BIND
Missions in Maitavale

A Campaign for BIND

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Preface

Overview

This book evolved like a weird-looking mushroom. It still contains patterns, designed to fit worlds which no longer exist. And sometimes the shape makes you wonder where one part ends and a segment begins, but only where those distinctions don't matter. And like the best mushrooms, it should be consumed.

Missions in Maitavale is *anti-collectible*. Every man, woman, and spider in the book has a statblock, with Health Points boxes, like this: ○○○∅∅, so you can score through their HP with the fanciest pen you have. When the PCs discover a map, you will have to tear that handout from the middle of the book.

And like a strange mushroom, it's tougher than it looks. These stories accept player involvement and tangents as part of their natural cycle. They evolved over many iterations to pack NPCs together into bundles of shared interests, so the death of an NPC may twist or scar the plot, but should never break it.

Over these tales, entire locations will vanish, and others appear. And whether the NPCs live or die, the start of these stories will tell you where they want to go, but you will have to figure out how they grow from whatever position the players forge or fall into.

You're now the caretaker to a weird mushroom.

Acknowledgements & Thanks

Irina for the map of the Grey Valley, page 2.

Daniel Walthall for the prison, page 90.

Dyson Logos for the campsite, page 66; the Green Tower, page 56; Redfall Keep, page 48; the starting broch, page 45; Redfall, page 47; the town map, page 82; the Mincing Pig, 92; the forgotten temple, 63; the sewers beneath the town, page 95; shadow-gate temple, page 75, lochside village, page 52.

(find them at `www.dysonlogos.com`)

Decky For the necromancer, page 36.

...and of course, the myriad playtesters Chris, Ross, June, Dònal, Necro (Bojan), Jigzo, Nibbly, Reavy, Michael, Ogień, Nina, Miljana, Matija, other Ross, Rex, and Niki.

Licence

BIND is open source, and available under the `GNU General Public License 3` or (at your option) any later version.

You have full access to all the source files, including art, and the right to change anything and share those changes with others. BIND will never have any 'house rules', because anyone can place their alterations directly into the book and make their rules official.

Found an issue? Send it here.

I Glossary

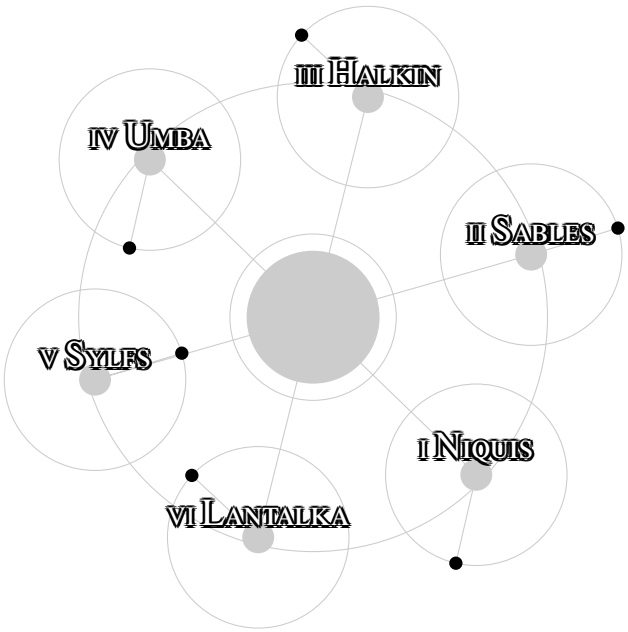
From the safety of a town, this medieval world looks familiar, but people rarely go to war, and nobody has heard of a plague. Nobody goes hungry outside of a town, as all forests bloom with roots, fruits, and monsters.

And the monsters wander through a generous forest.

Cosmology

Every year, the Ainumar orbits the Sun, and every cycle, we orbit the Ainumar.

Cycles last for sixty days, after which Fenestra has travelled around the Ainumar. Each cycle begins and ends with a violent wrath, which marks a change in temperature for the next cycle.



After six cycles, the Ainumar completes a revolution around the Sun, and a new year begins. pages 9, 46, 57, 94

Niquis is the first cycle, and start with mild weather, and after three days an eclipse blots out the Ainumar.

At the end, an unusually warm wrath allows any cold-blooded monster one last opportunity to gorge before the temperature drops rapidly. pages , 9

Sables begins the second cycle with a warm wrath, then immediately after brings cold snow, then more each day.

At the half-way point – day thirty – a fifteen-hour eclipse plumets Fenestra into the black, frozen abyss of space. People say the eclipse represent's Sable's attempt to destroy Fenestra. pages 9, 55, 102

Halkin begins the third cycle with a long wrath as Grummel pulls Fenestra back from the shadows to consume more souls and awaken every basilisk from hibernation.

Three days before the end, an eclipse marks Sable's retreat as the last basilisk awakens. pages 9, 102

Umba works like Spring, bringing warmth, lambs, and myriad insects. As the fourth cycle out of six, it marks the half-way point, when the weather becomes warmer. page 102

Sylfs begins the fifth cycle with a cold-snap eclipse, just as the wrath hits, then quickly becomes scorching hot. No sane creature stays in the Sun for long during this cycle. pages 55, 81

Lantalka begins the last cycle with an eclipse and a sudden temperature drop. The next day returns to feeling warm, but never quite as warm as in Sylfs.

Over the next sixty days, the temperature slowly falls, until Niquis begins a new year. pages 46, 102

Gnomish Machine Time (GMT) is the Gnomish art of measuring time. By its count, the current year is 8096. page 102

Grummel's Wrath (ϟ) brings the face of the Ainumar up close at the end of each cycle. As the face of the gods looks a dozen-times larger than usual, the ground quakes, lightning strikes, the wind rips houses apart, and tidal waves thrash at every shore. During this time, underground people venture deeper underground, while land-dwelling people often leave their houses in search of an empty space.

Any structure not built to withstand the quakes has a 1 in 6 chance of toppling, and travel speeds reduce to half.

No sane creature lives by the sea in Fenestra – the tidal waves remove all civilization from every shore. pages 15, 94

The Ainumar shines brightly, in our sky. At the end of each cycle, it grows, massive, and you can see a storm raging across its face. Many think that the gods live there, planning how to kill people, and take their souls up to their houses.

Each god holds domain over a different death. page 9

Abderian (♋) is the goddess of poison and rot. When she kills someone, she brings them to her banquet of pain, to see how long they can resist eating her rancid food. pages 72, 82, 86, 91

Eldren (☉) takes those who die of sickness or age. Many people save up their whole lives to be allowed into the Healers' Guilds once they become old, so they can die in peace, and go to his realm. pages 32, 55, 82

Paik (●) is the god of death by justice. When bandits swing from the noose in the Pit of Justice, Paik takes them to his realm, and taunts them forever. pages 53, 67, 82, 84, 89

Sable (✳) releases cold into the world to watch people lay down and die in the snow, then takes them to his frigid realm, to place their frozen spirits there like an ornament. page 15

Sylf (♈) has griffin-wings, with a writhing woodspy's head, an arachnid thorax, and human belly; both chambers are painfully bloated from pregnancy. She gives birth to monsters endlessly, and they eat someone, she uses their soul to birth a new creature. pages 13, 53, 67, 88

Wrecan (♏) is the goddess of hatred, bigotry, and vengeance. When people fight each other, she takes their soul to her realm of eternal war. pages 18, 38, 82, 84

Yonder (♟) is the god who kills by curiosity. When idiots go to investigate something which sensible people would leave alone, they say their soul goes to live with Yonder. Nobody knows what happens after that, and there's only one way to find out.... pages 68, 73, 82, 83

The Divine Guilds

Each temple exists to protect people from a god, by selling goods or services. Each temple functions as a guild, with a divine monopoly on their protection.

The Temple of Beasts (♈) The highest and lowest of all temples absorbs feckless drunks, dickheads, scum, and people with progressive political ideas. All of them become heroes, and forest-feed. page 16

Night Guards are the sorry lot who have nothing better to do than wander into the darkness and get eaten. They exist to either thwart, or feed, Sylf, depending on whom one asks.
pages 10, 45, 55, 81

Fodder are the lowest rung of the night guard. Most who enter as fodder arrived as criminals, vagrants, or political idealists. About half of these new recruits will survive and gain the next rank.

Each of these criminals begins with a 100 sp debt to repay to their temple. pages 10, 67

Grave Diggers have survived a mission, and returned alive. In theory, they should burry the fodder who did not survive that mission, but in practice, few people leave a body. page 17

Rangers travel fast, often on horseback, to provide reinforcements to any bailey in immediate trouble. They travel twice as fast if anyone kills a forest monster without giving the blessings of the Temple of Beasts. pages 19, 46

Jotters do paperwork for the night guard, and control everything that their seniors don't care to manage. pages 13, 45, 55

Thanes have risen to the point where any jotter will finally leave them alone. Most try to find some gold and retire at this point. page 81

Reeves organize the night guard, and have dinner with any local warden who'll have them. page 40

Brochs are grand towers which surround civilization. The night guard stay in them, playing loud pipes, and lighting fires to attract monsters. A ring of flat earth surrounds each broch, giving archers a clear shot at anything which emerges from the Edge. The noise echoes up to five miles around, and by dusk, the archers stand ready.

Sometimes a monster dies, most flee – still alive, but with a painful lesson about approaching the sound of people, pipes, and song. Each predator which comes to a broch means one less attack upon some inner bailey, or on the lonely road.

Each broch takes charge of a food-producing bailey or two, which sustains the night guard. pages 11, 46, 55, 98

The Temple of Curiosity (♟) People who go searching for answers often don't come back. This temple keeps an official log of all curiosities so that people don't have to go anywhere dangerous to learn – they can just read. Anyone not content to stay inside and read eventually goes to write a travel-book. pages 20, 55

Scribes are anyone who works for the Paper Guild. Most spend their time making books or soap.
page 83

Seekers travel to deliver messages, and gather information for the Paper Guild. page 83

The Paper Guild makes maps, candles, paper, and soap. They always need more basilisk bodies to make

the latter two. pages 27, 83

The Temple of Frost (✳) exists to thwart Sable, who comes to Fenestra every year to steal souls with frost. Before he strikes, the weavers provide preservatives. As snow begins to fall, everyone approaches the weavers for warm clothes, or just to sit by their warm fire and gossip for a while.

The Weavers' Guild houses a massive fire, many looms, and plenty of space to tell a long story. page 25

The Temple of Hate (🎙) As resources run thin, humanity becomes its own worst enemy. Disgust spreads into bigotry, then war, as Wrecan pulls people into her realm.

Armourers work in the armourers' guild and guard civilization from death by Hate, with a combination of excellent armour, and diplomatic skills. page 25

The Armourers' Guild take in angry, young people, and redirect their anger into work and negotiation skills. They handle all the major disputes which nobody wants to take to the Temple of Justice, and often become the de-facto arbiters when one warden cannot agree with another. page 25

The Temple of Justice (●) Left to their own paranoia, people form mobs, and mob-justice prevails. This temple thwarts the worst plans of the god Paik by providing impartial, official, justice. page 37

Keepers bear the heavy burden of enforcing laws, and maintaining the Pit of Justice. Every bailey with a couple of hundred souls has a keeper to keep them right, and collect payments for the vital service they provide. pages 37, 53

Seneschals count every copper pieces in their warden's, keep their warden up-to-date on recent affairs, and keep in contact with every night guard jotter in the area, and ensure the Wheat Guild don't cause problems. pages 23, 48

Sun Guards are the upstanding soldiers who protect the city from all the unwashed masses, while wearing shiny-white tabards. pages 20, 46, 57, 81

Wardens make the laws and decide fitting punishments for criminals in their Pit of Justice. pages 17, 46, 64, 81

The Pit of Justice is where a town's warden resolves legal disputes, and decides on the correct punishment for criminals. All trials must be on display, to warn the people about the consequences of crime, so they can learn that justice always prevails. And all trials must be entertaining, or nobody will pay the entry fee of 1 cp. pages 17, 82

The Temple of Misgenesis (◯) Some things never were. This loose organization alters fortune to ensure nobody has to fail a task before they try, or give up on the best career they never considered.

Doulas help with births, blessings, and beginnings of all kind. They protect the population from misgenesis – the death which occurs before life. Nobody begins a business venture or party without a blessing from a doula. pages 24, 78

Doula Shops (◯) sell various potions and blessings. page 39

The Temple of Poison (🍺) Beer, brewing and baking protect humanity from Abderian, so this temple have established a divine monopoloy on the lot. pages 39, 75

Tenders tend the bars, if they can curry enough favour to move away from baking. page 41

Servers make food for the Wheat Guild all day, and every warden has one in their employ. pages 25, 75, 92

Landlords renounce any official status as wardens, buy a property, and join the guild near its top rank. They purchase supplies, barter with traders for wholesale prices, and keep in contact with the cooks who work with wardens. page 91

The Wheat Guild is where drinks are brewed, and drunks can drink. An image of a skeleton, tempting you to feast with her, reminds patrons why they should always eat at an official Wheat Guild hall. pages 25, 76, 91

The Temple of Sickness (⊙) People only like one god. They all want Eldren to take them, rather than any alternatives, so anyone who has a little to spare puts it towards this temple, and hopes to see a bed inside one day, and die peacefully. pages 18, 60, 82

Helpers tend to the sick and dying, on behalf of the Healers' Guilds. The temple only takes on new people from those with a disability of some kind, so the grounds are maximally accessible to everyone. The night guard who endure permanent injuries often retire as helpers. pages 55, 86

Mixers can devise elixir recipes to cure diseases. They create a constant demand on the Ingredient-trade, as people are always getting sick with one thing or another. page 19

Healers' Guilds take in the sick, disabled, or dying of Fenestra, where they tend to each other. Long-term staff always have some long-term disability, such as missing limbs. Many of the night guard start a new career here. pages 19, 55, 83

Fenestra

This land, where elves, gnolls, and humans look up at trees, like ants moving through blades of grass. Predators larger than a horse hunt deer and people in the same way, so everyone travels together, and well-armed.

Baileys are walled villages, which stands beyond the protection of any towns, and endure attacks by wandering monsters. They mark the Edge of civilization, as nothing lies beyond them except the wild forest.

A standard bailey's walls stretch at least 50 steps in diameter. Beyond that, the farmland stretches out another 100 steps; for a minimum diameter of 250 steps. The outer perimiter pushes the forest back another 50 steps, with more for a healthy bailey, and a smaller safety zone in less well-tended baileys.

