feels a bit woozy and has -1 on all skill values and Situation values for the next hour.
10–13	The victim is afflicted with a severe cold and has -1 on all skill values and Situation values for the next day.
14–16	The victim is afflicted with a heavy cold and fever for 1d6 days. During this time, they have -2 on all skill values and Situation values. Their movement ability is also reduced to 2/3 of normal.
17–18	The victim is afflicted with a severe rash for 1d6 days. During this time, they have -3 on all skill values and Situation values. Thereafter, they must make a new Situation roll with a Situation value of 7 (Constitution modifiers apply). On a failure, the duration is extended by 1d3 days with the same effect.
19–20	The victim develops 1d10 + 5 great boils on their body. Each day, 1d3 boils burst until all have burst. Each boil that bursts causes 1d3 points of damage.

STATS: GRAY TROLL

**Type:** Humanoid; **Age:** 25, Max 60; **Size:** 1,5t; **Movement:** Land 2 CP per 1,5 m (Max 15 m); **Natural Armor:** 1; **Religion:** Haminges; **Initiative Base:** +1; **Fear Factor:** 1d10.

**Body Points:** 41–53

**Damage Levels (for 47 BP):** 1-12 (0) / 13-24 (-1) / 25-36 (-3) / 37-47 (-7) / >47 (Dying)

**Character Traits:** Constitution +1, Intelligence -2, Strength +4

**Feats:** Night’s Sight, Plaguebearers.

Weapons:	Damage:	Initiative:
Unarmed	1d10 + 4	0
One-Handed Heavy Weapons	2d10 (OR 9-10) + 4	-4 – -6
One-Handed Light Weapons	1d10 (OR 9-10) + 4	-1 – -3
Two-Handed Weapons	2d10 (OR 8-10) + 4	-5 – -7
<b>Armor:</b> Metal-reinforced Leather	PV 4 / BV 40	-1

**Combat Points:** Free 8 / Attacks & Parries 4 / Armed 3 (One-Handed Light weapons 6, One-Handed Heavy weapons 6, Shields 4, Two-Handed weapons 4) / Unarmed 1 (Brawling 4).

**Samples of Attacks:** 3 actions per 1 round<sup>1</sup>  
2 actions per 1 round<sup>2</sup>

<sup>1</sup>One-Handed Weapons SV 8, SV 7, SV 6  
<sup>1</sup>One-Handed Weapons SV 7, SV 6, SV 5; (Shield SV 7)  
<sup>2</sup>One-Handed Weapons SV 10, SV 8; (Shield SV 7)  
<sup>2</sup>Two-Handed Weapon SV 12, SV 7

**Skills:** Agility SV 9; Entertainment SV 2, Shadow Arts SV 6; Vitner Craft SV 1.

Care SV 5	Handicraft 1 ( <i>Hard Materials 2, Soft Materials 2</i> )
Faith SV 5	Invoke 1 ( <i>Noaj 1, Holy Tablet (..) 1</i> )
Fighting SV 7	Armed Fighting 3 ( <i>One-Handed Light Weapons 3; One-Handed Heavy Weapons 3; Shield Bearer 2; Two-Handed Weapons 2</i> ); Battle Experience 1 ( <i>Armor Bearer 3; Fighter 2</i> ); Unarmed Fighting 1 ( <i>Brawling 2</i> )
Knowledge SV 5	Language 1 ( <i>Mother Tongue (Bastjuma) 3</i> )
Wilderness SV 7	Geography 1; Nature Knowledge 1; Survival 2

*For more details on the Gray trolls feats, see the entry in Jorgi’s Bestiary.*

STATS: DOMHARK

**Type:** Humanoid; **Age:** 25, Max 60; **Size:** 1,5t; **Movement:** Land 2 CP per 1,5 m (Max 15 m, 14 if wearing an armor); **Natural Armor:** 1; **Religion:** Haminges; **Initiative Base:** 0 (when wearing armor); **Fear Factor:** 1d10.

**Body Points:** 52

**Damage Levels (for 52 BP):** 1-13 (0) / 13-26 (-1) / 27-39 (-3) / 40-52 (-7) / >52 (Dying)

**Character Traits:** Charisma -2, Dexterity +1, Psyche +1, Strength +4

**Feats:** Plaguebearer, Night’s Sight

**Skills:** See Stats for Gray Troll above (Fighting SV 10)

**Combat Points:** Free 13 / Attacks & Parries 6 / Armed 3 (Two-handed Weapons 6)

Weapons	Damage	Initiative
Unarmed	1d10 + 4	0
Two-handed Club	2d10 (OR 8-10) + 4	-5
<b>Armor:</b> Leather Armor	PV 2 / BV 20	-1
<b>Sample of Attacks</b>	2 actions per 1 round	

Two-Handed Club SV 15, SV 13



LINDWURM

*A great opening in the forest presents itself. From the brown earth, the fertile vegetation has been replaced with skeletal parts and random objects that have found their way up from the soil. At the farthest part of the glade, an imposing rock towers. On its upper side rests a strange and horrifying creature. Its white lizard-like body slithers, and a pair of evil eyes lay their horrid gaze upon you.*

In the glade lives a lindwurm. The rock on which it rests rises more than 8 meters and is covered in the creature’s droppings. Anyone who gets closer than 3 meters to the rock must succeed on a Situation roll with a Situation value of 12 (Psyche modifiers apply) or turn back due to the disgusting smell.

The combination of the smell and the large lindwurm accompanied by the skeletal parts that lie spread out over the ground causes anyone who steps into the area to take 1d10 (OR 8-10) Fear Points.

The lindwurm rests upon a considerable treasure on the great rock. The items once belonged to a wizard who foolishly underestimated the greed and evil of the beast. Under the lindwurm, one can find the following:

- ♦ **Three magical scrolls:** the Vitner Craft spell Seal, and the Soil Craft spells Petrify/Remove Petrification and Soil Walk (all spells are at their normal power, no extra degrees of effect).
- ♦ **A magical swan feather:** In the feather is stored a spell that can be used by anyone if the right words are spoken. The spell is called Air Voyage. The spell creates controlled winds around the bearer of the feather that lift her off the ground. The bearer must weigh less than 90 kg. The winds let her lift off the ground and levitate slowly in a chosen direction with a speed of 3 meters per action round (duration 10 rounds). To know the word, a successful Skill roll is required for the Vitner Runes specialty. Duration 5 minutes, one activation per week.

The lindwurm does not shy away from a fight but will keep its position on top of the great rock for as long as possible. From there it will attack with its long tail. With its tail the lindwurm can reach the ground and an area of 3 meters around the great rock.

The lindwurm will not fight to the bitter end but instead will slither down into its earthy den, which can be reached from a long and narrow passage from the upper side of the great rock. If it needs to escape from the den, it can do so through a narrow passage that leads back up into the forest close to 500 meters from the rock.

In contrast to other lindwurms, this one can speak in a hissing voice.

The lindwurm is greedy and will ask for payment before revealing any secrets. It demands that the characters kill the braskelwurm, take Kvaler’s “gambatein,” and bring it four delicious goblins before it will reveal what it knows.

The lindwurm is sly and cunning. The characters must be sharp of mind since it will try to trick them. As soon as the characters agree to something, the lindwurm will summarize the agreement and add new conditions to it.

The lindwurm knows what secrets 1 and 8 are, along with the answer to secret 8. The lindwurm has a trail to the braskelwurm. The trail is a skeletal bone that a wanderer must carry for two days to reach the

braskelwurm. The trail only works when one is trying to get to the braskelwurm and not back to the lindwurm.

Catch

After a successful Bite attack a lindwurm can try to catch a victim with its mouth. If the lindwurm is successful, it can try to keep the victim in its jaws. By succeeding on a roll with the Catch ability (skill value 10), the creature keeps the victim in its mouth (if the victim has exceptional Strength, this is used as a negative modifier on the skill value). If the lindwurm succeeds in catching its prey, it usually slithers back to its home.

The lindwurm must succeed on a new Catch Skill roll in each new action round in order to maintain its grip on the victim. Each round in which the lindwurm keeps the victim in its mouth, the victim takes 1d10 (OR 9-10) points of damage.

The game master determines whether the lindwurm loses its grip if it is attacked or damaged by an enemy. For example, a Situation roll with a Situation value of 15 can be rolled each time the wurm takes more than 15 points of damage to see if it loses its grip. For each damage point above 15, the Situation value is lowered by -1. Damage of 20 therefore translates into a Situation roll with a Situation value of 10 (15 - 5).

Night’s Sight

The lindwurm sees without any light source as if it were day.

STATS: LINDWURM

**Type:** Other; **Age:** 100, Max 175; **Size:** 5t; **Movement:** Land 2 CP per 10 m (Max 40 m); **Natural Armor:** 3; **Initiative Base:** -3; **Fear Factor:** 1d10 (OR 8-10).

**Body Points:** 145

**Damage Levels (for 145 BP):** 1-37 (0) / 38-73 (-1) / 74-109 (-3) / 110-145 (-7) / >145 (Dying)

**Character Traits:** Constitution +4

**Feats:** Catch, Tail Whip (SV 6), Night’s Sight.

Natural Weapon:	Damage:	Initiative:
Bite	2d10 (OR 8-10) + 6	0
Tail Whip	2d10 (OR 8-10)	0

**Number of Rounds to Spread Combat Points:** 2

**Combat Points:** Free 10, Natural Weapons: Bite 20

<b>Samples of Attacks:</b>	3 actions per 2 rounds
Bite SV 14, SV 8, SV 8	

For more details on the Lindwurms feats, see the entry in Jorgi’s Bestiary.