If the people living in the bailey lack the strength and skill to keep the forest back, the safety perimiter grows smaller as bushes creep towards the farmland, providing cover for monsters, and diminishing the time archers have to shoot at creatures.

The Edge lies one footstep off the lonely road, and surrounds every outer bailey. Beyond this point, only dark forests, empty tundra, and hungry beasts wait. When people travel off-road, they have gone beyond the Edge. pages 10, 83

Fiends (♈) live outside any civilization, which makes them the enemy. Many know magic, others hold armies. They make their own laws, in their own realms, and most leave them alone. When civilization prods them too much, some have been known to destroy entire cities and every bailey around. ⚶

Dryads are old elves, but older elves get *weird*. They experiment with their bodies, adopting animal parts, and soon lose interest in socialising with other elves. Most dryads are harmless most of the time, taking more intest in a local flower than anything else around them. However, once they get sufficiently disconnected from normal people, they stop seeing people as people, and start to see them as animals.

And like any elf, dryads eat animals. page 9

Ogres begin as goblins, but goblin height is limited only by food. Once they eat enough, they grow and grow, until starvation beckons – they cannot reduce their intake after growing too much. Grumpy ogres die at this point. More sociable, or at least tactical ogres, survive by leading bands of goblins. pages 51, 88

The Labyrinth is the network of frigid, nearly lifeless caverns, which sits beneath much of Fenestra. pages 52, 101

The Lonely Road means any road between settlements. Going from one town to the next means a long journey through untamed territory.

Bothies are small half-way houses on long roads, built so that travellers can sleep safely after Sundown. Some have a single fireplace, and enough room for a half a dozen people and a donkey. page 11

Monsters (♈) wander slowly, looking for deer, auroch, or anything they can eat. When they hear people, the noises and lights excite them, and they instinctively begin to stalk.

They have no natural cries, so people call them 'the voiceless'. page 16

Basilisks have snake-like bodies, with six arms. Some grow to the size of a caravan.

They move slowly, always conserving energy for the hunt. But when hunting, they can charge, and let out a cloud of disgusting breath, making their prey wretch. pages 16, 57, 84

Chitincrawlers are arachnids about the size of a horse. Some say the face looks like a wolf's, others say it looks almost human. Either way, the apparent smile is just a shape, as they have no ability to feel or think, they only have hunger, and sharp claws at the end of the front legs. pages 9, 88

Mouthdiggers look like star-nosed moles about the size of a wolf, with extensible jaws, which stretch out to also be the size of a wolf. They rely entirely on ambushes, in which they drag their quarry back into their set by sinking their teeth into a leg and retreating underground. page 67

Woodspies are a kind of land-octopus which can camouflage itself perfectly, changing the colour and tecture of their skin. They are highly intelligent, but do not understand communication beyond what they need to mate. pages 34, 46, 76, 82

Plants (♋) within Fenestra can grow large, strange, and deadly.

Bedshrooms are fungi that look like shrivelled up cloth-sacks. While they have water, they grow spores inside the sack. Once they dry up, any disturbance releases large amounts of spores. Anyone breathing the spores in feels a dream rushing over them, beckoning them to sleep. They receive 1D3 EP and roll Strength + Academics (TN 8) to stay awake. Anyone who sleeps for the Interval removes 1D6 EP and gains 1 MP. ⚶ page 89

Dryad's Kiss Shrooms are a tasty mushroom which makes people very gullible. Anyone eating one takes a -2 penalty to all Deceit and Empathy checks for a day. ⚶ page 17

Glowshrooms are subterranean fungi that give off a soft, faint light, but only in complete darkness. Dwarves sometimes use them instead of torches, even though the light is dimmer.

Ingesting these plants can be deadly. While healthy to eat, after two Intervals they mix with stomach acids and begin to glow. This can turn someone into a sudden target in the dark, as their stomach shines faintly. pages 55, 102

Marching Mushrooms relieve tiredness when chewed, but slow the body and mind. Once eaten, people ignore EP Penalties for 1*D*6 Intervals, but with -1 Penalty to Dexterity, Speed, Intelligence and Wits. pages 20, 96

II Mechanics

Each of these books has its own selection of rules, made to fit. None has the lot, but they all have enough.

Actions

When players want their PC to attempt something risky, they roll 2*D*6 plus Attribute, plus Skill.

TN means the number players need to roll on the dice to achieve a *tie* with the task. Rolling higher indicates they have their prize, rolling lower means some nasty outcome is upon them, and rolling a tie means both (or neither).

TN	Difficulty
6	Easy – just ask the barmaid what you want.
7	Basic – find firewood in the forest.
10	Tricky – find a good price in the market.
12	Professional – fix the cart by Sundown.
14	Specialist – Plan a three-storey stone building.

Banding Actions means characters perform better by working together. The first character adds their Bonus, the second adds half, the third, a quarter, et c. and we round halves up at the end.

Natural Rolls represent the situation, and stay where they are; later rolls need to use the same result.

If someone tries to figure out how to find their way out of the forest, and back to a road, the player could roll '⚀⚅'. With a +3 Bonus, the total is '7'. The next character has a +2 Bonus, so their total is '6'. With the TN set at '10', the group cannot find their way back without changing their approach.

Resting Actions apply when you can repeat something, without danger. Set the darker die to '⚁' and roll the other. If this roll fails, it fails forever.

Combat

It does not matter who initiates combat – each character enters the standard Resisted Action. The PC rolls Dexterity + Melee, and the TN equals 7 + the NPC's Dexterity + Melee. The winner deals 1*D*6+ Damage + Strength Bonus, and every +4 Damage converts to 1*D*6.

Action Points (AP) measure how many actions someone can take in a round, based on how fast they can move and react. Start with 3 AP, plus your Speed; put that many coins on your character sheet, and spend them each time you take an action.

Steps provide a rough measure of space. We can imagine it about a metre long, or as wide as the step on your gaming board, or any other length.

Armour protects characters by reducing Damage.

DR (Damage Resistance) reduces incoming Damage, before a single FP is spent. It usually represents armour.

Vitals Shots are attacks which equal a target's TN plus their armour's Covering; this lets the attack ignore the armour's DR, and deal direct Damage.

If a player needs to roll at TN 10 to hit an opponent with 'Covering 3', then they need to roll '13' to make a Vitals Shot. This applies symmetrically; if the PC's armour has 'Covering 5', and they miss by 5, then their opponent scores a Vitals Shot, and their armour counts for nothing, providing no DR.

Fate Points (FP) (▽) measure how much luck the character has left. Spend them to avoid Damage. Your maximum FP = $\frac{Total\ XP}{10} + Charisma$.

Health Points (HP) (○) provide a linear measure of a character's health or injuries.

Projectiles rolls use Dexterity + Projectiles, and targets resist with Speed + Vigilance. Every 5 steps' distance adds +1 to the TN. When PCs hit the TN precisely, they miss their first target, but hit another target behind (if any).

> **Hunting Bows** deal any amount of Damage, depending on the bow, but cannot be pulled back by someone with a Strength Bonus lower than the Damage. The AP cost to pull one back equals 2 plus its Damage.
>
> The hunting bow gives a Bonus to hit equal to its Damage, if the archer has time to draw properly (i.e. they still have at least 1 AP after firing). Flustered archers, take the weapon's Bonus as a penalty if they would not be able to fire in time.

Retreat works like any Resisted Action; both parties begin with Speed + Athletics. If either side wins with a Margin of 3 or more, they win (i.e. escape or capture). But if either rolls a lower Margin, both sides run through one Area, gain one EP, and the winners can change the relevant Skill by deciding where or how they flee.

For example, a troupe of characters could run through dense thickets so that both sides have to use Speed + Survival on the next roll; or in a town they might try to navigate through a dense crowd with Speed + Empathy.

The Judge should give Area-options after a successful roll. Each roll inflicts 1 EP on both sides.

> **Areas** give a rough unit for large spaces. An area is a space made distinct by its features. In the Labyrinth, each cavern might count as an area, while out in the open plains a forest might be composed of the local areas: 'the centre with the big, felled tree', 'the river's fork', and 'the griffins' nesting site'.

Rounds start when everyone wants to speak at once. The Judge goes round the table clockwise as players commit to actions by spending AP.

Swarms (⁜) are myriad tiny creatures, acting as one. They crawl over characters, and into gaps in armour.

Swarms can cover a number of steps equal to their HP, or bunch up together, with 3 HP per step.

Attacking swarms is easy when there are so many targets. The TN to attack always reduces by 1 per HP in the swarm, so when a swarm is listed with 'Att 12 - 8 HP', the TN would be only 4; but if the swarm had only 1 HP left, hitting it would require a roll at TN 11. However, swarms only take 1 Damage each per attack.

Swarms can split into smaller parts as a normal movement action. Each part inflicts 1 Damage each round to anyone on the same step, as long as the swarm's HP total comes to more than the target's Covering.

Weapons add to Attack and Damage.

Name	Att Bonus	Dam Bonus	AP Cost	Weight
Dagger	+0	+2	1	1
Quarterstaff	+3	+0	2	3
Longsword	+2	+2	2	2
Round Shield	+2	+0	1	2

Smaller weapons only cost 1 AP to use, while larger weapons cost more, but also have bigger Bonuses.

Equipment

Items can be held in a hand, or in a backpack. By default, each provides a Bonus equal to its Weight, but various items buck the trend one way or another.

Weight Rating (⊙) Characters can carry items with a total Weight Rating equal to their HP total. Each point beyond inflicts a -1 Penalty to all actions. Creatures have a Weight equal to their own HP.

> **Exhaustion Points (EP)** measure how tired, hungry, and fed-up characters feel. Each EP has a Weight of 1.

Coinage can become heavy quickly, gaining a total Weight of 1 for every 100, so a small chest of 1,000 coins would have a total Weight of 10.

> **Copper Pieces (cp)** are the smallest unit of currency.
>
> **Silver Pieces (sp)** gets you 100 copper pieces.
>
> **Gold Pieces (gp)** convert to ten silver, or a thousand copper pieces.

Travel

Journeys by road allow people to move 5 miles per Interval. Each extra mile a character travels inflicts 1 EP.

Forest Rambling reduces travel by 1 mile due to the thickets, ditches, and patches of marshland. ☙

Vigils keep a troupe safe throughout dangerous nights outside, but inflict 2 EP. The players can divide these points among their characters as they wish. ☙

Weather can spell death for anyone who doesn't take it seriously. Some of these cosmological terrors will lay waste to the underprepared, while others sneak up on them slowly.

Snow slows every journey to half the standard speed. The added cold also inflicts 1 EP each Interval a character spends exposed.

Witchcraft

Some speak their spell, others construct it from monster bodies. In any case, the results are the same – unpredictable.

Alchemy (♋) is the practice of turning a raw magical Ingredient into something useful. It requires no Sphere Skill to use – just a recipe.

Alchemical items have a default Weight of 1.

Artefacts happen, often by accident, when someone imbues sentience into an unused Talisman, then leaves it to contemplate its existence for a century. spells given sentience, and function as long-term magical items. They frequently go awry, as they have a mind of their own, and their own wishes and values.

Concoctions are liquids or powders which, when thrown in the air, hyper-charge the use of a single magic Sphere, for anyone present next to the burst. For example, a concoction to boost the Air Sphere would mean a caster with Air 2 could cast a single spell as if they had Air 3. Using one in combat requires at least one AP to grab it, and another to dispurse it into the air. ⚶

Elixirs heal diseases. Each one requires a particular type of Ingredient to heal a particular disease. ⚶

Ingredients are the basic materials used to make any Concoction, or Talisman, and for lots of medicines. Each has an elemental affinity, so a Fire Ingredient can only make a Fire Concoction. ⚶

Talismans are spells, locked in an item, along with some activation condition. A talisman could open a magical gateway once it reaches a certain location, or bless the first person it sees with good luck. Many will strike the nearest, available target once activated, which makes them dangerous in the wrong hands. ⚶

Mana Points (MP) (□) grant every witch their power. When they run out, they gain one EP for every point they cannot spend.

Spells have a mind of their own. Once cast, they endure until they burn through themselves, or something destroys them. To stop a Fire spell, someone must put the fire out, and if an angry witch makes antlers grow on someone's head, the only way to 'dispel' them is with a boning knife.

Spells with a Distant range cannot be reigned in; if the range is 'an arrow's reach', the spell will find the nearest target at that distance.

Casters only select a spell's first target. The spell forks through the others like lightning, and may 'arc' across any distances up to its original range. Water spells which hit a river will spread through the river, but a curse with an 'area' of 4 will have to jump until it has found four people to inflict itself on. ☙

Spheres divide the world into meaningful parts. The five elemental Spheres are Fire, Air, Fate, Water, and Earth. Each one can join with two neighbours to make one of the high Spheres; Light, Death, Mind, Life, and Force.

If a caster can think of a way to use any Sphere to stop an attack, they can enter combat as usual with their Charisma + Sphere, rolling at TN 7 plus the NPC's Dexterity + Melee. A battle-ready witch might encourage a warrior's torch to burn his own face off, or make him forget what he wanted to do a moment before his sword comes down.

Witch simply means anyone who can natural speak to an elemental Sphere using their inner MP store. These people have no special uniform, and often hide their talents.

Castings start by spending one MP per spell level. The witch then commands the target Sphere, rolling Charisma + the lowest Skill required.

When 'overspending' on the Invocation, the debt is paid in EP.

TNs depend on how malleable the target is. Earth spells can affect ice far more easily than rocks, and Air spells can whip up a gale easier when outdoors.

When used in combat, spells cost a number of AP equal to the MP-cost + 1. ☙

Chronicles

The Chronicle is the game and the players, it tells the story of the troupe, but not of any particular PC. Each week which passes in our world, about four weeks pass in Fenestra. During the game, the Judge and players set the pace of any scene, but the session never covers more than thirty days.

PC (Player Character) – one of the characters run by the people playing the game.

NPC (Non-Player Character) – anyone in the world played by the Judge rather than a player.

Intervals divide the day into four parts – morning (◐), afternoon (○), evening (◗), and night (●). After each Interval, each PC regenerates:

- Resting characters remove 1 EP.
- The Judge rolls 1*D*6 – everyone gains that many FP.
- The wind brings MP, and each point goes towards whoever has the most empty MP.

Location	MP	Cover	MP
Underground	1	Partial armour	-1
Indoors	2	Complete armour	-2
Outdoors	3	Submerged	-3
Storm	4	Entombed	-4

Each day, everyone must eat and sleep, or take two EP.

Side Quests are BIND's way of weaving emergent stories. Each one introduces itself to the Judge with a summary of its scenes, each segmented into Regions.

Regions are broad types of areas, such as 'Town', or 'Forest'.

Whenever the PCs go from one Region to another, the Judge checks for the next available Segment in that Region (marked '☑'). ☙

Segments describe events which can happen at any time, anywhere within their Region. Some Side Quests have all of their Segments in a single Region, while others have Segments which jump between Regions.

Some Segments have a '⚶' symbol, meaning they should be run at the same time as the next available Segment in the Region.

Once the Segments concludes, it should be marked as done with a '☒', and the next Segment in the same Side Quest becomes ready ('☑').

Story Points allow players to declare that some part of their backstory arrives on scene to help the situation. This could be knowing an ally, an obscure fact, or another language.

Spending a Story Point grants 5 Experience Points.

Experience Points (XP) come from each character's Code. Spend XP to raise any Trait.

Trait	*Remove Penalty*	First	Second	Third
Skill	—	5	10	15
Knack	—	5	10	15
Combat Skill	—	10	20	30
Attribute	5	10	20	40

III Symbols

⚇ Dwarf.
☽ Elf.
☿ Gnoll.
♤ Gnome.
♄ Human.
♉ Goblinoid.

♀ Female.

♂ Male.
⚥ Sentient (any gender or none).

♉ Animal.
♋ Morphed creature.
⚭ A team of multiple creatures.
∅ Undead creature.

Chapter I

Protagonists & Plots

I A Tapestry of Karma

On one level, this Chronicle presents a farce where some people argue about the tax on a river, and monsters start eating them, because they're too busy arguing to notice. On another level, the Chronicle weaves together nine stories with one theme: the subtle line between karma and vengeance.

'*The Spider's Song*' begins with the Spider Queen killing people with her monstrous pets, then she feeds an entire hamlet to them. She seems too powerful for anyone to kill her, but once she makes too many enemies, someone volunteers to help the PCs kill her. So the PCs may become instruments of karmic vengeance.

While that thread is still in development, '*Wolf Heads*' begins, and the PCs meet a series of suspicious characters. They may argue with one, become friends with another, or just ignore every troublesome character they meet. Soon after, the Wolf Heads go out together and find the PCs are in trouble; and so the Wolf Heads decide what counts as karma. And long after the Wolf Heads help, hinder, or mock the PCs, the situation reverses when the PCs find the Wolf Heads suffering an attack on the road. Vengeance on either side can lead to escalation.

But before either of those two threads resolve, the Chronicle has another, and another. Because whenever the PCs don't head towards the next part of the story, BIND simply starts a new story, while the old one lies in wait.

The Three Regions contain their own looming threats, which appears gradually, as the PCs encounter Side Quest Segments within.

Pick a Side Quest – perhaps '*Wolf Heads*' or '*Sewer Bandits*' – and follow its Segments, through each Region, and see how the threat grows.

Forest

The Spider's Song

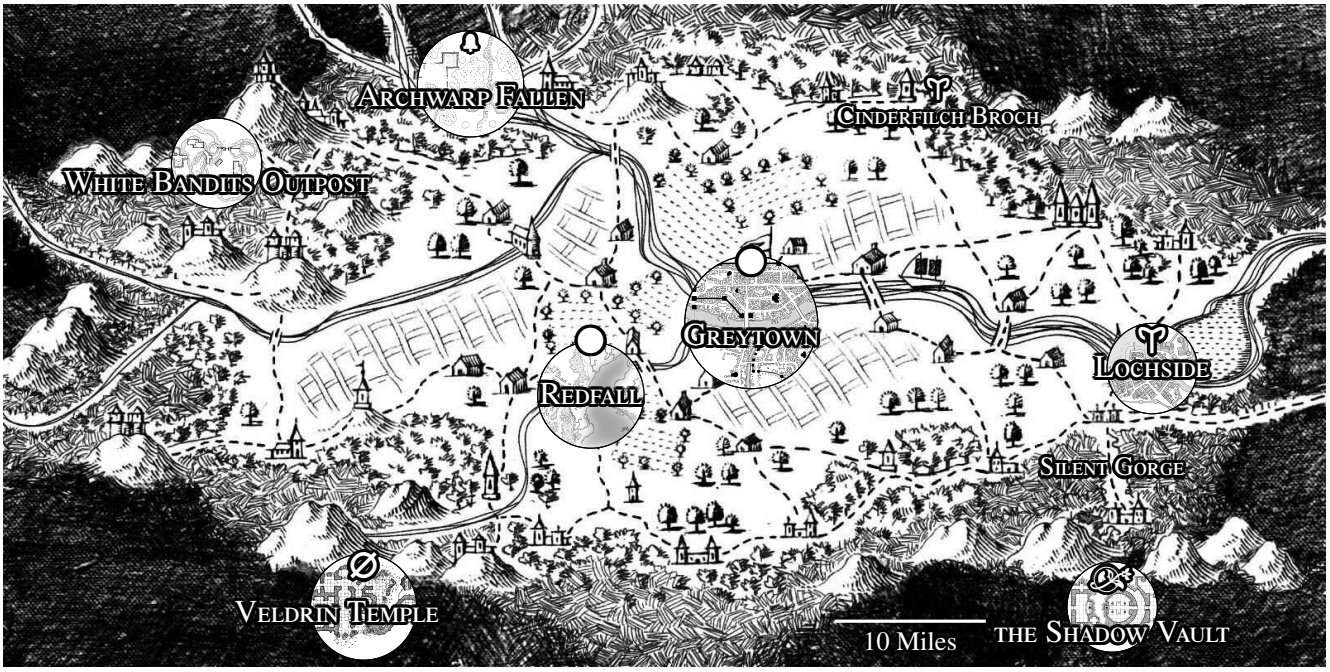
- ☐ Part 3: **The Arachnid Double Cross –** The Spider Queen double-bluffs the troupe, attacking with illusory chitincrawlers, mixed in with real ones **10**
- ☐ Part 6: **The Lone Ranger –** A night guard ranger describes the Spider Queen's fortress **13**
- ☐ Part 8: **The Cunning Plan –** Three gnomes have an elaborate plan for the troupe to kill the Spider Queen . . . **13**
- ☐ Part 9: **A Field of Geometric Dreams –** The troupe find a dozen hibernating chitincrawlers in the snow . . . **15**

Wolf Heads

- ☐ Part 3: **A Lonely Tower –** The troupe discover Kinbrine's secret tower in the forest **16**
- ☐ Part 6: ⚶ **The Guilded Party –** The troupe encounter the Wolf Heads while dealing with some other situation . **18**

Entitlement

- ☐ Part 2: **Guild Consciousness –** Mosswipe asks the troupe how they really feel about their position in wider society, to see if they might want to join the White Bandit **20**



☐ Part 5: ☾ **The Beast's Treasure –** Burke Whiteplains displays alchemical knowledge **22**

The Trouble with Ale

☐ Part 4: **Broken Sword –** One of the characters' weapons breaks **26**

The Little Prince

☑ Part 1: **The Elven Prince –** White Bandits attack an elf **27**

Forest Interruptions

☑ Part 1: **The Curious Crawler –** A hungry chitincrawler digs at a gnomes stump **42**

☐ Part 2: **Random Traders –** Three tradesmen are lost in the forest **42**

☐ Part 3: **The Elven Party –** Elves tell the troupe to dance, and dance, and dance **43**

☐ Part 4: **Furry Traders –** Three gnolls are here to trade **44**

The forest holds two active fiends who want to eat the outer baileys. The Undead Priest Cainpale leaves his crumbling temple to kill people and grow his undead army. The Spider Queen emerges from her mobile fortress of webs, and wants to feed farmers to her chitincrawlers pets. When a Segment shows this symbol – ⚶ – it means a bailey or broch may fall to the forest, and the Edge advances another step inwards.

And if enough outer brochs and baileys fall, all the monsters of the forest will flood into the unprotected, interior farmlands. The Grey Valley would then become uninhabitable, and turn into a flood of refugees, all trying to reach some other settlement before Sables brings snow.

Making matters worse, the Wolf Heads want to poke around the forest in search of ancient alchemical gateways. They, or the PCs, will eventually find the remains of Archwarp and Sixshadow from the Lost City, which bring all new complications.

Roads

The Spider's Song

☑ Part 1: **Luckiest Trader Alive –** A seller tells the troupe about her luck escaping chitincrawlers **9**
☐ Part 2: **Sheep Stampede –** The Spider Queen summons sheep to be eaten by her chitincrawlers **10**
☐ Part 4: **Quiet Little Hamlet –** The Spider Queen's chitincrawlers have eaten an entire hamlet **11**

Wolf Heads

☑ Part 1: **Wanted Poster –** The troupe see a wanted poster for Courtbile **16**
☐ Part 4: **New Friends –** Courtbile follows the troupe to know what they know **17**
☐ Part 5: **Just out for a Walk –** Alga wanders the forest, secretly looking for the Lost City **17**
☐ Part 7: **A Cry for Help –** The troupe find the Wolf Heads under attack **18**

Entitlement

☑ Part 1: **Rotten Breath –** Rankfilch sends the party to find a cure for his breath **19**
☐ Part 3: **New Guards –** The White Bandit have an argument with the night guard **20**
☐ Part 6: **Dead Nobles –** Burke Whiteplains kills an entire warden family, and investigation reveals alchemy . . **22**
☐ Part 7: **Political Positions –** Mosswipe gauges how the troupe feel about dead wardens **23**

Desperate Measures

☑ Part 1: **Bad Bandits –** The cursed appetites of the Redfall's wardens have pushed Redfall's farmers to starvation, and banditry **23**
☐ Part 2: **Wrong Direction Chickens –** The Redfall wardens eat so much that they import chickens *from* Greytown **24**
☐ Part 3: **The Search for Murklash –** Rocklash's Seneschal asks the PCs to help him **24**
☐ Part 4: **Rumours of the Beast –** People on the road chatter about 'the beast' who rides at night by Redfall . . **24**

The Little Prince

☐ Part 2: **The Debt Repaid –** Three elves return to repay the characters for their previous actions **28**

Sewer Bandits

☑ Part 1: **Art Collectors –** Hare introduces himself as a fence **30**
☐ Part 3: **Beyond the Pale –** Rankfilch passed too close to the Bladderskulls, and now looks semi-dead **31**

The Necromancer's Friend

☑ Part 1: **The Undead Horde –** A botched spell leaves Cainpale's ghouls wandering alone **33**
☐ Part 3: **The Survivors –** A few farmers flee a massacre **34**
☐ Part 5: **The Dead Devour –** The necromancer consumes an entire bailey **35**
☐ Part 7: **More Bad News –** yet another bailey falls to Cainpale **37**

Rising Titles

☑ Part 1: **Dry Inkwells –** When every jotters lies dead, the troupe discover freedom **37**

Each time the PCs go to Greytown or the forest, they must pass through this middling Region.

Burke Whiteplains, the would-be warden to the Grey Valley, hides in the White Bandits Outpost, just past the Edge, and slowly gathers a small army of malcontents, mostly from the night guards. His messenger will also approach PCs, who will have to decide whether or not to join his violent revolution.

Take a look at the thin crust of protective structures surrounding delicate fields on the map on the facing page.

The little houses on the inside are scattered hamlets,

each controlling large amounts of farmland, full of grazing livestock.

- The outer structures with multiple rooves are baileys, with tall walls to defend themselves from the constant probes from Sylf's children.
- The structures with a single tower are brochs. Each morning and evening, the night guards of these tall towers play loud pipes to attract the forest's monsters towards them, and away from the inner farmlands.

When a fiend destroys any broch or bailey, you should take a pen, and score out the settlement.

Town

The Spider's Song

- ☐ Part 5: **Another Village Down –** Everyone in Greytown talks about another village, taken by the Spider Queen **12**
- ☐ Part 7: **The Disappearing Fortress –** The Spider Queen has moved her fortress **13**
- ☐ Part 10: **Natural Balance –** The lack of chitincrawlers have lead to a growth in griffins **16**

Wolf Heads

- ☐ Part 2: **Rumours of Glory –** The troupe hear about the Wolf Heads **16**
- ☐ Part 8: **The Deal –** The Wolf Heads decide how they feel about the troupe **18**

Entitlement

- ☐ Part 4: **Illegal Songs –** The sun guard catch a bard singing about the wonders of the Lost City, and arrest him . . **20**

Desperate Measures

- ☐ Part 5: **The Master's Bounty –** Rocklash has been found out, and everyone in Greytown wants the bounty on his head **24**

The Trouble with Ale

- ☑ Part 1: **The Drunken Outlander –** A local Wheat Guild server starts fights while pretending to be from Southdale's Wheat Guild **25**
- ☐ Part 2: **Ale Explosion –** Barrels of Ale explode down the street **25**
- ☐ Part 3: **The Captain –** Captain Vex introduces himself **26**
- ☐ Part 5: **You Can't Drink Here –** People jeer at envoys from Southdale's Wheat Guild and a fight breaks out . . **26**
- ☐ Part 6: **Dry –** Guild fights have caused all ale supplies to run out **27**
- ☐ Part 7: **The Riddle –** Kinbrine has raised a bounty on the Riddle of the Gate **27**

Sewer Bandits

- ☐ Part 2: **Nobody Bags –** During a funeral, a body-bag spills open, revealing nothing but dirt and rocks **31**
- ☐ Part 4: **Unexpected Ghasts –** The dead run through the streets **31**

The Necromancer's Friend

- ☐ Part 2: **Rumours of a Breach –** Cainpale destroys a remote bailey **34**
- ☐ Part 4: **Armourless –** Cainpale kills a trading wagon for their armour **34**
- ☐ Part 6: **Last Ride –** Greytown leaders argue about the next steps, as all the rangers died fighting Cainpale . . **37**
- ☐ Part 8: **Rise of the Hero King –** Burke Whiteplains has killed Cainpale, and everyone thinks he's cool now . . **37**

Rising Titles

- ☐ Part 2: **Guards, Guards! –** Vagabonds from the night guard run amuck in Greytown **38**
- ☐ Part 3: **Underground Assassins –** The bandits in the sewer cut Captain Vex's throat **38**
- ☐ Part 4: **Bandits Caught –** The sun guard have captured Burke Whiteplains **39**

☐ Part 5: **The Dead Rise –** Hare releases ghouls upon the Citadel **39**
☐ Part 6: **Same Old New Management –** The troupe clear the Citadel of ghasts **40**

Town Interruptions

☑ Part 1: **Pickpocketed –** Someone has stolen one of the characters' items **41**
☐ Part 2: **The Fat, Black Cat –** He simply wants some fish **41**
☐ Part 3: **Pickpocketed Again! –** Someone else picks a character's pocket **41**

In Greytown's bowels, a violent revolution brews, as the Diggers gather stores of undead to inflict upon the Citadel. The PCs may help or hinder the revolution, but until that happens, Greytown provides the only place to buy rare equipment.