# OLD BURIAL SITE

*A cold wind sweeps past and makes you want to pull your cloaks closer to your bodies. It is no normal wind. Not a normal cold puff that the shadows of the forest provide. It is a wind carrying ancient secrets and bloody memories. From the lush soil, skeleton parts stick out as if you have arrived at a burial site turned upside-down. What you first believed to be normal rocks covered in moss you now recognize as overgrown tombstones.*

On a small cairn, a large tombstone stands with an inscription. A character with the Reading and Writing (Vrok) specialty can determine that it says: “Stormi, Stormi, stand by our side” in Northvrokian. One who looks more closely at the stone also sees the following (which is the answer for secret 6):

*Without regret or fear we fought. Without fearing our killers we fell. For he who is called the warrior of Death and our leader, Drej Blackfire, carried us under the wings of fear when we were knocking on Stormi’s gate.*

If the characters say Drej Blackfire’s name out loud (which they probably will between themselves), they will awaken him from his slumber. Drej is a barrow wight and the guardian of the burial site. He will immediately attack one of the characters who looks strongest and bravest. After 1d3 action rounds, Drej will call upon his skeleton warriors, which after another round will join the battle (if it is still going on). If the characters run away from the site, Drej will turn away and disappear into the cairn.

It is Wildheart’s thirst for blood that keeps the undead alive. None of the former holy warriors have kept their prayers since they ended up in the grasp of the forest.

# Drej Blackfire

Drej Blackfire came to the forest with his eight Knights of the Iron Hand more than 150 years ago. During a brutal battle with the forest trolls that were living in the forest in abundance at that time, all but one holy warrior fell. The remaining warrior had the tombstones

raised in his brothers’ honor before he was engulfed by the power of the forest and the hunger of the dark dwellers.

Drej’s armor is a fully ornamented Gerbanian armor with the corresponding symbols. If sold, it brings double the value of a normal full scale-plating armor. Any character who decides to keep the armor

## STATS: DREJ BLACKFIRE

**Type:** Humanoid; **Age:** Varies, Max varies; **Size:** 1t; **Movement:** Land 2 CP per 1 m (Max 10 m, 8 if wearing armors); **Initiative Base:** -2; **Fear Factor:** 1d10 (OR 7-10).

Body Points: 84

Character Traits: Dexterity -2 , Strength +4

Feats: Durable, Night’s Sight, Shriek, Summon Fog.

Weapons:	Damage:	Initiative:
Unarmed	1d10 + 4	0
One-Handed Heavy Weapons	1d10 (OR 9-10) + 4	-4 – -6
Armor: Chain Mail	PV 5 / BV 50	-2

Combat Points: Free 12 / Attacks & Parries 8 / Armed 2 (One-Handed Heavy Weapons 6, Shields 8) / Unarmed 1 (Brawling 4).

Samples of Attacks:	
	2 actions per 1 round <sup>1</sup>
	3 actions per 1 round <sup>2</sup>

<sup>1</sup>Unarmed SV 15, SV 10  
<sup>1</sup>Weapon SV 14, SV 12; (Shield SV 10)  
<sup>2</sup>Weapon SV 10, SV 10, SV 6; (Shield SV 10)

For more details on the Barrow Wights feats, see the entry in Jorgi’s Bestiary.

## STATS: SÁLHELE (SKELETON WARRIOR)

**Type:** Humanoid; **Age:** Varies, Max varies; **Size:** 1t; **Movement:** Land 2 CP per 1 m (Max 8 m); **Initiative Base:** -4; **Fear Factor:** 1d10 (OR 10).

Body Points: 32-45

Character Traits: Charisma -4, Constitution -4, Dexterity -4, Intelligence -6,

Feats: Durable, Night’s Sight, Resilient, Sense Living.

Weapons:	Damage:	Initiative:
Unarmed	1d5	0
One-Handed Light Weapons	1d10 (OR 10)	-1 – -3
One-Handed Heavy Weapons	1d10 (OR 9-10)	-4 – -6
Two-Handed Weapons	1d10 (OR 8-10)	-5 – -7
Armor: Leather	PV 3 / BV 30	-1

Combat Points: Free 9 / Attacks & Parries 4 / Armed 4 (One-Handed Heavy Weapons 4, One-Handed Light Weapons 4, Shields 4, Two-Handed Weapons 4) / Unarmed 1 (Brawling 4).

Samples of Attacks:	
	2 actions per 1 round

Unarmed SV 10, SV 8  
Weapon SV 10, SV 7; (Shield SV 8)  
Weapon SV 12, SV 9; (Shield SV 4)  
Two-Handed Weapon SV 12, SV 9;

For more details on the Sálheles feats, see the entry in Jorgi’s Bestiary.



and wear it had better be prepared to sacrifice his life if he meets a holy warrior from Gerbanis (that is, unless the PC is also a sworn holy warrior of Gerbanis).

## Knights of the Iron Hand

Dressed in rags and remnants of rusty armor, eight sálheles, skeleton-like cadavers, rise from the ground, ready to serve the warrior of death.

### Durable

The barrow wight and sálheles are undead creatures that lack any emotion or sense of feeling since it is made of energies from the realms of the dead. Thus, they have high Body Points and do not suffer the same damaging effects as other creatures. This means that it is worthless to trace Damage Levels since the barrow wight will not suffer penalties from wounds.

## Night's Sight

The barrow wight and sálheles can see without a light source as if it were day.

### Summon Fog

Drej has a special ability that allows him to engulf large areas in fog. Most often the fog will thickly cover every place that the barrow wight has visited since the skill is latent and sometimes activates without him knowingly using it. The fog is thick, cold, and moist, and it spreads out from the center in a radius of about 500 meters.

Anyone caught in the fog has to make a Situation roll with Situation value 12 (character traits for Psyche are used in the roll). If the roll fails, the victim falls into a sort of slumber and unknowingly starts to move toward the center of the area, which is usually where the barrow wight resides. Victims who take damage are immediately awakened from the slumber and can try to get out of the fog, assuming that they know which way to go to get away from the center.

At any time, the barrow wight can choose to remove the fog, which then disappears within 30 action rounds.

### Shriek

All barrow wights have a terrible shriek, and so does the Drej Blackfire. Drej may utter such a shriek once a day, and anyone who hears it immediately receives 1d10 (OP 7-10) Fear Points.

### Resilient

Since a sálhele is an undead creature, it takes no notice of damage. A skeleton that loses an arm or a leg keeps on fighting with the same ferocity. The only vital body part that the skeleton cannot lose is the head. If the skull is chopped off, the skeleton will fall into a bone pile and its spirit will depart for Misthal.

Since a skeleton consists mainly of empty space between bones, it takes different damage depending on the type of weapon used in the attack. Skeletons take no damage from arrows, piercing weapons (daggers), or thrust weapons (spears), and they take half damage from cutting weapons (swords). Crushing weapons (clubs and maces) deal normal damage.

### Sense Living

Sálheles can sense living creatures within 100 meters. This means that they can find living creatures no matter how well the targets have hidden themselves.

## OLTUR'S DEN

*A shining object awakens your senses from the hypnotic radiance of the forest, which is glittering in sunlight and copper. The moment feels enchanting when the rays of the sun cut their way through the crowns of the trees and hit the ground and the coins of copper that lie spread out on the bed of moss. In front of you, great chunks of darkness break up the terrain, and an enormous cave opening in the wall of a mountain changes up the landscape.*

The characters have come to Oltur's den. The cave was once the dragon Elmtongue's lair and quarters.

Oltur came to the forest some thirty years ago. Like the characters, he was an adventurer that was drawn into Wildheart. Wandering aimlessly, he was hungry and confused for nearly five years before he found Elmtongue's old cave. Here he has remained since.

Oltur has gathered all of Elmtongue's treasure and hid them in the rooms of the cave.

For each day that passes, Oltur grows more greedy and weary over those who would seek to take the treasure from him. It has been a long time since Wildheart allowed anyone to find the cave, and when the characters show up, Oltur will be very surprised. He has become slightly mad due to his loneliness and his enormous riches. Nowadays he barely dares to leave the cave to gather food and would rather live off the rats that dwell in the cave than leave it.

♦ Oltur has one of Goldglitter's pearls.

## 1. Chamber of the Dragon

*Great stalactites hang from the roof of a giant cave room. A horrid stench of sulfur meets you when you leave the warming air outside the cave and step into the darkness. The cave is almost completely covered in darkness, and the daylight cuts in like sharp knives, revealing walls burned black and coins of copper spread out over the floor. A huge skeleton sprawls unnaturally on the ground and makes you all catch your breath and marvel at its great size. A dragon skull as large as a small house stretches toward the light as if it were the skull's only chance of remembering its former power. You gaze at the gigantic skeleton and shiver at the thought of what this draconic beast could have wrought once upon a time and what power it wielded in its terrible conquests. A monstrous rib cage finds its way up into the darkness and makes the skeleton look like a shipwreck whose fate was sealed a long time ago.*



When Elmtongue settled in the forest, he found the perfect cave to dwell in. At that time, forest trolls lived in the cave, but with his fire, the dragon did not have a hard time convincing the trolls who was the rightful resident.

Oltur has gathered just about the entire treasure. He has also pulled out the dragon's teeth and harvested the skin that was still in place when he arrived. The treasure is hidden in room 4. Oltur let the copper coins lie scattered about; there are a total of 1,000 coins in the different rooms.

The cave is very echoey, and if the characters do not succeed in sneaking through the rooms, Oltur (who is residing in room 2) will make his way to room 1. He will hide in the shadows and shout words of warning to the characters.

Oltur will do everything in his power to convince the characters not to come farther into the cave, which he claims as his personal and private property. As a last resort, he will go into battle with the PCs. Oltur will not fight to his death. Instead, he will use his ring to flee if they manage to overwhelm him. It teleports him to a small hiding place in the forest outside the cave.

Oltur promises to reveal his secret if the characters swear by their holy gods that they shall leave the cave. He knows the answer to secret 3. (The answer is "no.")

Oltur found a magical mace in Elmtongue's pile of treasure and carries it in his belt at all times. It has an increased +1 chance of an open roll (OR 8-10) in contrast to a normal mace. The mace also increases the Protection Value of its carrier by +1.

He also carries Wistel's magical ring of teleportation, which allows its wearer to teleport to a place of his choosing within 500 meters. The wearer must have visited the place before and know what it looks like. The ring can be used once per month.