Wandering Monsters should keep wandering throughout the Chronicle, because their presence provides the PCs with a reason to go out and hunt, and because their presence is the crux of the matter – they are the doom which comes if the Grey Valley tears itself apart.

Most Segments require insight and negotiation, rather than combat. This helps the Side Quests run alongside random encounters, without making dangerous combat-encounters repetitive.

The players may take a while to fully understand the grander political schemes threatening the Grey Valley, and even longer to come up with counter-schemes. Bog-standard night guard missions can help kick-start journeys, as they often involve entering the forest.

Player Interference is good. Segments won't ask anyone's permission to *start*, but once started, the PCs actions' should have repercussions. Every Segment could change. For example, if a PC somehow kills the the Spider Queen during the second Segment of her Side Quest, the rest of the Segments would disappear instantly. However, most Side Quests will not fade away so easily, because most of the protagonists come from one of five political factions. If Burke Whiteplains dies, Rankfilch (or even his brother Hare) can take his place.

Since the PCs begin in the night guard, that makes them part of the establishment at the Chronicle's start. Of course, this may change soon, as Mosswipe will gently inquire how the PCs feel about joining the White Bandits, or they may find themselves making concrete plans with the Wolf Heads.

II Places & Politics

These are the movers and shakers, the doers and thinkers. You can find each of them in the Side Quests, sometimes as primary actors, other times wandering into the background of multiple threads and Segments.

The Grey Valley

The valley stretches farther than most human settlements, and has developed a weak shell; only a single strip of road guards the Edge, with a single layer of brochs.

Lochside (♈) – where every river in the Grey Valley meets, before heading to Southdale. pages 16, 53, 56

> **Reeve Cronblight** (♂♄♈●) recently founded a new bailey – Lochside – so Cronblight wants to begin his transfer into the Temple of Justice. He helps Yerina smuggle her barrels into the Grey Valley from Southdale, and sells weapons to Burke Whiteplains for stolen goods from local wardens. pages 37, 53

Redfall (●) sits safely near Greytown, full of archers, and famed for its red-earth clay and red apples. pages 23, 46

> **Rocklash** (♂♄●) – warden to the little hamlet Redfall, safely nestled not far from Greytown. He refused to join Burke Whiteplains, so Burke Whiteplains cursed him and his family to become monsters, and eat all day. Redfall now starves, as their masters eat all the food. pages 23, 46

Greytown (♄)

Dank slate rooves, covered in moss. The North holds the bangs of metalworks. The East makes the noise of delighted crowds from the Pit of Justice. In the West, trading boats enter and shout curses as the taxes are raised again. From the South, cattle comes in for slaughter, to feed the hungry town.

Greytown Citadel (●) *The night guard do such a wonderful job guarding everyone. We all feel very safe here. Maybe Greytown has a few bad apples, but I'll see them in the Pit of Justice soon. And if we run out of bad apples, I'm making a deal with a Southdale warden for some extra-large monster-traps. I'll have my jester pronounce them 'guilty!', and the people can watch them fight. Won't that be fun?*

Never a dull day in the Pit of Justice, never a dull day. page 39

Warden Prosity Grey (♂♄●) doesn't know about the plots around him, and doesn't want to know, he only wants to collect his hefty taxes on all the boats coming from Whiteplains. pages 19, 49, 60, 84

Librarian Cleftwarp (♂♄♟) maintains a separate, personal library in the citadel, away from the Paper Guild. page 82

Mincing Pig (☽✶) is the nastiest bar in Greytown, and the meeting point for the Diggers. pages 19, 86

Landlord Egress Pig (♀♄☽✶) – owner of the Mincing Pig, has been networking with all manner of people. She helps Rankfilch smuggle goods in, then hooked up Yerina so she can smuggle cheap ale in.

She doesn't really care about those Digger plans, but will quite happily play at having political goals while it makes her money. pages 25, 81, 91

Oolery (☂) was established by a tiny crew of gnomes from the Labyrinth, and now the warren hosts over a hundred. A couple of those original gnomes still live in Oolery, and know the answer to the the Shadow Gate's riddle, but they won't tell anyone, for fear of losing their home. pages 13, 87

Keras (♂☂) – gnomish illusionist, originally from the Labyrinth, where gnomes speak a language they call 'Down', as oppossed to 'speaking Up'. pages 13, 77, 84

The Digger Catacombs *The whole system stinks, even worse than the sewer we live in. Money goes to the guildists, and nobody else can compete with the weavers, because of those laws. And nobody can harvest the bodies of beasts, without paying the temple, so what's the point in killing them when it's illegal? And nobody can decide on what's 'justice' when only some warden gets a say. The problem with our society is the prevalent belief in 'guildism'. So we're gonna cut it down to size, starting with the head, and then we'll make a new kind of justice.*

We found these screaming skulls that make you half dead. And if they speak to you, and then you die, you go undead but you remember who you are. You go mad enough to kill, but sane enough to hold a sword. So we got a plan.

We dig a tunnel, under the Citadel, so we can peek at Prosity's basements. Then we let the hungry-dead loose in the poshest place in town.

And after, we rebuild Greytown with some better ideas... something that's not guildism. pages 30, 84

Counter Ripcrag (♂⊙) always resented the fact that he had a place at the Temple of Sickness, while many others did not. He doesn't know what the solution is, but when people told him they'd bring down the system, he decided he was on board.

He currently helps the Diggers by poisoning any rich people in the care of his temple, marking them off as dead, and sending them down to catacombs below Greytown. He doesn't know exactly what happens after that, but he trusts the Diggers to have a broader plan of some kind. pages 19, 86

Bladderskulls – a jabbering Artefact, made of three human skulls, with their own inflated bladder stuffed inside. It casts spells to make people see and hear as the undead do, because it likes having people to talk to, and only the undead can hear Artefacts. pages 30, 94

Hare (♂♄●) – Whiteplains agitator, and brother to Burke Whiteplains. He smuggles items between Rankfilch's house (outside Greytown wall) and the Mincing Pig (inside the wall).

Once the Diggers kill Prosity, he plans to take his place. pages 19, 53, 60, 91

Murklash (♀◯) – just an old lady who makes nice cups of tea, and needs some basilisk skin, if you happen across any. pages 24, 84

White Horse Inn (☽✶) is a serene and esteemed establishment, with a reputation for high-quality clientele. pages 25, 86

Fenspit (♀♄☽✶) – Chef at the White Horse, a local Wheat Guild establishment. She hates the recent competition from the Wheat Guild of Southdale, and plans to destroy their reputation. pages 25, 87

Foxglove (♀♄♟) – organizes the local Paper Guild, and knows everything one could possibly read in any book, but has no time to talk with anyone. pages 16, 83

Captain Vex (♂♄●) – organizes Greytown's sun guard with his booming voice, then ends the day with a stiff drink. pages 26, 87

Southdale (♄)

Lies twenty miles East of Greytown (but South of the place that named it). The area boasts an impressive dwarven palace, and that palace boasts of its potent, long-lasting spirits.

Builder Burngrot (♂♄♈) grew up in a warden's house in Southdale, then joined the night guard, because nowhere else wanted him.

Currently, he's on the hunt for Courtbile, and hoping the collect the reward and receive a promotion. He's already failed to prosecute Kinbrine for killing basilisks without paying the Temple of Beasts, and wants vengeance on the Wolf Heads in general. pages 37, 67, 87

The Wolf Heads (♈♠☌⚲) *We're all tired of squabbling temples and the grind, so we're going to get rich or die trying. I've saved up some coins, and Yerina's found some contact willing to smuggle Dwarven ales into Greytown for her.*

We're going out, past the Edge, and we're going to uncover every coin, treasure and brick that remains in the Lost City. I hear there was some alchemical Artefact which lets you avoid taxes. pages 16, 53, 65, 88

Proctor Alga (♂♄⚲) never was never a great crafter, or negotiator. page 17

Chef Yerina (♀♄☌⚲) – Chef at Southdale's Wheat Guild. Also known locally as 'that damned Yerina'. She plans to become rich selling watered-down dwarvish ale, and smuggling it into Greytown via Diggers' tunnels, to avoid paying dues to the local Wheat Guild. pages 16, 53, 88

Courtbile (♀♄) – wreckless daughter to a warden in Southdale, who ran away to join the night guard. She sometimes means well, but tends to handle problems with fire too quickly. page 16

Kinbrine (♂♄♠) – seeker to Southdale's Paper Guild, here to collect information on the Lost City, and potentially reinstate the the Shadow Gate, to bypass tax laws. pages 16, 53, 55, 84

The Lost City (♠)

Is an enchanted, beautiful, and safe city, which never existed. The buildings and settlements in all the songs existed not long ago, but the giant city they all occupied is a myth.

Archwarp (∅♠) holds an alchemical gateway which once took people to the Shadow Vault, by Sixshadow. It now lies in disrepair, since the gateway stopped working, and an alchemist killed the gate's guardians.

The Lonely Tower (∅♠) once stood in the time of the Lost City. Kinbrine has decided to rebuild it as a research outpost, but has no idea what's in the basement. pages 16, 50, 55

The Golden Priests (∅♂♄) have guarded the Grey Valley from a goblin-hole in their temple, underneath the the Lonely Tower, for centuries. Despite unending invasions, they continue to guard it even when most of their temple crumbled, and the settlements around them fell.

Everything will remain fine, and no goblins will emerge, as long as nobody goes down and kills them just for being undead and having treasure.... pages 20, 57, 88

Sixshadow (♠) once had an active civilization, supported by its alchemical gateway to Archwarp. It collapsed under its own weight once the gateway fell, and now lies uninhabited, except for a few elves, who are slowly migrating elsewhere. pages 20, 73, 83

The Spider Queen (♀☽) has taken to enchanting chitincrawlers to follow her like a mother. She even transformed her frail, elvish, body to resemble her pets. Throughout Sables, she hibernates with them in Sixshadow. Once she wakes, she will grow her entourage, and feed entire baileys to her babies. page 9

Umiel (♂☽) has become irritated with his mother, the Spider Queen, keeping her violent pets in the area. He's decided to wander out, and find the sea. page 27

The Shadow Vault (♠) once held any Artefact too dangerous for the old alchemists.

As the alchemists sold their assets, the Wheat Guild bought the place and opened it as a tourist attraction. The most popular curiosity was an alchemical gateway to Archwarp. pages 18, 73

The Shadow Gate (♠) is a sentient Artefact, only interested in challenging people with riddles in return for access to Archwarp.

One day, it began to ask a riddle so fiendish that nobody could answer it, and hasn't worked since. pages 16, 73, 86

Veldrin Temple (☉) once held priests of Eldren, and one remains, guarding the temple, despite being dead. pages 32, 94

Cainpale (∅♂♄) has spent so long guarding his temple alone that he has developed a phobia of the living. But when Burke Whiteplains stole his only friend, he decided to raise an undead army by destroying local baileys, and will continue killing everything which scares him, until he reunites with his Bladderskulls Artefact (currently held by Diggers under Greytown). pages 30, 62, 83

Whiteplains

North-West, up the river, the lands are colder, with wide-open plains, full of auroch. Whiteplains has many roads, but only one river it can send boats down – the river which flows through Greytown. The Greytown keepers have kept Whiteplains under heavy taxes for a century. ❁

White Bandits Outpost *in this world, there are Good people, and Evil.*

The Evil people rob innocent, hardworking people. Then they set themselves up as Evil lords, so they can rob people with taxes, and the threat of their Evil soldiers.

But there are also Good people. And the Good people, kill the Evil ones.

So we have come to free the night guards that those Evil ones put in slavery, and called 'fodder'. And there will be no more night guards who have to pay dues to a guild – instead, they will all be like adventurers of old, who find treasure in ancient places, and they keep all of it by law, but also freely share their gold with the poor farmers.

And when anyone can kill monsters, and sell their hides, the Grey Valley will become rich as everyone kills everything, and the people will wander on the road freely, outside of their bailey walls.

Just like in the time of the Lost City, people will rejoice, and recognize gods of Good, and a Good King, in a land where monsters do not wander. ❁ pages 21, 60, 88

Jotter Rankfilch (♂♄♈) does not believe in any of the propaganda, but does believe that Burke Whiteplains can start a revolution with some help. pages 19, 53, 63, 94

Cutter Mosswipe (♈♂♄) came from the slums of Greytown, but has aspirations to become something better. Political thinking is new to him, so he's moving through each step very carefully. pages 20, 60

Burke Whiteplains (♂♄●) was banished from Whiteplains for his use of forbidden alchemy (such as the Life Sphere) and self-righteous speeches.

When he speaks to the local night guard fodder, he presents himself as a humble saviour, and possibly a king. When he speaks to local wardens, he presents himself as a simple travelling warden from Whiteplains. pages 19, 60, 101

Loot (♂♄) fully believes Burke Whiteplains's every promises and plan, and sings about all of it. pages 20, 53, 84

Chapter II

Tangled Threads

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

Douglas Adams

I Thriving in the Dreich

The Spider's Song

1 — ⚶ **Luckiest Trader Alive –** A seller tells the troupe about her luck escaping chitincrawlers.
2 — **Sheep Stampede –** The Spider Queen summons sheep to be eaten by her chitincrawlers.
3 — **The Arachnid Double Cross –** The Spider Queen double-bluffs the troupe, attacking with illusory chitincrawlers, mixed in with real ones.
4 — ⚶ **Quiet Little Hamlet –** The Spider Queen's chitincrawlers have eaten an entire hamlet.
5 — ⚶ **Another Village Down –** Everyone in Greytown talks about another village, taken by the Spider Queen.
6 — **The Lone Ranger –** A night guard ranger describes the Spider Queen's fortress.
7 — ⚶ **The Disappearing Fortress –** The Spider Queen has moved her fortress.
8 — **The Cunning Plan –** Three gnomes have an elaborate plan for the troupe to kill the Spider Queen.
9 — **A Field of Geometric Dreams –** The troupe find a dozen hibernating chitincrawlers in the snow.
10 — ⚶ **Natural Balance –** The lack of chitincrawlers have lead to a growth in griffins.

When elves become old, they get weird. The Spider Queen has left her people, and devoted her life to enchanting animals with song and fostering a kinship with them. Currently, she has collected three pet chitincrawlers, but she's having trouble keeping them, because they require too much food. She has also begun magically deforming her own body to look progressively more like a chitincrawler. Currently, her lower body has six legs and a thorax, which produces thin webbing. Her skin has begun to harden, and sprout thick, brown hair. In short, she has become a dryad.

Over the course of these encounters, the Spider Queen becomes progressively more irritating to the troupe and the local area, until the players finally happen upon her lair.

Chitincrawlers hibernate over Sables (Fenestra's 'Winter'), so if your game takes place around Niquis or Sables, just run Segment 9, and leave the rest until Fenestra returns to the Ainumar's warmth in Halkin.[1]

1) ⚶ Luckiest Trader Alive (Roads)

The PCs meet a trader who seems infectiously happy after escaping a near-death experience.

The Spider Queen sent her chitincrawlers after the trader – Barkridge – along with illusionary crawlers. The real ones became a little confused, so the plan didn't amount to much.

[1] Check the main glossary on page ii for ana overview of the cycles.

> *I just stopped by a stream, near the Edge, to let the horses drink, and I heard a funny song. Next thing I know, two-dozen crawlers came out.*

If the troupe ask about the song, she knows nothing except how odd it sounded, unless they ask if it was elvish. At that point, she can confirm.

If the troupe buy anything from her, she sells at a discount, because today is a good day. She has ropes (3 cp), shortswords (4 sp), and various travelling rations (goat cheese, rye bread, and smoked ham, 5 cp each).

2) Sheep Stampede (Roads)

The Spider Queen has gathered more chitincrawlers, and she needs to feed them again, so they have laid out their webs, and await their dinner.

If the troupe are near town, they spot a shepherd on his own. If they are near the Edge of Civilization, then the shepherd is travelling with a two trading wagons and four night guard fodder. The night guards take a morale check to see if they enter combat.

♂♄ Night guards

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

Skills Melee 1, Survival 1, Vigilance 2,
Equipment Longsword, complete leather, dried fruits, 18 cp.

AP 4 (AP Cost: 2), Att 10, Dam 1D6+3, DR 3 (15!), CR 5

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> A nearby shepherd suddenly shouts out "Hey!", as he loses control of his flock. A distant song entices the sheep to run toward its discordant melody. It is as if the singer caused the music itself to decay.

If the PCs do nothing, the chitincrawlers feed for thirty minutes, then leave.

> The sheep go beyond sight, and into the distant trees, then the song stops, and they begin to cry out in a way you've never heard sheep cry before. Half of them flee straight back out of the forest.

If the characters pursue, they encounters webs (Wits + Vigilance (TN 9) to spot), then see the chitincrawlers feasting on the sheep. They will disengage and attack the characters if they take any Damage.

If the players mention specifically to look out for webs, their characters should spot them immediately.

As before, the Spider Queen waits in the distance, and flees at the first sign of trouble.

♂☿♀ Chitincrawlers

Strength	5	Dexterity	1	Speed	3
		Wits	3		

Skills Brawl 4, Athletics 3, Survival 2, Vigilance 3,
Abilities Octopod (double movement). Web (Strength + Athletics, TN 13 to break free for 1 AP).

AP 6, Att 12, Dam 2D6+1, DR 4 (17!), CR 16

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♂☿♂ Chitincrawlers

Strength	4	Dexterity	0	Speed	1
		Wits	4		

Skills Brawl 3, Athletics 1, Survival 3,
Abilities Octopod (double movement). Web (Strength + Athletics, TN 12 to break free for 1 AP).

AP 4, Att 10, Dam 2D6, DR 4 (15!), CR 10

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3) The Arachnid Double Cross (Forest)

The Spider Queen sat with her babies, serenely in the forest, wondering what to feed them. She cast a *Witness Life* spell, and discovered the PCs, then hatched a cunning plan…

1– She will cast illusions of chitincrawlers, who attack beside her real babies.

2– The characters will spot the illusions (they aren't very good) and think they are in no danger.

3– A moment later, she creates an illusion of a gnome, so the characters will *think* that they understand where the illusions came from.

4– As the real chitincrawlers grab the characters, they will be taken by surprise.

She casts her spells by singing songs.

> You can always tell elven music by a sort of off-beat, where the beat goes wrong in a regular way. This one is soft and high-pitched, and interrupted by the sound of snapping twigs. More crackles come from in front. The setting Sun casts a red shimmer over the armoured bodies of a dozen man-sized black-clad, crawling creatures. The trees drop a small platoon of arachnids, and in a moment a hundred eyes are calculating how you taste.

The PCs roll Wits + Vigilance to understand their environment.

Thirty chitincrawlers attack (3 real, 27 fake).

If any PC cannot tell the real chitincrawlers from the fakes, they will have real problems in combat as they will expend all their AP on the fake ones (which attack first).

If they kill a chitincrawler, the Spider Queen 'changes her tune', and sings another song to bring them back to her.

If the PCs approach the Spider Queen, she casts another illusion to make herself appear as a bush (TN 10 to spot).

If two PCs die, the chitincrawlers all stop to feed.

❊ **What they see...** ❊

TN	Result
8	The Sunset red on the chitin is too much, like the creatures don't look right. You instantly spot that these are illusions.
9	On a nearby branch a little gnome sits, quietly giggling to himself, then looks shocked as you spot him.
11	The distant song seems to be coming from a single chitincrawler in the distance,
12	though she looks different from the rest.
13	Looking past the poor chitincrawler illusions in front of you, you notice that the rest are completely and definitively real.
14	The little gnome, however, is entirely fake.

Chitincrawlers

Strength	5	Dexterity	1	Speed	2
		Wits	1		

Skills Brawl 4, Athletics 2, Survival 1, Vigilance 2,
Abilities Octopod (double movement). Web (Strength + Athletics, TN 13 to break free for 1 AP).

AP 5, Att 12, Dam 2D6+1, DR 4 (17!), CR 14

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Spider Hive
(Duplicated,Detailed, Warp)

Requirements: Air, Fire 3
Resisted by: Wits + Vigilance
Range: 12 steps
Area: 27

The caster rapidly lists every known property of spiders, and 27 chitincrawler illusions emerge from every shadow. Each chitincrawler has Body Attributes at +4, and vanishes once anything touches them.

4) Quiet Little Hamlet (Roads)

Chitincrawlers don't usually reach the inner hamlets – they get distracted along the way by traders or baileys. But the Spider Queen can lead her babies anywhere, including past the dangerous, outer baileys, and into the quiet little areas inside. So no matter which road the PCs walk, they can encounter a village destroyed by the Spider Queen.

If the PCs have arrived at a known bailey, broch, or bothy, use that one. Otherwise, use this example.

The Spider Queen

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

Skills Brawl 2, Cultivation 2, Deceit 1, Stealth 3, Survival 3,
Spheres Air 2, Earth 3, Fate 2, Fire 2, Water 3,
Abilities Claws (+1 Damage). Web (Strength + Athletics, TN 8 to break free for 1 AP). Quadruped (double movement).
Equipment 2 dry sponges (Fire and Air Concoctions).

AP 5, Att 12, Dam 1D6+1, DR 5 (14!), CR 18

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Description: A spider-centaur, with six legs on a bulging thorax, like Gieger tried to draw an anime girl. **Wants:** to see her babies in action. **Mannerism:** Looks down at her babies.

Spells

Crowded Limbs *The caster demands the targets steal, grab, and snatch, and their hands deform into 4 tentacles. The tentacles grant +4 to grabbing attacks, but inflict a -4 penalty to using tools.*

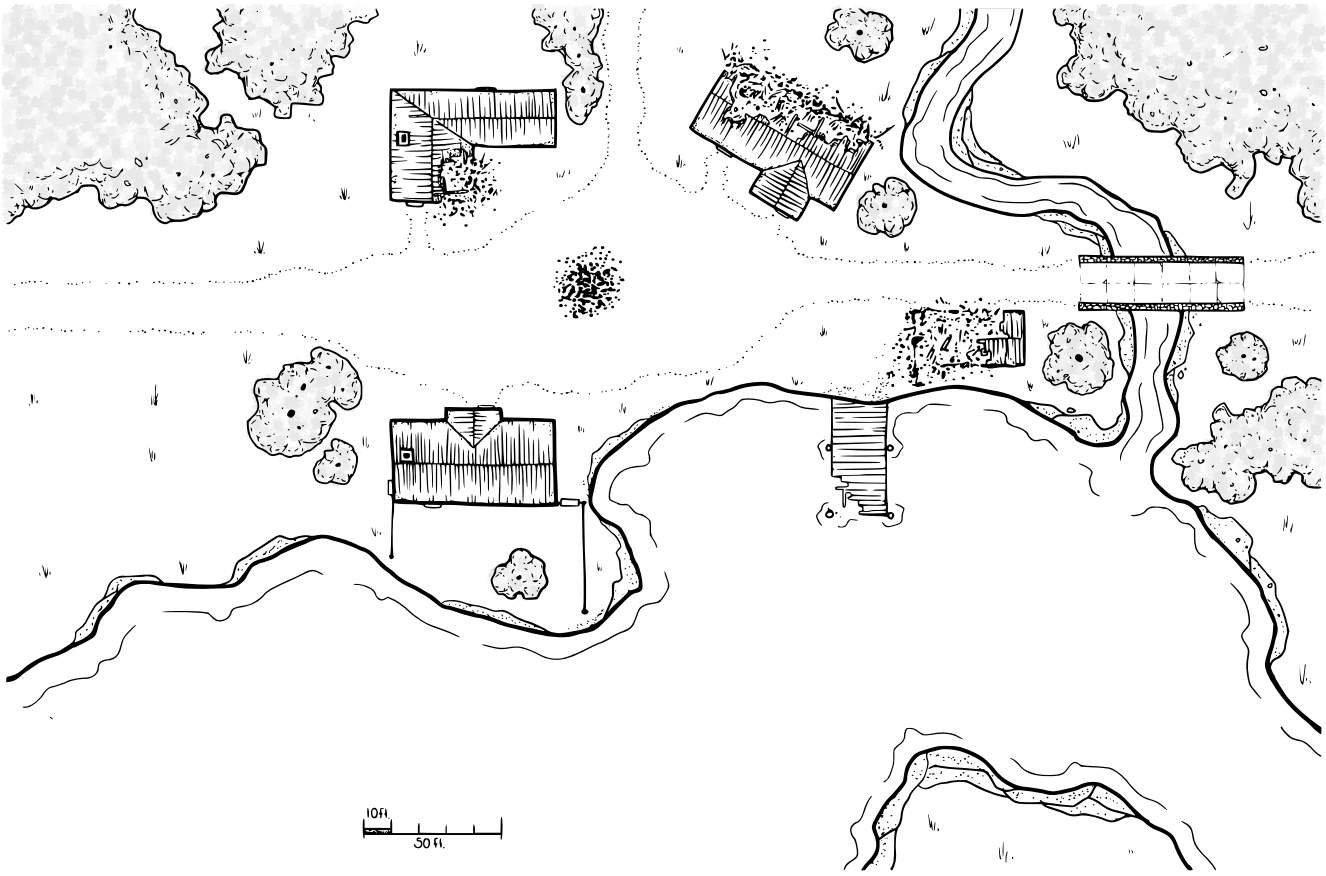
Spend 3 MP, The Spider Queen rolls with +5 (Tie Number (TN) set by remaining HP). **Range:** 12 steps, **Area:** 27,

Phantasm *The caster makes an incredibly dubious claim, and nearby light gathers into an illusion of whatever the caster spoke about.*

Spend 2 MP, target PC resists with Wits + Vigilance (TN 11). **Range:** 16 steps,

Chaos *Targets become confused about what their own plans, and suffer a -3 to Mind Attributes.*

Spend 2 MP, PCs resist with Wits + Academics (TN 11). **Range:** 16 steps, **Area:** 4,



> The little hamlet rests quietly. The air is cool, but then a single cockerel lets off half a crow in the distance, and goes suddenly silent before he's finished. It's only then you really notice: the fields have no animals, and the farmhouse chimneys don't give out any smoke.

However, inside each of the four farmhouses, rooms are filled wall-to-wall with webbing. Each house contains the same thing:

1– Dead villagers in webs.

2– Half-dead villagers in webs, waiting to be eaten.

3– Great sacks of chitincrawler eggs, ready to burst out and feed.

4– One male and one female chitincrawler.

Chitincrawlers ♂

Strength	4	Dexterity	0	Speed	2
		Wits	3		

Skills Brawl 3, Athletics 2, Survival 2, Vigilance 2,
Abilities Octopod (double movement). Web (Strength + Athletics, TN 12 to break free for 1 AP).

AP 5, Att 10, Dam 2D6, DR 4 (15!), CR 12

Chitincrawlers ♀

Strength	5	Dexterity	1	Speed	3
		Wits	4		

Skills Brawl 4, Athletics 3, Survival 3,
Abilities Octopod (double movement). Web (Strength + Athletics, TN 13 to break free for 1 AP).

AP 6, Att 12, Dam 2D6+1, DR 4 (17!), CR 16

The Spider Queen herself has since moved away and left her creatures to multiply.

If the troupe want to leave then they can, without issue.

If the PCs make a lot of noise, all of the male chitincrawlers come out, and pursue. The females remain with their eggs.

5) Another Village Down (Town)

Select any village on the map and cross it out. The Spider Queen has raided it, and the place has become so full of chitincrawlers that people now avoid it, and take another road.

If the PCs journey to kill the chitincrawlers, they find 10 chitincrawlers in total, and a lot of remains of dead villagers.

6) The Lone Ranger (Forest)

Bilefen, a ranger in the night guard, went out to track down the Spider Queen. He has succeeded, but won't approach her alone.

> A man ahead, dressed in black, stares at you, then slowly wanders forward. He puts his finger to his mouth, indicating you need to be silent.

Bilefen approaches slowly, and explains his solo mission to track down the Spider Queen.

> *There's that creature – looks like Sylf went and fucked an elf – she just went past with half a dozen chitincrawlers following her. We should get a peek at her situation and report back to a jotter. But…*
>
> *And I* CANNOT *stress this enough… quietly…*

What the troupe see depends on how far they're willing to go. Ask the players to make a Dexterity + Stealth roll, without a TN, give them the results, then ask if they want to press on while raising the TN. If they fail, or press their luck too many times, trouble strikes.