2. Oltur's Chamber

*The light from the torches that sit in the walkway casts long shadows in a small chamber that has been decorated with a great bed in one of*



STATS: OLTUR THE HALF-TROLL

**Type:** Humanoid; **Age:** 43; **Height:** 213 cm; **Weight:** 107 kg; **Size:** 1t; **Movement:** 2 cp per 1 m (Max 10 m); **Religion:** Gerbanis; **Initiative Base:** 0 (when wearing armors); **Fear factor:** None.

**Body Points:** 36

**Damage Levels (for 36 BP):** 1-9 (0) / 10-18 (-1) / 19-27 (-3) / 28-36 (-7) / >36 (Dying)

**Character Traits:** Constitution +2, Dexterity +1, Strength +4, Psyche -1

Combat

Weapons:	Damage	Initiative
Unarmed	1d5 + 2	+2
Battle Mace	1d10 (OR 8-10) + 2	-5
Shield	PV 5 / BV 50	-2
Armor	PV 4 (mace vitner +1) / BV 30	-1

**Combat Points:** Free 12/ Attacks & Parries 4, Armed 2 (One-Handed Heavy Weapons 8, Shield 6).

**Sample of Attacks:** 3 actions per 2 rounds

Battle Mace SV 15 SV 11, Shield SV 6 (  
Battle Mace SV 12, SV 10 Shield SV 10

**Skills:** Agility SV 8, Care SV 8, Entertainment SV 5, Faith SV 3, Shadow Arts SV 8, Vitner Craft SV 1, Wilderness SV 10

Knowledge SV 7	Language 1 ( <i>Mother Tongue (Vrok) 3</i> )
Fighting SV 10	Armed Fighting 2 ( <i>One-Handed Heavy Weapons 4, Shield Bearer 3</i> ); Battle Experience 2 ( <i>Armor Bearer 2, Fighter 2</i> )

*its corners. A table and four chairs stand next to the bed, and a burning fireplace sends waves of warmth into the moist cave.*

Here lives Oltur. Except for the skins of bear hide in his bed and the magical scrolls in hidden compartments of the table, there is nothing of worth in the room.



To find the hidden compartments, a successful Skill roll is required on the Shadow Arts skill (preferably with the Shadowing discipline and the Finding and Spotting specialty) with a modifier of +4.

In three smaller barrels by the entrance, Oltur has stored two dead rabbits and five rats that he has caught in the cave.

#### ♦ Treasure

- ♦ **Bear hides:** Each hide is worth 10 silver coins. There are three bear hides in the room.
- ♦ **Three magical scrolls:** The first one contains the spell Enchant Object, the second Immobilize, and the third True Sight.

### 3. Cave of Waste

This cave is full of bones and remains of animals that Oltur has eaten. It also serves as his toilet and smells horrid. Anyone who wants to pass through the cave must make a Situation roll with a Situation value of 7 (Psyche modifiers apply).

### 4. Treasure Room

The room is empty and, like the other rooms, it has a flat earth floor. Underneath the floor is hidden the great dragon treasure. Oltur built a lower room beneath the floor, and anyone who wants to get to the treasure must dig through 60 centimeters of hard earth and pull up the strong planks that make up the roof of the lower room. One who succeeds on two Skill rolls on the Shadow Arts skill (preferably with the Shadowing discipline and the Finding and Spotting specialty) with a modifier of -3 can see that Oltur was digging in the floor some time ago.

The characters are not meant to find the treasure. If you as a game master want this to happen, you should be careful to calculate the weight of the treasure. You can fill the treasure room with some of this and some of that.

## RUINS

*Darkness has set upon the forest, and a sporadic rainfall now hits the canopy. Just as you decide to set up camp for the night, light a warm fire, and fill your empty bellies, you are met by a most unpleasant sight. From the darkness rise ruins of ancient buildings.*

The ruins rest upon a crag, surrounded by a pit that falls more than 100 meters into darkness. It is 10 meters out to the crag and a shaky hang bridge leads out to it. The bridge can hold 75 kg.

Among the ruins grow large golden anemone (see the “Farm Wight” encounter on page 30). A person with the Botany specialty can immediately see that these are golden anemone. They are big and beautiful, shimmering with gold and very rare.

The little, and now ruined, village once was made up of five living houses and a smaller house of prayers. It was here that the cult of blood lived and sacrificed. An altar that looks like the one in the marsh (see the “Sacrificial Place in the Marshlands” encounter on page 52) stands in the middle of the village.

If the characters investigate the houses, they will find a great pile of skeletons in the house of prayers. Here the remaining members of the cult of blood decided to take their lives and make a lasting bond with their dark gods when they understood that they would never leave the forest and live a free life again. In a great stone coffin lies a large number of weapons that the followers of the cult once used. The weapons are rusty and close to unusable.

When night falls, Wildheart will awaken the sálheles so that they live again. If the characters are still on the crag, they will be assailed by 1d10 + 10 sálheles.



#### STATS: SÁLHELE, SKELETON

See Sálhele stats page 44.



## RUNVID'S CAIRN

*A moss-covered staircase leads steeply up to a small opening in the mountain itself. In the shadows of the opening you can glimpse a heavily set iron door with great locks.*

A long-lasting war between the dwarves of the Troll Mountains and forest trolls from Wildheart made the dwarf king Runvid Kallhamre decide to enact a campaign of cleansing. Unfortunately, Runvid died in the middle of the forest after a violent clash with the forest trolls. His brother Ivin Kallhamre built a crypt and buried Runvid in it. At the cairn itself, he forged a rune shield with the rune of freedom in its middle.

The cairn is chiseled out of the purest parts of the mountain. All the walls, ceilings, and floor are made from massive, polished gray stone. The corridors are 2 meters high and 2 meters broad. It was built by dwarves to house dwarves. The corridors make it impossible to fight with any type of close-combat weapon that requires two hands (excluding spears). The rooms have a ceiling height of 4 meters.

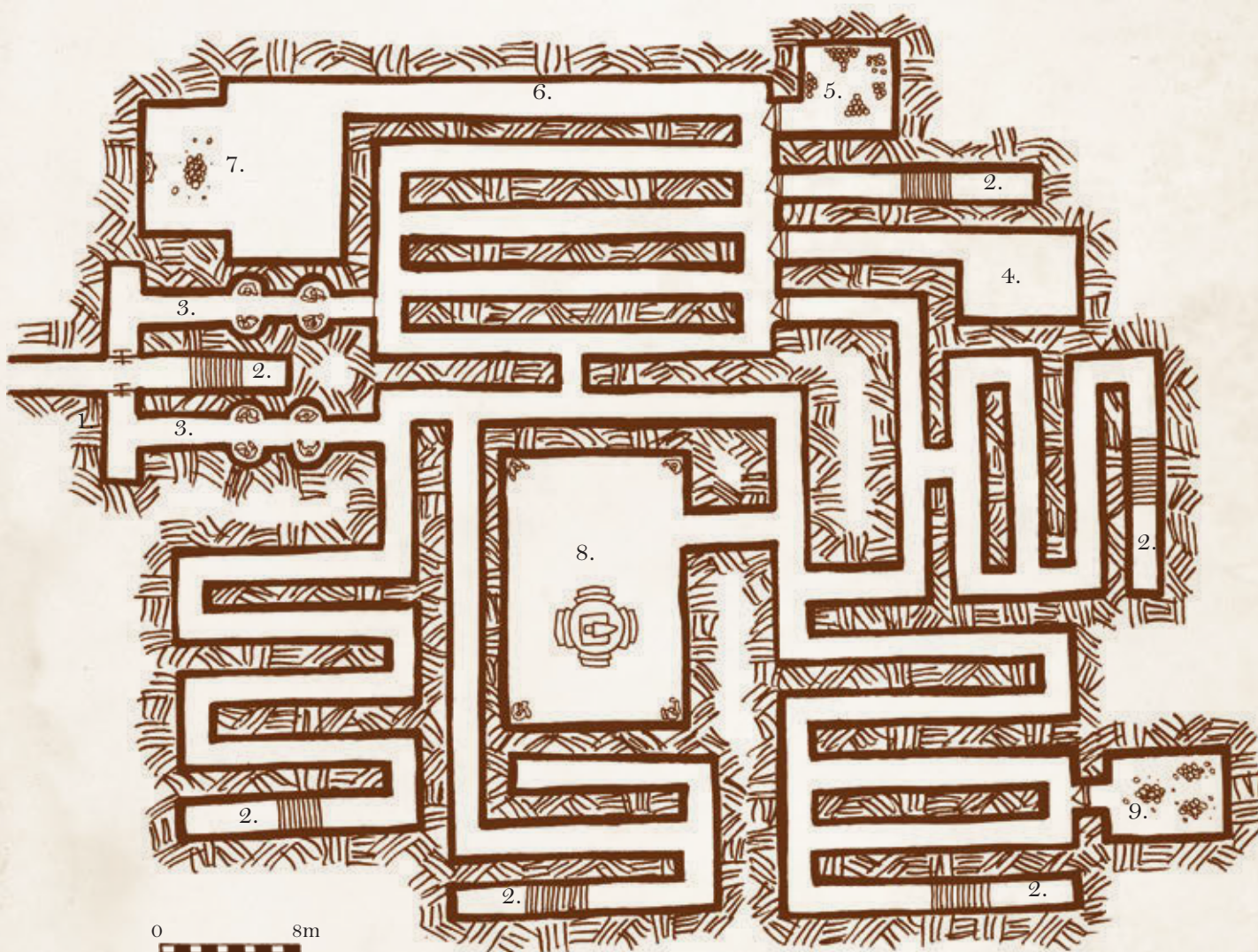
### Entrance

A rune snake is carved into the mountain above the heavily set door. A successful Skill roll with the Shadow Arts skill (preferably with the Shadowing discipline

and the Finding and Spotting specialty) reveals the following text in the dwarven tongue (Reading and Writing [Futhark] SV 5 or more):

*Runvid Kallhamre dead and buried.  
Protected and remembered for great  
deeds. By Bojorn we testify.*

A successful Situation roll with a Situation value of 6 (Strength modifiers apply) is required to breach the door, or, alternatively, a successful roll with the Shadows Arts skill (preferably with the Thievery discipline and the Locks and Traps specialty). The door has a difficulty of -4. Only one person at a time can stand in front of the door.