❊ **What they see…** ❊

TN	Result
6	In the distance, you see trees covered in so much webbing it seems like a fortress of goo.
7	There's a feint silhouette of the Spider Queen in the very centre, with two chitincrawlers next to her.
8	You can't see a clear path to the centre of the mess of webs yet.
9	Bilefen decideds to retreat.
10	Getting closer, you can count the motionless black spots in the fortress – about a dozen.
—	They've heard you, they climb down, three are out and running… now six.

If the PCs push for Bilefen to join them, someone needs to roll Charisma + Melee, TN 11.

♂♄ Bilefen

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

Skills Melee 1, Survival 1, Vigilance 2,
Equipment Longsword, complete leather, auroch tongue, 9 cp.

AP 4 (AP Cost: 2), Att 10, Dam 1D6+3, DR 3 (15!), CR 5

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Description: tall, lanky, and agitated. **Wants:** to get promoted to builder. **Mannerism:** purses lips.

7) ⚶The Disappearing Fortress (Town)

While the next Side Quest plays out, drop the bad news on the PCs – thirty night guards moved out to defeat the Spider Queen, but by that time she had moved her home and brood elsewhere.

Nobody has any idea where she might build her new home, but they know the walls of civilization cannot take much more.

8) The Cunning Plan (Forest)

Three gnomes have been debating about how to approach the troupe about their plan. Keras Triël thinks that it's best to honest, and just approach the troupe and ask if they would like to fight giant spiders. However, Leta is the decision-maker, and her nose is longer than Keras's,[2] *so she says there's no use talking to the troupe without testing if they really can fight chitincrawlers. Mayelo, meanwhile, just wants both of them to stop fighting and make a decision. He's been depressed ever since his bailey was eaten by chitincrawlers, forcing him to move to Oolery.*

Their final plan is to cast an illusion of a chitincrawler and see how the troupe react. If they appear as skilled warriors, the gnomes approach and tell them the plan to defeat the Spider Queen.

> As you nip to the side to take a quick piss, a rustle above you shows that a giant arachnid has suddenly appeared, and looks down at you with dripping fangs. In the distance, high-pitched snickering can be heard.

If the troupe flee, the encounter ends.

If the illusion of a chitincrawler has been vanquished, the three gnomes step forward. Leta begins talking like she's some kind of trader.

> *So you don't like the chitincrawlers?*
>
> *You really hate them?*
>
> *How much would it be worth to you to be rid of the Spider Queen, who guides them through the human baileys?*
>
> *And you seem to be adventurers, in the employment of destroying monsters, is that so?*
>
> *And what if I told you that we could aid you pushing back against the Spider Queen?*

It's only after the characters emphatically agree that they do want to kill the Spider Queen that Leta informs them that she's feeling so generous that she's going to help them for free, and indeed has already laid plans.

If the players ask how the gnomes know exactly where she is, they explain they have triangulated her position through her periodic singing. If they ask how the gnomes can be so certain that a half-kilometre tunnel, going somewhere the gnomes have never seen, can be so precisely dug, Bilefen shows them his calculations. An Intelligence + Academics roll at TN 11 shows that they are correct.

[2] Gnomes consider this to be an important point.

The players should be aware that if they jump out *near* the Spider Queen, but not near enough, the dozen chitincrawlers will sprint towards them instantly. Their only hope is to break out of the earth, kill her in an instant, and hope the chitincrawlers flee once her spell has been broken.

> *It's simple. Anyone wandering close to that pit of spiders will be eaten by spiders. Any large army approaches, and she will flee, leaving option to track her whereabouts. The only way to be rid of her is a fast, decisive attack. But she has herself covered there too – not yesterday we spoke to an elf who had spoken to local birds, who informed us that even the tops of the trees there are covered in webs. Her mobile fortress is impregnable, and hungry, and they will feed again soon.*
>
> *However, with our compass and our calculations, we have found a different way. We know that she rests not a kilometre* that *way, and so half a kilometre that way there is a tunnel which we have almost completed. Once done, it will open* directly *beneath the very place the Spider Queen sits.*
>
> *You know what you need to do.*

If the characters agree to squeeze through the tunnel, dig the last few feet, then burst out, then each one has to make a Speed + Athletics check at TN 7. Success indicates that the character can spend 3 AP to climb out of the hole. Failure indicates that the character pushes up a little, and becomes stuck, while a tie indicates they exit badly, and become Prone, but those behind them can still exit, after going down to the same AP the prone character has.

> You look up at the wide eyes of the Spider Queen. She immediately starts climbing higher up the tree, as dozens of chitincrawlers all around race towards you.

Once out, they can shoot at the Spider Queen, climb the tree, or otherwise attack her. Two of the chitincrawlers will arrive to attack each round, but once the Spider Queen dies, any who have not yet come forward do not attack.

♂♀ Keras the Gnomish Illusionist

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

Skills Academics 3, Empathy 2, Stealth 2, Survival 3, Vigilance 2,
Spheres Air 2, Fire 2,
Equipment Dagger, gem as big as his nose (worth 5 gp), crudely drawn maps of the area, pipe-kit.

AP 2, Att 9, Dam 1D6+1, CR 6

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Description: Mud on the end of his full-body beard. **Wants:** a quiet pipe. **Mannerism:** Waggles finger.

♌ Spells ♌

Phantasm *The caster makes an incredibly dubious claim, and nearby light gathers into an illusion of whatever the caster spoke about.*

Spend 2 MP, target PC resists with Wits + Vigilance (TN 10). **Range:** 16 steps,

Wind Blast *Targets lose 4* AP *and get pushed back 4 steps minus their Strength Bonus.*

Spend 2 MP, PCs resist with Strength + Athletics (TN 10). **Range:** 16 steps, **Area:** 4,

Party Kill *The caster blows, as if putting out a candle, and 4 fires extinguish, becoming nothing but a wiff of smoke.*

Spend 2 MP, Keras the Gnomish Illusionist rolls with +3 (TN set by size of the flame). **Range:** 16 steps, **Area:** 4,

♀ Leta

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

Skills Academics 3, Athletics 1, Caving 1, Cultivation 2, Empathy 2, Survival 3,
Equipment 33 sp, flask of lantern oil, carrot-biscuits.

AP 2, Att 9, Dam 1D6-3, CR 0

○○○

Description: Inquisitive. **Wants:** less chatter, more action. **Mannerism:** Picks nose.

♂ Mayelo

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

Skills Academics 1, Caving 2, Empathy 1, Larceny 1,
Equipment 24 sp, sack of oats.

AP 3, Att 8, Dam 1D6-3, CR 0

○○○

Description: Creepy. **Wants:** to double-check the Maths. **Mannerism:** Scratches Adams apple.

♂♉♂ Chitincrawlers

Strength	4	Dexterity	0	Speed	3
		Wits	2		

Skills Brawl 3, Athletics 3, Survival 2,
Abilities Octopod (double movement). Web (Strength + Athletics, TN 12 to break free for 1 AP).

AP 6, Att 10, Dam 2D6, DR 4 (15!), CR 13

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Chitincrawlers

Strength	5	Dexterity	1	Speed	1
		Wits	3		

Skills Brawl 4, Athletics 1, Survival 3, Vigilance 1,
Abilities Octopod (double movement). Web (Strength + Athletics, TN 13 to break free for 1 AP).

AP 4, Att 12, Dam 2D6+1, DR 4 (17!), CR 12

Success means the Spider Queen has been killed or quelled. If she's damaged and her chitinous children pushed back, she flees to seek new adventures elsewhere, and without killing random villagers.

Failure occurs when the characters fail to damage the Spider Queen before she flees. Things get difficult here. She destroys two more baileys, then wanders off to find something else to entertain herself, as elves often do.

The Spider Queen

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

Skills Brawl 2, Cultivation 2, Deceit 1, Stealth 3, Survival 3,
Spheres Air 2, Earth 3, Fate 2, Fire 2, Water 3,
Abilities Claws (+1 Damage). Web (Strength + Athletics, TN 8 to break free for 1 AP). Quadruped (double movement).
Equipment 2 dry sponges (Fire and Air Concoctions).

AP 5, Att 12, Dam 1D6+1, DR 5 (14!), CR 18

Description: A spider-centaur, with six legs on a bulging thorax, like Gieger tried to draw an anime girl. **Wants:** to see her babies in action. **Mannerism:** Looks down at her babies.

Spells

Mass Curse *The caster mentions the worst possible future for the targets – the most unpleasant thing which seems reasonably likely. They then loses 1D6* FP.

Spend 2 MP, PCs resist with Charisma + Survival (TN 11). **Range:** 16 steps, **Area:** 4,

Party Kill *The caster blows, as if putting out a candle, and 4 fires extinguish, becoming nothing but a wiff of smoke.*

Spend 2 MP, The Spider Queen rolls with +4 (TN set by size of the flame). **Range:** 16 steps, **Area:** 4,

9) A Field of Geometric Dreams

(Forest)

This Segment only works during Sables, when snow covers Fenestra, and all the chitincrawlers hibernate. During any other cycle, you can ignore this Segment – it will only play out if nobody has dealt with the Spider Queen before Sable curses the land with frost.

> Eight shiny berries in a bush above you glimmer in the snow. They look black, but full of moisture.

If the PC picks the 'berries', they find out those berries are in fact the eyes of a chitincrawler. It will not try to wake the others, but every noise anyone makes will wake one more chitincrawler.

If the PCs stay silent, this counts as holding their their breath.

If they try to kill all the chitincrawlers then ask them about their plans very carefully. The chitincrawlers hibernate while packed in tight next to each other – they can move out gently, without waking the others, but if any feel hurt, it will insinctively spread its legs suddenly, and wake up two more.

Chitincrawlers

Strength	5	Dexterity	1	Speed	2
		Wits	1		

Skills Brawl 4, Athletics 2, Survival 2, Vigilance 2,
Abilities Octopod (double movement). Web (Strength + Athletics, TN 13 to break free for 1 AP).

AP 5, Att 12, Dam 2D6+1, DR 4 (17!), CR 14

Chitincrawlers

Strength	4	Dexterity	0	Speed	3
		Wits	2		

Skills Brawl 3, Athletics 3, Survival 3,
Abilities Octopod (double movement). Web (Strength + Athletics, TN 12 to break free for 1 AP).

AP 6, Att 10, Dam 2D6, DR 4 (15!), CR 13

If they manage to harvest all the chitincrawlers's parts, this could prove very lucrative indeed. But then again, if they ask anyone for help, they will want a cut of the profits.

If the PCs wait for the Spider Queen, then they will have to wait until the Grummel's wrath heralds Halkin, but she will come for her pets, and will not be expecting an ambush, so long as they do not look damaged from afar.

The next Segment cannot begin until Sables ends.

10) ⚶ Natural Balance (Town) Play this part only if the Spider Queen and a significant number of chitincrawlers die.

Scribe Foxglove[3] accosts the troupe on the streets, asking how many griffins they've seen, how many others have seen, how many feathers they've seen, and so on.

> *As so many chitincrawlers died, the local griffin populations have grown to... well, 'monstrous' proportions.*
>
> *Frightful!*
>
> *Skies are no longer safe!*
>
> *Maybe we could plant some eggs around the forest.*
>
> *Could you track down some chitincrawlers eggs, and just spread them about the forest, until the bioarachnid balance restores?*

For the next cycle, replace all chitincrawler encounters with 1*D*6 griffins.

Wolf Heads

1 — ⚶**Wanted Poster –** The troupe see a wanted poster for Courtbile.
2 — ⚶**Rumours of Glory –** The troupe hear about the Wolf Heads.
3 — **A Lonely Tower –** The troupe discover Kinbrine's secret tower in the forest.
4 — **New Friends –** Courtbile follows the troupe to know what they know.
5 — **Just out for a Walk –** Alga wanders the forest, secretly looking for the Lost City.
6 — ⚶ **The Guilded Party –** The troupe encounter the Wolf Heads while dealing with some other situation.
7 — **A Cry for Help –** The troupe find the Wolf Heads under attack.
8 — **The Deal –** The Wolf Heads decide how they feel about the troupe.

The Wolf Heads want to find the the Shadow Gate. Unfortunately, they lack manpower and finances. Yerina has plans for gaining wealth (covered in *The Trouble with Ale*, page 25).

Over the course of this Side Quest, the troupe will meet the various members of the Wolf Heads, and form allies or enemies.

1) ⚶Wanted Poster (Roads) A poster proclaims a 10 gp reward for returning Courtbile to the night guard of Southdale.

> A new poster in the broch proclaims a 10 gp reward for a young woman. The picture seems useless, but then it describes her as 'exhuberant', 'wicked', 'short-haired', and 'expert archer'. The instructions say to hand her over at Lochside, and not to let her near oils of any kind.
>
> A night guard is staring into the poster, and starts explaining that she must be a wayward soul, and that he '*could fix her...*', then looks sad as he continues '*... but the night guard never end in a happy marriage...*'.

Combine this Side Quest with the next, or run the next immediately.

If the PCs hunt for Courtbile, they will find her eventually (just keep running through the Side Quests). Otherwise, just leave this as a feint half-memory for the players.

If the troupe ask about finding her, everyone recommends Greytown or Lochside.

2) ⚶Rumours of Glory (Town) The locals gossip about local heroes, known as the Wolf Heads, and how they protected a bailey from a basilisk. Most people say they're heroic, but some mention how the Temple of Beasts won't be happy they killed a monster, and gutted it, without paying any dues.

You might add this as a comment by some trader, recently arrived in town, then interrupt the story with the next Side Quest Segment; or perhaps the next Segment involves a conversation with someone who could add this rumour to whatever they already wanted to say.

3) A Lonely Tower (Forest) The Lonely Tower does not have an exact location on the map. Wherever the PCs go rambling in the forest, *that's* where it is, and where it has always been.

"Where do you go next?", you ask innocently. And no matter where the PCs decide to travel through the forest, they stumble into somewhere they've never been before, and spot the Lonely Tower.

Kinbrine found the tower's remains while searching for one of the magical gateways in the Lost City. Currently, he thinks a magical gateway lies in tunnels underneath the Lonely Tower, or that a gateway lies close to this tower. He has commissioned men from a nearby bailey to work as masons, and start rebuilding the Lonely Tower, so he can use it as a base of operations.[4]

If a gateway really does lie nearby, then Kinbrine has deduced the proper location, and will use this as a half-way

[3] Find her on page 83.

[4] You'll have to play this one by ear. If Kinbrine has already found the magical gate in 'the Old Alchemy Basement' (page 68), then he must be looking for the other gate, behind the mountains. Or if he's found the latter already, he must be searching for the former. And if he's found both, then he's checking in on his half-way house... unless the Lonely Tower isn't half way between anything, in which case... you'll figure something out.

house and base of operations when he finally discovers the gateways.

If the gateways lie nowhere remotely close to the tower, Kinbrine will soon realize this, and leave the tower abandoned; but he will never forget its location and potential uses.

Check page 55 for details on the Lonely Tower.

4) New Friends (Roads)

Yerina suspects the local night guard could know something about the Lost City, so she sends Courtbile out to find out what the score is. She has bought Courtbile some black, hardened leather armour, so she looks the part, then explained the excuse she should use. Courtbile joined the first trader caravan leaving Greytown.

Once she meets the troupe, she insists on joining them.

If the troupe recognize her from the poster, she interrupts before they can complete a sentence on the matter.

Listen-but-no!

*They **told me**, that I had to join a trader's caravan. I was in Bogpeak (that's in Southdale), but they went West (Southdale lies East of here), and I'm not meant to go with them into Greytown because I'm a digger.*

And listen, LISTEN…

I can't register with a jotter because he won't have my name, because I'm not in the night guard.

I mean, not here I'm not. But I'm here now, and I need to get some silver to get back to Bogpeak (which is in Southdale).

If the troupe take her to a jotter, the jotter will begin writing a letter, and ask the troupe to keep a *very* close eye on her in the meantime.

If the troupe take her to the Pit of Justice in Greytown, then Yerina intervenes, explaining that Courtbile must return to her father, the warden of Bogpeak, and that she suffers from 'Hysterophantasia', and joined the night guard due to going unmedicated.

However it goes, the troupe must travel with her for a few weeks, at least. She attempts to steal anything that looks like 'information', but does not read well, so any piece of paper that 'looks like something' may go missing. Have the PC roll Wits + Vigilance against her Dexterity + Larceny (TN 7).

If danger emerges, she keeps her distance, and uses her bow.

After a couple of weeks, she plans her escape, however she can. She will act on the spur of the moment, at just the right time, and it will probably involve fire.

♀♄ Courtbile

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

Skills Projectiles 2, Athletics 2, Deceit 1, Larceny 3, Stealth 2, Survival 2, Vigilance 1,

Knacks Specialist (oil fires), Snap Draw (Pay 0 AP to reload bow or draw weapon), Last Stand (when losing HP, the character gains 5 AP)

Equipment Shortsword, partial leather, dagger, short bow, 2 arrows, 12 sp.

AP 5, Att 10, Dam 1D6+1, DR 3 (13!), CR 5

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Description: shorn-head. **Wants:** to not feel bored, for even the smallest instance. **Mannerism:** finger-guns.

5) Just out for a Walk (Roads)

Alga has hired eight people from the nearest bailey to join him (at 150 cp per day), to hunt for the Lost City. Night has fallen, and despite the dangers, the farmers have decided to light a fire, talk and cook. None of them know how close they've come to the road.

In the distant, darkness of the forest, just past the Edge, a fire burns.

♂♄ 8 Archers

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

Skills Projectiles 2, Melee 1, Crafts 2,

Equipment Shortsword, Longbow, 7 cp.

AP 3, Att 9, Dam 1D6+3, CR 2

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Of course, the farmers are aware of the dangers, and are keeping a vigil through the night. Sneaking up requires a Dexterity + Stealth roll against their Wits + Vigilance (TN 7, with +2 if snowing).

If the successfully sneak up on the group, they overhear the farmers demanding to know what they're doing out here in the forest.

Like I said, I'm hunting for a mushroom called 'a dryad's kiss'. But when we find it, you need to be careful not to even look at it, because even a single glance at the mushroom will make you incredibly gullible for the rest of the day.

Alga isn't lying so that people will believe him. He's lying so he doesn't have to tell anyone what he's doing, and so that the farmers have something to say when people ask them where they've been.

♂♄ Proctor Alga

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

Skills Projectiles 1, Melee 2, Athletics 2, Cultivation 2, Deceit 1,

Knacks Adrenaline Surge (+1 Damage, once per round, 3 uses per combat), Unstoppable (+2 HP, and +3 to any Medicine rolls to save them when dying), Fast Charge (+1 to Attack and Damage after spending 1 AP to move)

Equipment Greatsword, complete chain, dagger, long bow, camping equipment.

AP 4 (AP Cost: 3), Att 13, Dam 2D6+2, DR 4 (18!), CR 11

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Description: red nose. **Wants:** to just get on with it in peace and quiet. **Mannerism:** massive grin. **Quote:** *"You don't need to trust us to speak politely. Can we start again?"*

If the PCs engage, Alga tries the following:

1– Yelling a polite request to stay away ('*Please stay back, no offence is meant, but we do not know you, and do not wish to approach people wandering deep in the forest*').

2– Asking the archers to fire on the troupe.

3– Negotiating, politely.

If the PCs ask Alga about his business in the forest, he continues to lie about his real intentions, then returns the question to them.

> *I'm searching for some dryad's kiss…*
> *It's a mushroom which makes people believe whatever you say. Someone doesn't believe the things I say (would you believe that?), so I need the mushrooms to make sure they understand I'm telling the truth.*

Once spotted, he returns with the farmers to their bailey, pays them, and abandoned the mission, at least for now.

6) ♆ The Guilded Party (Forest)

The Wolf Heads went out together, to secretly scout out a potential location of one of the magical gateways in the Lost Cities.[5]

The Wolf Heads come across the troupe at the same time as another encounter. How they react depends entirely on their previous dealings.

7) A Cry for Help (Roads)

The Wolf Heads have located the Shadow Vault, so they journeyed out to find it, each of them with six days' worth of rations. But before they reached the Edge six griffins surrounded them.

Alga's arm bleeds from a nasty wound, and Yerina isn't doing much better.

♀♄ Chef Yerina

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

Skills Projectiles 1, Academics 2, Crafts 1, Cultivation 1,

Equipment Rapier, 30 sp.

AP 3, Att 7, Dam 1D6+2, CR 1

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Description: Walks stiffly, and stands like a statue. **Wants:** Profits and local respect. **Mannerism:** Hands behind her back.

After this Segment, the Wolf Heads return to Greytown to rest and heal, at Greytown's Temple of Sickness.

♂♉ 6 griffins

Strength	1	Dexterity	2	Speed	2
		Wits	2		

Skills Brawl 2, Athletics 2, Flight 3, Vigilance 3,

Knacks Fast Charge (+1 to Attack and Damage after spending 1 AP to move)

Abilities Quadruped (double movement). Wings (moves at x8 speed).

AP 5, Att 11, Dam 1D6+1, CR 5

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8) The Deal (Town)

The Wolf Heads have found both magical gateways, and need to secure their assets. What happens here depends on so much…

Perhaps the Wolf Heads feel indifferent to the PCs. Perhaps they want to kill the PCs. However, if they feel they can trust the PCs, then they will propose an alliance.

As luck would have it, Courtbile meets up with them first.

If all goes well, the PCs and Wolf Heads can make a plan. Yerina will agree to finance the plan (assuming the troupe did not conclude *The Trouble with Ale* and leave her penniless), Kinbrine will agree to find any information required (or at least find out how to find it), and Alga will agree to complete any task he can.

Courtbile will agree to complete any task, then not do it.

The rest of the tale depends on your table.

[5] They now believe there were multiple towns, not just a single, large city.

If all does not go well, and the Wolf Heads dislike the PCs, they will try to keep an eye on them. If the Wolf Heads find out that the PCs know where the Shadow Vault lies, they will walk on ahead, and make a long stay at the last bailey before the mountains in front.

As anyone could guess, the Shadow Vault has plenty of dangers, so the Wolf Heads simply wait for the PCs to go ahead, then follow on a day later. The PCs won't even be able to roll, since the Wolf Heads will follow so far behind that neither group sees the other.

The Wolf Heads can then ambush the PCs once they emerge from the Shadow Vault.

Entitlement

1 — **Rotten Breath –** Rankfilch sends the party to find a cure for his breath.
2 — **Guild Consciousness –** Mosswipe asks the troupe how they really feel about their position in wider society, to see if they might want to join the White Bandit.
3 — **New Guards –** The White Bandit have an argument with the night guard.
4 — **Illegal Songs –** The sun guard catch a bard singing about the wonders of the Lost City, and arrest him.
5 — ☾ **The Beast's Treasure –** Burke Whiteplains displays alchemical knowledge.
6 — ⚶ **Dead Nobles –** Burke Whiteplains kills an entire warden family, and investigation reveals alchemy.
7 — **Political Positions –** Mosswipe gauges how the troupe feel about dead wardens.

Nobody likes alchemists. They make a mess.

When a Whiteplains warden banished Burke Whiteplains, his brother left with him. Burke Whiteplains and Hare Whiteplains have come to find a new home, in the Grey Valley.

Burke Whiteplains now roams the land, making connections with wardens and bandits. He asks the wardens to join him, in giving some 'push-back' against the high tax-rates imposed by Prosity Grey, while he presents the bandits as his 'guards'.

In time, Burke Whiteplains will transform the bandits into night guards in his service, weaken some of the existing power structures, and establish himself as a warden in this new land. He will also want the PCs' help, but he doesn't *need* their help.

1) Rotten Breath (Roads)

When a night guard ranger reported finding a ruined temple[6] to Rankfilch, he went to investigate with Burke Whiteplains and Hare. At first, it appeared abandoned, so the brothers picked up some interesting items they found in the hall.

A moment later, a swarm of stirges swarmed around all three, and their bite carried an infection – Breathrot. They fled, while some unknown figure shot arrows at them, carrying statues and a strange Artefact made of three human skulls, bound together with gut.

Rankfilch still suffers from the disease, with foul breath and a closing throat which could soon kill him.

The jotter awakens the troupe rudely, and gives them a foul lecture, with stinking breath. He needs them to go rambling past the Edge to find Screechmoss. He needs the moss so that a mixer in the Healers' Guilds can make an elixir to heal him.[7]

How far the PCs must march depends on where they start, and how well they can navigate, but the moss should be somewhere close.

If the troupe fetch the moss within a couple of days, Rankfilch rewards them each with their choice of equipment, then asks them to go immediately to Greytown to request Ripcrag order a cure for him, and gives them a single note stating they have official business.[8]

If the troupe enter Greytown, they will find Ripcrag in Greytown's Healers' Guilds, not far from the Mincing Pig Tavern (on page 86). Ripcrag cannot make elixirs himself, but will ask a mixer to make one for him.

If the troupe fail to make it back within a couple of days, Rankfilch will be furious with them, but will find another group of night guards to bring him a cure.

[6] See on page 62.
[7] Screechmoss is the only thing Rankfilch knows about which can provide an elixir, but a number of other Ingredients might help him instead.
[8] The night guard should not usually enter towns without official business.

2) Guild Consciousness (Forest) Mosswipe wants a promotion, so he has taken on the dangerous mission of tracking down a griffin eyrie. To survive the night, he lights two fires in two places, then crawls far away, under a little bush. His hope is that any predators in the area will wander up to the fire, and not him.

♈♂♄ Cutter Mosswipe

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

Skills Projectiles 2, Deceit 2, Larceny 2, Stealth 1, Survival 1, Vigilance 2,

Knacks Stunning Strike (hit an opponent with fewer AP, and take a -1 Penalty to attack; opponent's AP reduces by 2), Perfect Sneak Attack (+2 Damage for sneak attacks)

Equipment Shortsword, dagger, rations (□□□), 33 sp.

AP 5, Att 10, Dam 1D6+2, CR 5

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Description: acne scars, tubby body, with vacant eyes. **Wants:** to obtain clear thinking on his political thinking. **Mannerism:** looking about, suspiciously. **Quote:** *"What was that?... maybe the wind. The wind is always playing tricks on me."*

> Creeping closer to the light, you spot glimpses of the tip of a fire, then a second not far ahead, but no voice, or any movement. You find it impossible to move without making constant crunching and grating sounds.

Mosswipe reveals himself, speaks to the troupe about the Lost City, then soon after – politics.

> *"They say all of the Grey Valley used to be one big city, and you could just walk anywhere. 'From Sixshadow to Archwarp', they said it went, though nobody remembers where those are any more.*
>
> *Just think about how wonderful it must be if all of the Grey Valley were a big city, with gardens, just like all the wardens have, and we weren't sitting in the dark, away from the fires.*
>
> *You know they say we can become wardens if we work hard, and become overseers, and build a new bailey, but I've never really seen it. We don't become wardens really, and none of the wardens I've seen ever started in the night guard."*

3) New Guards (Roads) *Burke Whiteplains tours around the Grey Valley with a dozen men, trying to ingratiate himself to as many wardens as he can. He presents the entourage as his sun guards, but in reality, each of them once worked as bandits, or as the gutter-scum of Greytown.*

When a traveller informed him that a basilisk had attacked a bailey for the last few nights, he marched hard with his entourage to help. Within the day, they arrived, and stayed the night. Once it attacked, they loosed arrows at it, then followed the trail of blood towards Greytown.

Shortly after, the local night guard arrived, and began their own volley of arrows.

The PCs arrive to find a basilisk, full arrows, at least one of which came from the night guard. Both groups understand that the flesh of a basilisk has value to alchemists, and plenty of meat, which could fetch a good sum of money.

Sorting the disagreement won't be easy. The exact roll depends on what the PCs attempt. They might try to threaten one group with Strength + Deceit, or calm the situation with Charisma + Empathy.

If the encounter occurs far from Greytown, the meat will soon spoil anyway, so resolving the disagreement requires a roll at TN 9.

If this part occurs closer to Greytown (or even a large bailey), the rolls will be at TN 12.

If the PCs cannot resolve the situation within two rolls, the two groups begin to fight.

Remember to roll only for skirmishes the PCs have engaged in, and use the simplified combat rules for NPCs at the end of each round.

However this resolves, Burke Whiteplains will focus on his own safety above all else, even if it means running away with any surviving guards.

If the PCs capture him, Prosity will personally pass judgement on him in Greytown's Pit of Justice. In this case, give Burke Whiteplains a Charisma + Empathy roll (TN 8). Failure means death, but the PCs should hear the result no matter which way it goes.

Highly observant PCs may notice that Burke Whiteplains carries the stench of marching shrooms.