## 1. Stairs

*A straight corridor leads into the darkness. Its walls are covered in runes from the floor to the ceiling. Each rune is filled with silver, and the corridor glitters in silver from the light that is let in.*

A steep set of stairs leads into the darkness and up to a wall of stone. At the end of the wall (number 2 on the map) there is a trap in the form of a seemingly bottomless pit that opens up when someone touches the wall at the end of the corridor. A successful Skill roll with the Shadow Arts skill (preferably with the Shadowing discipline and the Finding and Spotting specialty) with a modifier of -3 is required to discover the trap. The trap is as broad as the corridor that stretches from the stairs to the farthest wall.

Just before the beginning of the stairs, there are two trap doors. A successful roll with the Shadow Arts skill (preferably with the Shadowing discipline and the Finding and Spotting specialty) with a modifier of -3 is required to discover the doors. The doors consist of big rock blocks that are shoved ahead until one can glimpse the guardian hallways. Two people can stand in front of the blocks, and to move them, both people must succeed on a Situation roll with a Situation value of 6 (Strength modifiers apply) on the same attempt.

## 2. Trap

A murder hole with a trap hatch opens to anyone who steps down from the stairs. The hole is 2 meters broad, 4 meters long, 5 meters deep, and filled with spears. Anyone who falls down in the hole takes 1d10 (OR 10) in fall damage, and 1d4 spears run through that character. Each spear deals 1d6 points of damage (the damage is different than a normal spear because these spears are old and will break). Note that several people can fall into the trap.

## 3. Guardian Hallways

The statues are made of stone, carved in place. They cannot be moved.

Each statue carries a rune on its chest. To discover the rune, a successful Skill roll with the Shadow Arts skill (preferably with the Shadowing discipline and the Finding and Spotting specialty) modified by -4 is required. The rune says "Watcher." If there is a dwarf in the company, there is a great chance that he knows not only what the rune means but also what it symbolizes (although he must succeed on a Situation roll with a Situation value of 10; Intelligence modifiers apply). If the roll is successful, you as the game master should reveal that the rune is used to warn other dwarves that there are traps in the cairn.

By succeeding on another Situation roll with a Situation value of 8 (Intelligence modifiers apply) he also knows that by destroying all the guardian runes will be disarming one or more traps (the deadly trap (6) will be disarmed).

## 4. Armor Chamber

On all the walls of the room hang weapons and shields. This is an armor chamber that was built into the cairn. Most things are unusable and only for ceremonial use. If the characters want to use any of the weapons or shields, halve the Breach Value and damage. Axes are clearly the overrepresented weapon in the chamber.

## 5. Skull Room

The room is filled with the craniums of the forest trolls that the dwarves killed. Nothing else of interest can be found here.

## 6. Deadly Trap

When someone steps on the trap door, the trap is sprung. The trap is a 10-meter deep shaft in which two enormous manglers are set in motion at the moment that the trap door opens. The manglers are made of stone and covered in big stone studs. The trap takes up the whole space from wall to wall and there are no edges to walk on or hold onto.

Anyone who falls down into the hole has a chance of surviving by landing on one of the manglers. Doing this requires succeeding on a Situation roll with a Situation value of 3 (Dexterity modifiers apply) or, alternatively, a Skill roll with the Agility skill (preferably with the Body Control discipline and the Jumping, Climbing, and Balancing specialty) modified by -7. Each round that the character spends on top of the mangler, there is a risk that he, his equipment, or his clothes will get stuck in the mangler. Each round while on the mangler, the character must perform new rolls (a Situation roll with Situation value 6, or a Skill roll for the Agility skill with a modifier of -3) to avoid getting stuck and crushed to death. Anyone who gets stuck in the mangler has no chance whatsoever and will die under gruesome circumstances.

The trap can be disarmed by destroying the guardian runes on the statues in the guardian hallway (see 3, above). All runes must be destroyed.

A dwarf who succeeds on the Situation roll knows, after making a new Situation roll with a Situation value of 12 (Intelligence modifiers apply), that these types of traps can be destroyed in the way stated above.

If someone disarms the trap and takes a closer look at the manglers, he will see that they are covered in runes. The runes are holy and make the trap function.

Half a day after the trap has been sprung, it is restored to its original position and ready to be sprung again.

## 7. Runvid's Tomb

*When you enter the room, flames of fire burn eagerly from great bowls of oil that hang from the roof. They cast long and scary shadows upon a great pile of rocks. A gleaming shield made from the finest metals hangs as a symbol on the wall behind the mound of stone. Each stone seems to have been carefully chosen and have a smoother surface than the corridors and hallways that you wandered through. Above the shield there is a text in silver runes.*



The text requires that the one reading it has the skill Reading and Writing (Futhark) SV 8 or higher. The runic text says:

*Hereth rests Runfwid Kallhamre, by us called Runcotta Kazibal by the shield protected.*

This is Runvid's tomb. Runvid himself lies embalmed beneath the mound of stones with his ceremonial burial axe beneath the great beard. Anyone who in any way moves or forcefully touches one of the stones in the mound will be punished with a bolt of lightning shooting from the shield that hangs on the wall. The bolt does 1d10 (OR 8-10) points of damage. The bolt is fired each time someone tries to move a stone.

The shield is stuck to the wall of the mountain and cannot be removed. A successful roll on the Shadow Arts skill (preferably with the Shadowing discipline and the Finding and Spotting specialty) is required to find the rune in its middle.

To read the rune, the skill Reading and Writing (Futhark) SV 8 or higher is required. The shield carries the rune "Freedom" and is the answer to secret 1.

8. Smithy

The smithy is a large square room with four large statues that hold up the roof in the four corners. In the middle of the smithy stands a huge anvil on a rise in the floor. The anvil is covered in runes and snakes that slither around its foot. The runes carry a troll power, and the snakes symbolize the god Yukk.

If there is a dwarf in the company, he knows that these kinds of anvils transfer runes onto the weapons that are forged upon it. He does not know what these runes are or how they work if he does not succeed on a Skill roll for the Thuul Forging specialty (depending on how well the Thuul succeeds, he learns different things about the runes; it's up to the game master to decide).

If someone puts a weapon on the anvil, it will start to glow with an enchanting power. A blacksmith that has the tools

(a hammer and tough gloves or a pair of forceps) can reforge blank weapons on the anvil. It takes one hour per weapon, and two-handed weapons take two hours. The blacksmith must perform a successful roll for the Handicraft discipline (preferably with the Hard Materials specialty). Weapons that are forged on the anvil increase their chance of an open roll by 1, and one of the following attributes transfers from the anvil to the weapon in the form of a rune (roll 1d6).

RUNE ATTRIBUTES

1d6	Attribute
1	The rune does not work.
2	The weapon makes its bearer greedy and vengeful.
3	The weapon has a healing power. It heals 1d3 points of damage a day for its bearer.
4	The weapon makes its bearer blind for as long as he carries it.
5	The weapon increases its bearer's Strength trait by one step for as long as he carries it.
6	The rune is too powerful and forces the weapon to fall apart.

Note that the characters do not necessarily know the attributes of the rune transferred to the weapon. To understand the rune, it is required that a Thuul dwarf looks at it and explains its meaning. This requires a successful Skill roll for the Thuul Forging specialty with a modifier of -5.

The anvil has an enchanting power on a blacksmith who uses it. Each hour that the blacksmith hammers away on the anvil, he must make a Situation roll with a Situation value of 6 (Psyche modifiers apply). If the roll is failed, the anvil permanently lowers the blacksmith's Psyche trait by one step. The blacksmith at that point gets a wild look in his eyes and keeps frantically hammering, frothing, and gritting his teeth for another hour.

9. Tombs

These are tombs for the three dwarves from Runvid's guard that fell with him in the battle against the forest trolls.

Only their skeletons remain beneath the mounds of stone. Each one has a ceremonial axe lying on its chest. In one of the tombs, there is also a banner of a red-brown color with a silver emblem. The emblem is in the shape of a shield and a bolt of lightning.

SACRIFICIAL PLACE IN THE MARSHLANDS

*After hours of wandering the moss-covered ground with the ever-present green of the forest closing in around you, a new type of landscape begins to take form. It feels as if the forest in one sudden turn has transformed. Where the green and the moss used to lie like a thick rug over the entire terrain, there is now water, black and cold. The only things that assure you that you are still in the forest are the trees that shoot up and their massive trunks of ancient witness that stand like chess pieces placed with strategic care. A light fog lies like a gray lid over the entire marsh, and you dare not think about what lurks beneath the surface of the water. Somewhere out in the marsh, you hear a muffled plunge, and a bird takes off from a branch. The fog slowly swirls in around you, soon enveloping you entirely.*

After only a few moments, the fog disperses again as fast as it appeared, and the characters discover that the marsh now stretches out in all directions.

The depth of the water in the marsh shifts from around half a meter to several meters. The water is completely black, and from time to time the characters can hear a slight splashing a bit farther ahead.

No matter in which direction the characters continue their journey, after three hours of travel they discover a path of carefully placed rocks. The rocks are slippery and covered in green algae. Characters who try to get up on the path must succeed with a Skill roll for the Movement skill (preferably with the



Body Control discipline and the Jumping, Climbing, and Balancing specialty) to keep from falling into the black water.

After five minutes of walking on top of or next to the path of stone, the PCs will reach the sacrificial place:

*Up from the fog in front of you rises a small islet with a solid foundation of stone. Its four sides are rounded by small wreathed oaks. Their branches are completely leafless, and their black bark makes the trees look like they have been burned. From the lower branches of the trees, chains dangle in the weak wind. The marsh is hauntingly quiet, and only the howling of the wind reveals that time has not stopped.*

Just as the characters step onto the islet, those who have been sacrificed will rise up from the water to attack. They are called by Wildheart and are the souls of the ones who were sacrificed upon the altar by the cult of blood and then thrown back into the marsh without a proper funeral. In total, 1d6 + 10 sacrificed ones will attack from different directions.

The sacrificial place has been in the marsh since the cult of blood built it some five hundred years ago. At that point, the cult was almost completely smashed by Gerbanis, and many of its followers were boiled alive. To avoid total extinction in the campaign of purging, they sought refuge in Wildheart, never to return to the wider world. Here in the marshlands they lived and sacrificed while calling for the dark god. Today the sacrificial place bears witness of the long-gone presence of the cult.

The ground of the islet is covered in long yellowed and moist grass. In the midst of the islet stands the huge stone altar, with a slab of stone that is thicker than a short sword is long, with a length that is enough for a fully grown man to lie upon it. Thin but deep grooves are chiseled in a quadratic pattern on the board.

On one side of the altar is a small hidden compartment. A successful Skill roll on the Shadow Arts skill (preferably with the

Shadowing discipline and the Finding and Spotting specialty) is required to discover it. The hidden compartment contains a black knife with a wave-shaped blade. In the compartment there is also a trail. It is a poem, and if one reads it, one can walk upon the trail to the ruins. The poem is written in old Estiatic, and reading it requires that one has at least SV 5 in the language specialty Reading and Writing (Estiatic). It says:

*Our forest promised | that we  
who were advanced | in blood and  
tribute would find | our way back  
in each fog*

The one who reads the poem is soon enveloped in a thick fog. Anyone who walks in the fog for half a day will come

to the Ruins. The trail also works for travel in the other direction (from the Ruins back to the Sacrificial place).

The Sacrificed Ones Feats

Night's Sight

A draugr does not require light to be able to see. It can see for as far as the view is clear in all environments.

Durable

A draugr lacks any sense of feeling since it is made of energies from the realm of the dead. Therefore, it has high Body Points and does not suffer the same modifiers from wounds as the living do. This means that it is worthless to track damage levels, since the Draugr will not suffer penalties from wounds.

STATS: DRAUGR, THE SACRIFICED ONES

<b>Type:</b> Humanoid; <b>Age:</b> Varies, Max varies; <b>Size:</b> 1t; <b>Movement:</b> Land 2 CP per 1 m (Max 15 m); <b>Initiative Base:</b> +2; <b>Fear Factor:</b> 1d10 (OR 9-10).		
<b>Body Points:</b> 80-110		
<b>Character Traits:</b> Psyche +3. Strength +4		
<b>Feats:</b> Durable, Night's Sight.		
Weapons:	Damage:	Initiative:
Unarmed	1d5 + 4	0
One-Handed Light Weapons	1d10 (OR 9-10) + 4	-1 - -3
One-Handed Heavy Weapons	1d10 (OR 8-10) + 4	-4 - -6
<b>Armor:</b> Chain Mail	PV 5 / BV 50	-2
<b>Combat Points:</b> Free 12 / Attacks & Parries 8 / Armed 2 (One-Handed Heavy Weapons 6, One-Handed Light Weapons 6, Shields 6, Two-Handed Weapons 6) / Unarmed 1 (Brawling 6)		
<b>Samples of Attacks:</b>	2 actions per 1 round <sup>1</sup>	
	3 actions per 1 round <sup>2</sup>	

<sup>1</sup> Brawling SV 14, SV 11

<sup>1</sup> Weapon SV 14, SV 10; (Shield SV 10)

<sup>1</sup> Two-Handed Weapon SV 16, SV 12;

<sup>2</sup> Weapon SV 10, SV 7, SV 7; (Shield SV 10)

<sup>2</sup> Weapon SV 11, SV 9, SV 8;

<b>Skills:</b> The same skills as when the draugr was alive.	
Fighting SV 10	Armed Fighting 2 ( <i>One-Handed Heavy Weapons 3; One-Handed Light Weapons 3; Shield Bearer 3; Two-Handed Weapons 3</i> ); Battle Experience 2 ( <i>Armor Bearer 2; Fighter 4</i> ); Unarmed Fighting 1 ( <i>Brawling 3</i> )
Knowledge SV 4	Language 1 ( <i>Mother Tongue (..) 3</i> )
Shadow Arts SV 7	Shadowing 1 ( <i>Camouflage and Hiding 3</i> )

For more details on the Draugs feats, see the entry in Jorgi's Bestiary.







## TEMPLE OF THE DRAGON KNIGHTS

Grunfeid Sunmane, who slew the mighty dragon Elmtongue with the sword Alpdeed, was the grand master of the Order of the Dragon Knights. It was very mysterious and secret then and is almost forgotten today. The Dragon Knights lived by their own codex and obeyed no one. The Gerbanis religion had not yet spread to the Stormlands during the order's golden age.

Thirty summers after Grunfeid's death, Brenag Blankforte, the grand master at that time, decided that a temple would be built in Wildheart in his honor. It was a laborious mission in which Brenag himself took part, together with several brothers of the order. A large expedition with two knights from the Dragon order and the best craftsmen from Fynnheim headed

off toward the great forest in which Grunfeid had slain the dragon. At that time Wildheart had not yet changed very much, and its hate had not yet fully bloomed. For over a year they built the temple in his honor. They had stones brought from the western outskirts of the forest, which they carefully dressed at the site. During the year small houses also sprung up around the temple. Of these, only the foundations can be found today.

The temple is modest and simple, just like the Dragon Knights themselves lived, but the history of the temple testifies about great deeds and accomplishments, which the literate adventure will discover.

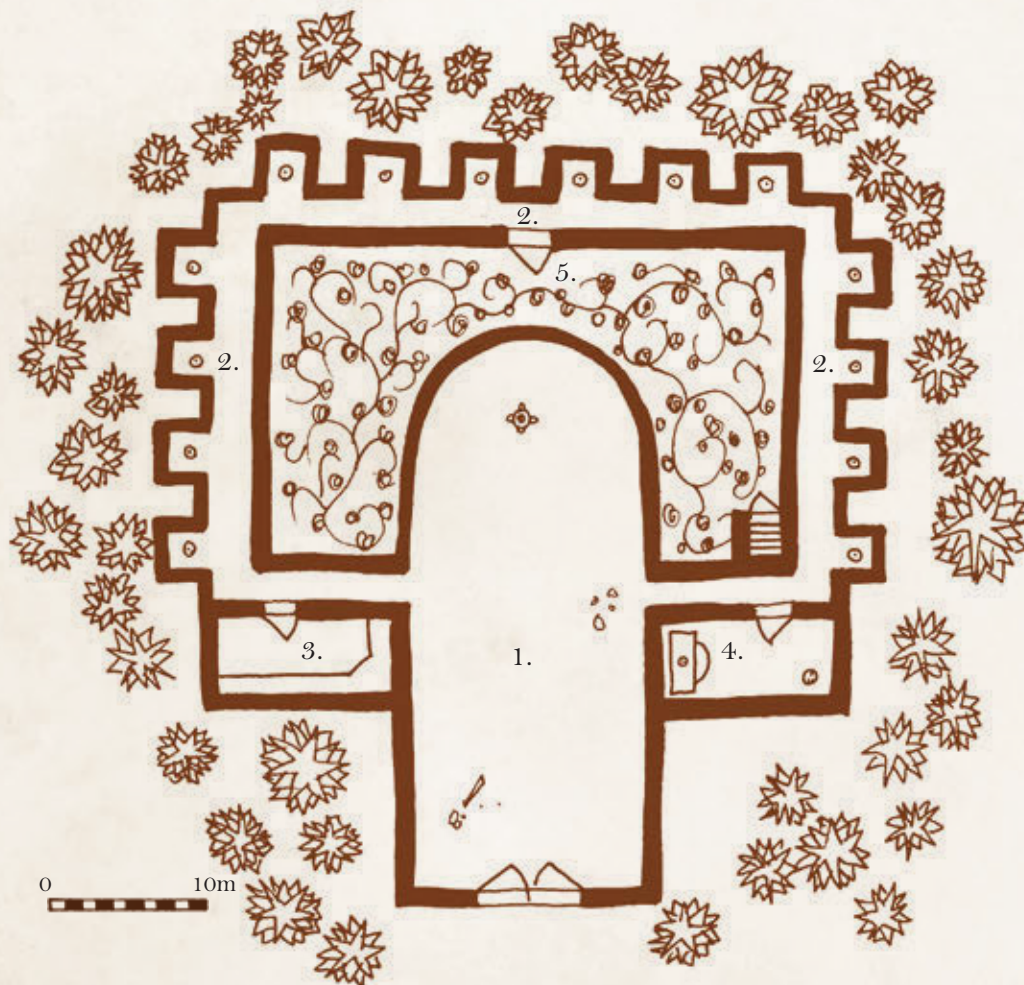
Most of the knights and craftsmen left the forest when the temple was finished. Brenag, who had become sick in his lungs, died a few months later and was

buried with two other brothers in the burial chamber under the temple.

If you as the game master want to create some extra suspense, you can let one of the warriors/knights of the group have the same last name as one of the two Dragon Knights that were buried with Brenag.

### 1. Great Room

*Despite their huge weight, the sturdy oak doors easily swing open on their simple hinges. Dry air beats against you when the doors are open, and within lies a rectangular room with an alcove in the opposite wall. The walls are smooth and painted white. At the far end of the room, three rays of sunlight shine through the ceiling (if it is daytime) and enlightens*





*the only object here: a large, sturdy candlestick made of silver on a simple pedestal in the alcove. Gray wax has run along the sides of the candlestick and almost hides its value.*

The great room is the very heart of the shrine. The candlestick is made of silver, and in its foot, three rubies are set, shaped like claws. Each of the rubies is worth 100 sc to whoever manages to sell them. The whole candlestick weighs 1 kg, and if it is polished, it is worth 400 sc, including the rubies.

Left in the room is various junk from the time when the shrine was built. Other than that, the room is empty.

## 2. Temple Hallway

The hallway’s walls are polished stone, and square alcoves with candlesticks fill the outer walls.

The candlesticks are made of tin.

## 3. Light Room

The door is a sturdy oak door with large iron hinges. Opening it requires a successful Situation roll with Situation value 6 (character traits based on Strength can be used in the roll), or a successful roll for Shadow Arts with the Thievery discipline and the Locks and Traps specialty. The room is dark and cold. Large shelves cover two of the walls. The shelves are full of wax candles of the same kind as the candlestick in the great room.

The room served as storage for candles for all the pilgrims who were expected to come to the shrine. The candles are old, and many are unusable because of dampness and age.

## 4. Altar Room

*The room is dark, and your source of light (if the characters have one) casts long shadows. One wall is occupied by an enormous stone altar. On its smooth surface stands a lone candlestick.*

The room was intended as a memorial room where someone who wanted to be alone and honor the memory of Sunmane could retire and do so.

## 5. Rose Garden

*A surprisingly large and beautiful rose garden greets you when you open the door. The bushes, some taller than 7 meters, spread out impressively over the entire temple garden. Large dark red petals erupt behind thorny stems.*

The door is locked (difficulty 6) and needs two successful rolls for the Shadow Arts skill with the Thievery discipline and the Locks and Traps specialty. Breaking the door requires a successful Situation roll with Situation value 8 (character traits based on Strength can be used in the roll).

A successful roll for the Care skill with the Healing and Drugs discipline and the Extracts and Potion specialty reveals that the roses are so-called dragon roses.

The roses are known to be poisonous, but usually only to those pricked by the thorns. Wildheart has turned them into living, bloodthirsty beasts, and anyone who wants to enter the crypt has to deal with the dragon roses.

### Dragon Roses

Dragon roses are usually beautiful flowers with sharp thorns. In this adventure, the roses work as an individual with a will since they are controlled by Wildheart.

### STATS: DRAGON ROSES

Type: entity; Size: 1/8	
Body Points: 39	Fear factor: None
Feats	Poisonous thorns, natural protection (dragon roses take half damage from crushing and piercing weapons)
Natural Weapons	Damage
Thorn slash	1d5
Sample of Attacks	1d3 action per 1 round 2d3 action per 1 round
Thorn slash SV 8 (each thorn)	

The plant has collective Body Points, but it can make a large number of individual attacks that are independent of each other.

All who are in the rose garden will be attacked by 1d3 thorns each action round. Those who try to move through the bushes to reach the crypt entrance will be subjected to 2d4 attacks each action round and move only a quarter of their normal movement rate.

The dragon bush attacks by whipping its long branches of poisonous thorns toward its target. Anyone who is damaged (armor gives normal protection) must roll for the effect of the poison. A victim who gets the poison in his body feels numb and unfocused.

A character who has the Care skill with the Healing and Drugs discipline can, with a successful Skill roll, extract 1d6 doses of poison from the rose bush when it’s dead.

## Drougdrops

- ♦ **Type:** Poisonous
- ♦ **Strength:** ±0
- ♦ **Appearance:** Murky, brownish-green liquid
- ♦ **Preparation:** None
- ♦ **Ingestion:** Through wounds or injuries
- ♦ **Duration:** 1 hour
- ♦ **Effect:** The victim of this poison starts to feel numb and unfocused. Every extra dose the person gets increases the strength by +1.
- ♦ **Value:** Approximately 8 sc per dose



## Effects of Drouddrops (1d20)

- ♦ **1-5 Mild effect:** Somewhat numb and unfocused. -1 on all skill levels and Situation values.
- ♦ **6-10 Moderate effect:** Numb and unfocused. -3 on all skill levels and Situation values. Takes 1d3 points of damage.
- ♦ **11-15 Substantial effect:** Very numb and unfocused. -5 on all skill levels and Situation values. Takes 1d6 points of damage.
- ♦ **16-20 Complete effect:** Even more numb and unfocused. -10 on all skill levels and Situation values. Takes 1d6 points of damage.

## 6. Crypt

*A steep stairway leads down into an empty room with three openings. Every wall bears the following inscription (written in ancient Vrok):*

*The banner and the sword to protect and preserve, protect and maintain our order's pride and dignity. The shield and the book to stand guard over tradition and customs, assist and protect our order's brothers and sisters.*

Each path leads into one of the three identical crypts.

At each crypt's most distant wall stands a sarcophagus of iron, and on it a candlestick. For the content of each sarcophagus, see below.

### BRENAG'S SARCOPHAGUS

- ♦ An urn of ashes from Brenag
- ♦ An ornamental Dragon Knight sword of iron (masterful quality): Battle sword, 1d10 (OR 8-10) points of damage; WA: 3; PV: 11; BV: 110; IM: -1; Weight: 2.5 kg; Other: Damage +1, +2 Combat Points.
- ♦ A dragon skin armor (masterful quality): PV: 12; BV: 12; Heft: 6 (as Scale reinforced chain mail)
- ♦ Brenag's death note (written in ancient Vrokian), the answer for secret 7:

*And so it turned out that I would not again see my beloved homeland. The lungs burn like fire and the blood I am coughing could be fetched from Elmtongue himself. My mission is almost complete, and I have honored my order brothers as I should. A temple stands finished for the third grand master Grunfeid Sunmane, a temple to honor his memory and the moment when he slew our greatest fear and biggest killer, Elmtongue. For more than forty summers I have served the order and lived with its rules and traditions in my heart. Two dragons*

*have fallen by my sword, and eight children I have brought to this world. May they stand strong, although I can no longer live by their side.*

*I, the fifth grand master, leave my rings for obedience and dedication to my order brother Eskild Brutehand.*

*May Stormi watch over my soul in the wind.*

- Brenag Blankforte

### HVITAR SILVERBLOEGA'S SARCOPHAGUS

- ♦ An urn of ashes from Hvitarr
- ♦ One two-handed sword (capital quality) with the inscription "Hvitarr Fearless" in ancient Vrokian;
- ♦ Hvitarr's death note (written in ancient Vrokian):

*Quickly and unexpectedly did our order brother Hvitarr Silverbloega, called Hvitarr Fearless by us, die. It is I, his brother in arms Fridgeir Skullson, who writes down his mission and death note. A poem best fits this brother.*

*Highly his sword he swings | cleaves the dragon's tongue | To color his blade in the blood of the snake | Without fear like the Wild-land's berserk play | duel without master | In the lizard's belly his blade retrieves | Stormi protect this believing knight and order brother.*

- Fridgeir Skullson

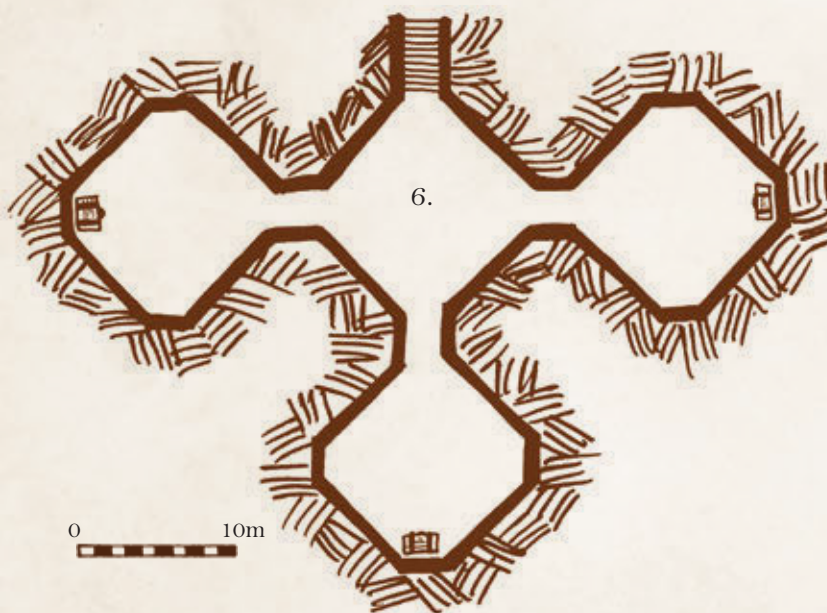
### TORFINN GRAYSCALE'S SARCOPHAGUS

- ♦ An urn of ashes from Torfinn
- ♦ Torfinn's death note (written in ancient Vrokian):

*His sword was broken, his mail chopped asunder. No dragon-snake was slain by his hand, but of bravery he had plenty. Here lies Torfinn Grayscale.*

*May Stormi watch over his soul in the wind.*

- Eskild Brutehand





## THE GIRL AND THE WHISPERING

*Everything is tranquil. The forest, despite its constant presence, feels desolate and lonely. The ancient bark-clad pillars and the vegetation around them seem emptied of life force. You try to get a glimpse of the tranquility and silence, but the forest takes a hold of you and makes you tired. You feel the shadow's eyes are watching you. Someone sits leaning against a tree. It is a little girl. Her once-rosy face and full cheeks have long since been exchanged for a vision of death. A frail sound breaks the silence, and through your gasping breaths you can hear the buzz from the dragonflies' beating wings. They are whispering. Whispering so low that you have to stand completely still to hear it: "Heelp ... Heelp ... mooother ... faaather ... heelp!"*

The girl's name was Eyleeg, and she got lost and died more than a hundred years ago while picking berries for her mother and father. Eyleeg does not know that she has died and been wandering around in the forest as a diser, a ghost.

Eyleeg knows that it takes four secrets to get out of the forest, and that there are mock secrets, but not how many or what they are. She knows the question to mock secret 3, but not that it is a mock secret and really the answer to secret 5.

By succeeding a Situations roll with Situation value of 8 (Intelligence modifiers apply) the characters understand that Eyleeg is dead.

If the characters convince Eyleeg that she is a diser, she will dissolve and disappear. They do this by succeeding a Skill Roll on the skill Knowledge (preferably with the Language discipline and the Silver Tongue specialty).

Eyleeg will temporarily come back the next night as a diser. Behind her they can make out the shape of a ghostly bear. As thanks, she will tell them that it takes four secrets to get out of the forest. Eyleeg will also warn the characters of the dark dwellers and how and why

they awaken. After that, she and the bear dissolve and never return.

If the characters do not convince the girl that she is dead, one of them will be haunted by her whispering every night. That PC has to succeed on a Situation roll with a Situation value of 10 (character traits based on Psyche are used in the roll) or become nervous and a little crazy. Every failed roll gives the victim 1d10 (OR 10) + 4 Fear Points. After three successful rolls, the whispers will go away. The whispers also go away if the victim leaves the forest or buries the girl.

## TIMIL'S ELK

*The heavy beating of hooves and broken branches echoes in the darkness. A mighty shape edges out of the grip of the forest. It is an enormous white elk, and the antlers it bears are worthy of the mightiest of kings. It stops and turns its enormous head toward you. This is its forest. You can feel that even Wildheart treats this creature with reverence and respect. With a couple of great steps, the white elk disappears into the forest and the embracing veils of silence. It is gone as fast as it appeared.*

Anyone who manages to track the elk ends up at Timil's hut. Tracking it requires one successful roll per hour with the Wilderness skill, preferably with the Hunting Experience discipline and the Tracker specialty. It takes three hours to get to the hut. Even if you play the forest as closing in around the wanderers, you should let the characters track the elk if they succeed on the Skill rolls. The white elk inspires great respect in its beholder, and Wildheart itself honors the great elk and lets it wander freely in the forest.

## TIMIL'S HUT

The characters come to a small crag that lies in an opening of the forest. Here lives Timil. He is a quiet, pipe-smoking dwarf without a beard.









In the middle of the crag stands a small hut made of wreathed branches and strange, withered wooden planks. Hides hang on scaffolding around the hut to dry, and a small fire is burning by the opening of the hut. When the characters arrive, Timil either sits inside his hut smoking his pipe (1-3 on 1d6), or is in back of the hut cleaning fish (4-6 on 1d6). He caught the fish in a small lake that can be glimpsed from the small hill where he lives.

Timil is starting to get old. How long he has been in the forest, he has forgotten, but he believes that it must be close to fifty years. He came down from the Troll Mountains in the west to hunt smaller game in the forest and was trapped by the curse. Timil does not fully understand what it takes to get out of the forest, but he believes that someone must solve some sort of secret.

It has been a long time since Timil has seen anyone in the forest, and he will be very surprised when the characters show up. He will be very careful and speak with few words. At all times, he keeps one hand on the axe in his belt.

Timil will reveal what he knows only if he feels that he can trust the characters. He wants them to promise that they will bring him along if they find the

secrets. Timil does not want to join the characters now but instead demands that they will come back for him later.

If the characters and Timil reach an agreement, he will say that he wants to think about it for a while on his own. After that, he goes down to the forest lake and will not come back until the following day with an answer.

Timil knows the answer to secrets 1 and 3, and that there are mock secrets in the forest, but not how many or what they are. Timil has trails to the dwarven stone and the lake where he is fishing.

The trail to the dwarven stone is a short lay:

*Soft ground under foot | How shall I, a son of Borjorn, gain penance | Travel long day through rain and slop | Find my way homeward without stop | The anvil of home if without threat | Hard ground under foot I shall not fret*

It is an old dwarf lay, and by chance Timil discovered when he was singing it that he came to a tall dwarf stone. The lay also works to get back from the stone to Timil's hut.

STATS: TIMIL

**Type:** Humanoid; **Age:** 108; **Height:** 135 cm; **Weight:** 53 kg; **Size:** 1t; **Movement:** 2 cp per 1 m (Max 8m); **Religion:** Thuuldom; **Initiative Base:** +1; **Fear factor:** None

**Body Points:** 30

**Damage levels (for 30 BP):** 1-8 (0) / 9-16 (-1) / 17-23 (-3) / 23-30 (-7) / >30 (Dying)

**Character Traits:** Charisma +1, Intelligence +2, Psyche +2

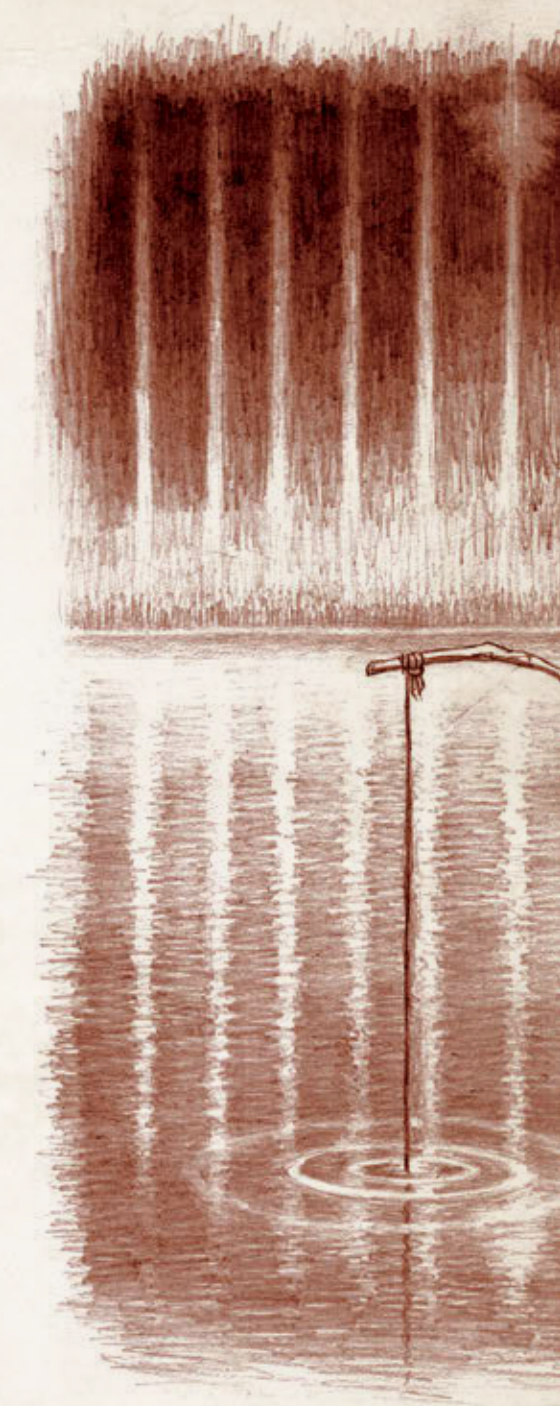
**Skills:** Care SV 8; Entertainment SV 7, Faith SV 2, Shadow Arts SV 7, Vitner Craft 1.

Fighting SV 9	Armed Fighting 1 (Bows and Slings 2, One-Handed Light Weapons 3); Battle Experience 1 ( <i>Fighter 2</i> )
Knowledge SV 8	Language 1 (Foreign Tounge (Vrok) 1), Mother Tongue (Futhark) 3)
Wilderness SV 9	Hunting Experience 3 (Carve and Butcher 3, <i>Hunting and Fishing 4, Tracker 3</i> ); Survival 2 ( <i>Camper 1, Weathered 2</i> )

**Combat Points:** Free 10 / Attacks & Parries 4 / Armed 1 (Bows and Slings 8, One-Handed Light Weapons 6)

Weapons	Damage	Initiative
Dagger	1d10 (OR 10)	-1
Hunting bow	1d10 (OR 10)	-2
Sample of Attacks	2 actions per 1 round	

Dagger SV 11, 10  
Hunting bow SV 12, 7



Timil also has a small trail down to the lake where he catches fish. When he carries a branch from a fir tree and thinks about the lake, he will reach it, and when he carries the branch and thinks of his hut, he will get home.

Timil has successfully tamed a great white elk and sometimes he rides it to travel faster.





## TROLL PEARLS AND GOLDGLITTER

*"Shhh, quiet, I heard something." You stop for a moment, listening. "Something was heard. Light as a song." The forest lies heavy and melancholic over your senses. How long have you wandered without*

*hearing anything but the mysterious sounds of the forest? It's as if you have been devoured by it, as if the dark forest decided which way you were to go without giving you a say in the matter.*

*You stand petrified, listening for the sound that one of you heard, turning your heads to hear through the compact murmur of the forest.*

*Yes, now you heard it again. "Over there," someone says while pointing. "It came from over there."*

*From the light of the forest, the vague sound of ringing tones can be heard coming from a voice that is so beautiful that it makes you think of summer meadows and tearful goodbyes.*



The characters hear the sound of a song penetrating the moss and mold of the forest. As long as they hear the song, they can follow the path that leads to a little waterfall. There sits Goldglitter, singing a song so beautiful that the characters must make a Situation roll with a Situation value of 8 (Psyche modifiers apply) to avoid being bewitched by it and sitting down on the moss-covered stones to listen.

Goldglitter is a king troll in the shape of a little girl with curly blonde hair. He tries to lure the inhabitants of the forest with his song and his appearance so they will help him find his missing troll pearls. There are three pearls, one white, one black, and one red, that once formed a necklace. In a battle with forest trolls, he lost the necklace, and the pearls were scattered all over the forest. (Oltur carries one of the pearls in a leather band around his neck, one is in the hideaways of the braskelwurm, and one is stuck on a dark dweller that can be awoken.)

Goldglitter needs the pearls because they allow him to move freely in the forest without needing to use any paths.

If the characters come upon Goldglitter, he will finish his song and look at them with sad eyes. He will tell the story of a little girl who wandered into the forest with her father, a hunter, and how he died when they fell into a deep gap, and she could not find her way out again. She does not know how long she has been here, but she knows that she met a man who promised to take her out of the forest if she found his lost troll pearls.

Goldglitter says that one of the pearls is carried by the half-troll Oltur, and another is supposed to be in an earth pit guarded by a creature that can petrify people with its eyes. The third pearl, says the apparent little girl, is stuck in the forest, and one must call it forth by cutting one's hand and dripping blood on the ground while saying "Oh, thou heart, awaken in wildness and you shall be mine." That pearl cannot be called for until one has the other two pearls.

Goldglitter promises that if the characters find the pearls, she will take them to the man who can lead her out of the forest, and she will take the PCs with her.

If the characters decide to help, Goldglitter gives them a small flute of bones. She asks them to play the flute if they want to return to this place.

If the characters return with the three pearls, the little girl will insist that they give her the pearls before she helps them. She says that she needs the

pearls to get in contact with the man who will lead them out of the forest. As soon as she has the pearls in his hand, Goldglitter will transform into the large king troll that he really is.

Goldglitter has a somewhat unusual color of golden hair, hence the name he was given as a child. He is a skilled vitner weaver and will use all his spells in an attempt to flee. Before he fights, he warns the characters to leave because he does not truly want to harm them. He explains that he cannot lead them

STATS: KING TROLL

**Type:** Humanoid; **Age:** 75, Max 200; **Size:** 3t; **Movement:** Land 2 CP per 3 m (Max 30 m); **Natural Armor:** 2; **Religion:** Haminges; **Initiative Base:** +1; **Fear Factor:** 1d10 (OR 10).

**Body Points:** 92

**Damage Levels (for 92 BP):** 1-23 (0) / 24-46 (-1) / 47-69 (-3) / 70-92 (-7) / >92 (Dying)

**Character Traits:** Intelligence +4, Strength +4

**Feats:** Illusion Trick, Mock Guidance, Persuade.

Weapons:	Damage:	Initiative:
Unarmed	1d10 (OR 10) + 4	0
One-Handed Heavy Weapon	2d10 (OR 8-10) + 4	-4 - -6
Two-Handed Weapon	2d10 (OR 7-10) + 4	-5 - -7
<b>Armor:</b> Fur Armor	PV 2 / BV 20	-1

**Number of Rounds to Spread Combat Points:** 2

**Combat Points:** Free 8 / Attacks & Parries 4 / Armed 1 (One-Handed Heavy Weapons 4, Two-Handed Weapons 4, Shields 2) / Unarmed 1 (Brawling 4, Wrestling 4).

<b>Samples of Attacks:</b>	3 actions per 2 rounds <sup>1</sup> 2 actions per 2 rounds <sup>2</sup>
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<sup>1</sup> Unarmed SV 6, SV 6, SV 5

<sup>2</sup> Wrestling SV 10, SV 7

<sup>2</sup> One-Handed Heavy Weapon SV 10, SV 7

<sup>2</sup> One-Handed Heavy Weapon SV 7, SV 6 (Shield 6)

<sup>2</sup> Two-Handed Weapon SV 11, SV 6

**Skills:** Agility SV 10, Care SV 7, Entertainment SV 4, Faith SV 3,

Fighting SV 7	Armed Fighting 1 ( <i>One-Handed Heavy Weapons</i> 2; <i>Two-Handed Weapons</i> 2; <i>Shield Bearer</i> 1); Battle Experience 1; ( <i>Armor Bearer</i> 2; <i>Fighter</i> 2); Unarmed Fighting 1 ( <i>Brawling</i> 2; <i>Wrestling</i> 2)
Knowledge SV 6	Language 1 ( <i>Foreign Tongue</i> (..) 1; <i>Mother Tongue</i> ( <i>Bastjuma</i> ) 3)
Shadow Arts SV 7	Shadowing 1 ( <i>Camouflage and Hiding</i> 2); Thievery 1 ( <i>Locks and Traps</i> 2)
Vitner Craft SV 6	Call of Vitner 1 ( <i>Darkhwitalja</i> 2); Vitner Shaping 1 ( <i>Galding</i> 2; <i>Vitner tablet</i> ( <i>Delusion Vitner</i> ) 3; <i>Vitner tablet</i> ( <i>Power of Thought</i> ) 2; <i>Vitner tablet</i> ( <i>Witchcraft</i> ) 1)
Wilderness SV 10	Hunting Experience 1 ( <i>Hunting and Fishing</i> 2); Nature Knowledge 1; Survival 2 ( <i>Pathfinder</i> 1);
<b>Vitner Capacity:</b> 46	Galding SV 10

For more details on the King Trolls feats, see the entry in Jorgi's Bestiary.



out of the forest, and neither can the pearls. There is no man to help them, either.

If the characters have been nice from the start, Goldglitter can be milder and promise to give them a small gift in return for leaving. If they agree, first he will tell them the question for secret 9 and mock secret 6, and say that the answer is of importance to anyone who wants to get out of the forest. Then he will toss them a troll's tooth. He says that they are to chew the tooth to pieces if they encounter a dark dweller. If the characters do this when encountering one (or more) dark dwellers, the creatures will disappear back down into the ground. The PC who chews the tooth will suffer a great toothache for weeks and lose several teeth.

## **King Troll Feats**

### **Illusion Trick**

All king trolls can use very simple illusions to trick and fool. For example, the illusions can be used to make a plate of food seem like it's full of maggots or frogs.

### **Mock Guidance**

A king troll can hide in bushes and rocks to follow someone and whisper about the loveliness of the forest or mountain through which they are traveling. Often the troll will try to lure someone into a trap or its den where the unlucky one will be slain or enslaved. The victim must succeed on a situation roll with a situation value of

7 (Psyche modifiers apply) in order to ignore the whispers. A failed roll means that the victim follows the whispered suggestions without even being aware of the whispers. A successful roll means that the mock guidance is broken. Every time the troll wishes to lead the victim along a new path or in a new direction, the victim must make a new situation roll.

### **Persuade**

Instead of capturing its prey with force, the king troll likes to use wit or its power of persuasion. Victims who hear what the king troll has to say must make a situation roll with a situation value of 12 (Psyche modifiers apply) in order to not be persuaded by the troll.



# ◆ RESOLUTION ◆

When the characters have explored the forest and its mysteries, places, and secrets, it is time for the final resolution. To get here, they need the answers to at least four secrets. Note that no one else in the forest knows what to do with the answers; the characters will have to figure that out themselves.

How long it takes the characters to gather the answers and solve the riddle of escaping the forest will vary greatly from one game group to another. Some will solve the riddle quickly, while others will be stuck in the forest for months before they understand what has to be done. Some might never leave the forest.

When the characters have the answers for four secrets, read the following text:

*The forest's embracing branches and vegetation fold away and open up in front of you. A weaving trail disappears away into the forest. Trees that skirt it seem to bend and bow before the full splendor of the trail.*

The trail leads to the elf Kirjonti's house, which lies in the northern outskirts of Wildheart. It takes two days for the characters to reach the house. If they keep to the trail, nothing will happen during these two days. If they leave the trail, they will not find it again until they have solved another secret.

As a game master, you might want to make the characters feel the power of the forest one last time. For example, you can let the characters encounter a giant dark dweller or the bloodwurm before

they reach the trail. It should be seen as a last attempt by Wildheart to keep the PCs in the forest. It is up to you to decide whether to introduce a final battle before the adventure can be solved, or whether the characters have had enough of the forest and its terrors.

After the PCs follow the trail for two days, read the following text:

*The dark forest becomes thinner and thinner. The uneven ground starts to plane out, and you can glimpse the outskirts of the forest and meadows of flowing grass beyond. After days of hopelessness and fear before the mighty forest and its enchanting power, you have finally found the way out. A large moss-covered cot rises on a hill not far from the edge of the forest, but still under the overwhelming shadows of the firs.*

The characters can walk straight out of the forest or investigate the cot. If they investigate it, they will see that an intense battle has just taken place there. The door and the ground outside are burned. Three dead forest trolls lie with grinning faces in front of the cot's entrance. Large trees have been snapped

by some enormous force. The elf Kirjonti sits against the cot near the opening when the characters arrive. He is gravely wounded and will not make it even if the PCs try to help him with prayers or first aid. Before he dies, he will say the following:

*The giant ... he ... they managed, Snowsaga ... The world will ...*

He reaches out with his hand and gives a stone to the one standing closest, saying:

*The Stone of Sagas... our last salvation ... wear it with ...*

Kirjonti dies. The PC who takes the stone feels an enchanting power and a warmth fill their entire body. The stone is as large as an egg, completely smooth and light gray in color. The characters will find uses for the Stone of Sagas in future adventures in the pursuit of Blodughadda and the story of Snowsaga.

Kirjonti is one of the elves chosen by the gods to protect the stone Snowsaga. The story of Snowsaga and its history, we will save for later. What you as a game master need to know is that Kirjonti



chose to settle down in the forest to protect Snowsaga as best he could. However, Blodughadda, with the help of the Snow Queen, managed to solve the riddle of how to get a hold of Snowsaga. It was Blodughadda and his trolls that attacked Kirjonti and killed him in their hunt for Snowsaga.

After one of the characters takes the stone, the group feels an icy wind, and the hairs at the back of their necks rise. They slowly turn around and see a man with a gray mantle wrapped tightly around his body. The man is Wildheart personified. He puts his knotty finger to his throat and makes a slicing gesture, as if to show that someone will die. Wildheart is again swallowed by the forest, and the adventure is over.

## ADVENTURE POINTS

When the characters are done with the mission, you as the game master will rate their efforts by giving them adventure points (AP). Use the following list as a guide:

- ♦ The characters finished the adventure: +15 AP per game session

- ♦ The characters did not awaken the dark dwellers: +30 AP
- ♦ The characters defeated the giant dark dweller: +15 AP
- ♦ The characters defeated the bloodwurm: +20 AP
- ♦ The characters reversed the braskelwurm's petrification of Vidar Lodbroke: +15 AP
- ♦ The characters promised to take Timil and kept the promise: +15 AP
- ♦ The characters buried the dead girl: +15 AP

## WHAT HAPPENS NEXT?

Now that the characters have finished the adventure, new challenges await them. As the game master, you might have a great idea for a new mission for the PCs while you wait for the story of Blodughadda and Snowsaga to continue. The forest is one big tangle, and among other things, the ending leaves a lot of questions.

- ♦ Why did Wildheart appear to the PCs and imply that someone would die?
- ♦ What happens with the forest and its inhabitants now that someone has managed to escape for the first time?

Perhaps the lindwurm or another creature also managed to escape and tries to reach the adventurers. Is the curse broken?

- ♦ If Kvaler managed to escape, what happened to him? Will he feel guilty about trying to deceive the characters, and make it up to them by telling them of a great treasure?
- ♦ Perhaps dwarves from the Trollridge Mountains find out that the characters have been in Runvid's cairn and demand that the PCs return what was taken from it.
- ♦ Which secret group did the Dragon Knights belong to? Does it still exist today? What was their call, and why did they really build the temple in the forest?
- ♦ Where did Blodughadda go? Why did his trails in the outskirts of the forest disappear? Perhaps the characters hear a rumor of a large creature moving in the night, accompanied by a large group of trolls.

You are the game master, which means you are in charge of the game. Use any of the ideas listed above or your own imagination to create many fun adventures for the players.

*The End*

*May we meet again in the realm of fairy tales.*