4) Illegal Songs (Town) Loot the bard just wants to sing about the wonders of the Lost City, but Prosity overhears him and demands the sun guard arrest him.

If the PCs manage to clear Loot of criminal charges, he probably won't lead them to the secret White Bandits Outpost. And seeing Prosity react so suddenly and irrationally won't tell the PCs that Prosity knows about the the Shadow Gate, and how his ancestor had it decommissioned in order to charge steep river-taxes.

Loot has become infatuated with the local tales of the Lost City. After looking up some accounts in the Temple of Curiosity, he's composed a dirty limerick about the Lost City, and how the 'Golden Priests' in the Healers' Guilds would bring green-glowing mushrooms to provide light over the night.[9]

[9] See The Lonely Tower, on page 55, for more on these 'priests'.

In a town where the priests shone so bright,
Golden jewellery adorned their delight!

They all wanted a green-glowing mushroom,
Though my meaning, let's not assume!

Prosity, riding by in his carriage, overhears this and quietly asks a nearby sun guard to arrest him for:

- Dissent (talking about 'priests' as if that were better than simple guilds).
- Singing out of key.
- Radical ideas.
- Performing without a licence.

Prosity knows exactly what happened with 'the Lost City', and doesn't want people thinking too much about it.[10]

For the rest of the cycle, all of Greytown is full of talk about the Golden Priests of the Lost City, and the tragedy of Loot's arrest.

If the troupe do not intervene, Loot will end up in the cells for three cycles. [11] Of course, there's not a lot they *can* do, unless they want to do something dangerous.

[10] His ancestor 'decommissioned' the Shadow Gate to gain sole control over trade. See page 103 for the full timeline.
[11] For the cells under the night guard station, see Guard Station, on page 88.

♂♄ 6 White Bandits Archers

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

Skills Projectiles 2, Cultivation 1,
Equipment Dagger, Longbow, stinky cheese, 40 cp.

AP 2, Att 7, Dam 1D6+3, CR 0

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♂♄ 3 White Bandits

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

Skills Projectiles 1, Melee 2, Crafts 2,
Equipment Glaive, partial chain, honey-walnut cake, 7 cp.

AP 3 (AP Cost: 3), Att 12, Dam 2D6, DR 4 (15!), CR 5

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♂♄● Burke Whiteplains

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

Skills Academics 2, Caving 1, Cultivation 2, Deceit 2, Seafaring 1, Vigilance 2,
Spheres Air 2, Earth 2, Water 2,
Equipment Shortsword, partial leather, dagger, pouch of marching mushrooms, pipe, 20 sp.

AP 4, Att 8, Dam 1D6+2, DR 3 (11!), CR 11

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Description: Short hair, massive beard. **Wants:** to return to nobility. **Mannerism:** Drums fingers.

♌ Spells ♌

Atrophy *The caster insults the targets' diminutive build (even if they happen to be tall and strong), and they begin to whither, becoming unevently thin. The targets take a -3 penalty to the lowest of their Strength or Speed.*

Spend 2 MP, Burke Whiteplains rolls with +5 (TN set by current HP). **Range:** 16 steps, **Area:** 4,

Shatter *With a fast, loud, yell, 4 target objects crack. Clay has TN 9, metals have TN 14 or higher.*

Spend 2 MP, Burke Whiteplains rolls with +5 (TN set by target's solidity). **Range:** 16 steps, **Area:** 4,

Wind Blast *Targets lose 4* AP *and get pushed back 4 steps minus their Strength Bonus.*

Spend 2 MP, PCs resist with Strength + Athletics (TN 12). **Range:** 16 steps, **Area:** 4,

♂♄ Loot

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

Skills Melee 1, Empathy 1, Performance 3, Larceny 2, Vigilance 2,
Knacks Lucky (add 4 FP)
Equipment Shortsword, lyre, lisk-strips, 30 cp.

AP 4, Att 10, Dam 1D6+3, CR 4

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Description: Excited. **Wants:** a loving crowd.
Mannerism: Drums Fingertips.

5) ☾ The Beast's Treasure (Forest) In the distance, the PCs hear Burke Whiteplains shouting encouragements at his archers as they hunt a basilisk.

> Through the dense trees, a commanding voice comes, shouting 'take aim', and 'loose!'. You can't see them yet, but looking up, you see a basilisk.

Burke Whiteplains's entourage loose arrows at their prey, while Burke Whiteplains himself uses powerful Earth spells to trap every foot which hits the ground.

The fight lasts only a couple of rounds, even if the PCs don't help. Burke Whiteplains remains jovial and understanding with them, even if they parted on bad terms.

♉ Basilisk

Strength	4	Dexterity	2	Speed	2
		Wits	2		

Skills Brawl 1, Athletics 2,
Knacks Unstoppable (+2 HP)
Abilities Hexapod (double movement). Stench (breathing in demands Strength + Survival check, TN 8, or take 3 EP).

AP 5, Att 10, Dam 2D6, DR 5 (15!), CR 14

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If the PCs parted on bad terms, Burke Whiteplains will ask them not to approach to close. He knows his archers can't do much at close-range.

Once Burke Whiteplains feels safe, he kneels down with a knife and starts cutting into flesh. He knows how to use the flesh of a basilisk to create alchemical Concoctions.

6) ♈ Dead Nobles (Roads) We start with wardens' bodies floating down a river, so if the troupe will not pass any river which lies downstream from a bailey, skip this scene, and return to it later.

Burke Whiteplains collected a trove of powdered marching shrooms from Hare, then sneaked the vile powder into a trader's wine stash, knowing the family would drink it. Burke Whiteplains used Life magic to debilitate the family's few guards. And with the warden's defences down, Burke Whiteplains and his most trusted soldiers entered and slew the lot in the middle of the night.

Water has bloated the corpses, leaving them barely identifiable (Intelligence + Medicine (TN 11), on a tie the character recognizes just one). Whether they come from a bailey or (more likely) an inner hamlet, the people who served them never liked them, and will not feel ready to cooperate with the PCs.

Searching for bandit tracks may lead the PCs to the bandits' lair,[12] though following them will take some time.

Investigating their home reveals a bailey (or hamlet) where the locals never much liked their wardens, and also reveals dead guards, with legs shrunken and twisted by the Life Sphere.

[12] See page 60.
[13] Find his statblock is on page 20.

7) Political Positions (Roads) Mosswipe approaches the PCs shortly (or immediately) after they saw the warden family dead.He offers no firm opinion, but only gauges how they feel about the situation, then reports their attitudes to Burke Whiteplains.[13]

If the PCs somehow notice his connection with Burke Whiteplains, he does his best to 'play the numpty' – a skill he excels at. Instead of denying it, he accepts it, then talks about all the rich and famous people who speak with him, with a series of obvious lies.

If the PCs seem sympathetic to the notion of murdering unpopular wardens, Mosswipe suggests coming for a drink in Greytown to discuss the matter further. He ends up at the Mincing Pig, where he introduces them to Hare.

This Side Quest arc continues later, in *Sewer Bandits* (on page 30).

Desperate Measures

1 — **Bad Bandits –** The cursed appetites of the Redfall's wardens have pushed Redfall's farmers to starvation, and banditry.
2 — **Wrong Direction Chickens –** The Redfall wardens eat so much that they import chickens *from* Greytown.
3 — **The Search for Murklash –** Rocklash's Seneschal asks the PCs to help him.
4 — ⅟ **Rumours of the Beast –** People on the road chatter about 'the beast' who rides at night by Redfall.
5 — ⅟ **The Master's Bounty –** Rocklash has been found out, and everyone in Greytown wants the bounty on his head.

Burke Whiteplains approached warden Rocklash Redfall and asked him to join 'the new wardens', with dramatically decreased taxes. Redfall receives none of the benefits, as it doesn't sit along the primary river, so Rocklash seemed like he was in the perfect position to be receptive.

Unfortunately for Burke Whiteplains, Rocklash took offense to the idea of deposing Prosity, and began threatening Burke Whiteplains. Burke Whiteplains responded with a curse.

> *Eat all you can, but this place will not sustain you.*
> *The Redfall family will starve!*

This Invocation made Rocklash and his family massive, muscular, angry, and clumsy. Burke Whiteplains took that moment to flee, leaving the Redfall warden family cursed.

Initially, Rocklash enjoyed his 'curse' – he felt strong, and soon adjusted to his new size, and felt less clumsy. His family too, adjusted.[14]

The curse came with an extra-large appetite, which seemed fine at first. But a family of six, with a horse, eating four times the normal amount, means they consume the food of twenty-one extra people. And worse, the Redfall family began to enjoy food far more than they once did. In a small bailey, the extra consumption quickly started to put pressure on the locals.

Rocklash then ran into an additional complication – his massive proportions had made him monstrous. He could not show his face to other wardens, and found it difficult to write letters. All correspondence had to go through a single, well-lettered servant. Redfall has been mismanaged for some time.

The staff won't reveal their warden's secret. If he becomes deposed, all the sun guards who serve him would lose their position, and would most likely join the night guard. All the inhabitants of Redfall know something has changed, but they have no idea that the warden family have become monsters.

The Side Quest Segments below show the echoes of a mismanaged, isolated property, where the inhabitants starve, and the staff must keep their warden's secrets.

1) Bad Bandits (Roads) Redfall's starving inhabitants have taken to banditry, though they don't have the experience or the strength to do it properly. They demand silver, or at least copper, but then quickly settle for any rations the characters might have.

> A single arrow hits the road ten feet in front of you with a dull thud. A man stands up from the bushes nearby saying "Stand forth, and deliver!".

If the characters refuse, the bandits might shoot, but they're easily intimidated. If the characters attack, the bandits flee.

Emaciated "Bandits"

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

Skills Crafts 1, Survival 1,
Equipment Dagger, (three have shortbows).

AP 2, Att 6, Dam 2D6, CR 0

If the PCs investigate further, they may well end up at Redfall Keep. In that case, seneschal Thorn will ask for their help, as per Segment number 3 on the next page.

[14]The spell even affected his horse, which has caused no end of trouble among the guards, as the nightmarish creature can now barely fit inside its own stable, and breaks out any time it feels hungry.

2) Wrong Direction Chickens (Roads)

Redfall needs a lot of food to keep Rocklash's family fed, so they have started ordering more food. Normally, baileys feed the towns, but in this case the town is feeding the bailey.

> Light rain speckles the road, traders pass. All of them come from Greytown, so most trundle by with empty wagons, though one has a full cart of chickens in cages. The rain lets off just as the Sun sets, leaving everyone damp.

Slip in the fact that a trader is travelling with chickens away from Greytown casually. If the troupe notice, they can ask, and he'll tell them he's going to Redfall because he was paid a lot to do so. Otherwise, just leave the clue dangling.

3) The Search for Murklash (Roads)

Thorn has left to complete a trade-deal for pottery, and has to hurry back to Redfall to make sure the estate does not land itself in any trouble. He's heard that the renowned doula – Murklash – sometimes sells her wares in Greytown, and he thinks she can help, but has no time to fetch her.

Thorn sees the PC-troupe on the road while travelling with a caravan, and asks them to deliver a letter to Murklash, in Greytown urgently. He pays them 5 sp upfront, and tells them they will receive 10 more if they deliver it successfully, and accompany her.

He refuses to give his name. The sealed letter reads as follows:

> *Renowned Wayfinder Murklash,*
>
> *I respectfully request your expedient services at Redfall estate. Some dark curse has transformed the family and one horse into ravenous beasts. We can pay whatever remains in the power of this diminished estate for your herbal cures, sufficient for a man, and (if immediately available) for four children and Rocklash's wife.*
>
> *The horse is also afflicted, and all present a danger, with their increases size and appetite.*
>
> *The family must be harmed in no way.*

♂♄ Thorn the Seneschal

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

Skills Melee 1, Deceit 1, Survival 2,
Equipment Shortsword, 18gp.

AP 3, Att 9, Dam 1D6+2, CR 2

⊙○○○○○○

Description: practical. **Wants:** a quiet life.
Mannerism: scratches nose.

If the troupe go to Greytown, they will find the usual shenanigans and some new Side Quest Segment before they locate Murklash in her shop (Greytown's area 6 on page 84).

Murklash will take some supplies, and agree to accompany the troupe to Redfall (page 46).

4) ⚶ Rumours of the Beast (Roads)

On the road, people discuss sightings of the 'giant rider'. In fact people have seen Rocklash riding his massive horse at night (he just rides for fun).

If the troupe kill or cure the Redfall wardens, skip the next Segment.

5) ⚶ The Master's Bounty (Town)

A guard at Redfall has fled, and informed the whole town that Rocklash has turned into a monster. Prosity immediately declares him an illegal entity.

> *Hear ye! Hear ye!*
>
> *Oi! I said "Bloody well listen!"*
>
> *The current price of dwarvish coin is to be lowered by a tenth of the current value.*
>
> *Guards are no longer allowed to urinate... in public. Guards caught urinating in public, may be reported, to the local guard station.*
>
> *Honest work is to be found digging fortifications in the Wetlaw bailey.*
>
> *It can wait till I'm bloody-well finished, Murkrash. Shut it!*
>
> *Listen good to this one!*
>
> *Rocklash of Redfall Keep has turned-evil, become-a-depraved-monster, and is to be killed – on – sight. His last known whereabouts is his own keep. Within this establishment, his own staff may be* killed *on the basis that they harbour a criminal. All goods found therein are considered legal property by the finder.*

Arkblow the crier knows nothing more than he's said. A number of townsfolk quickly decide to take up arms and slay the local monster, hoping the ransack his house and loot anything of value.

Of course, the only way to put a stop to this is for the characters to find Murklash and bring her to the keep before the angry mob arrive, convince the mob that they have already cured Rocklash, or somehow rush Rocklash to safety.

Stalling the impending trouble before it starts could involve extolling laws (Strength + Academics), pleading (Charisma + Empathy), or anything else. However they approach the problem, the TN is 12, but they should get at least three rolls for different actions before the townsfolk stop listening.

Journeying to Redfall before the crowd won't be a problem if they have horses. If no horses are present, a few traders will arrive before them, at the very least.

II Stoic in the Drizzle

The Trouble with Ale

1 — ⚶**The Drunken Outlander –** A local Wheat Guild server starts fights while pretending to be from Southdale's Wheat Guild.
2 — **Ale Explosion –** Barrels of Ale explode down the street.
3 — ⚶**The Captain –** Captain Vex introduces himself.
4 — ⚶**Broken Sword –** One of the characters' weapons breaks.
5 — **You Can't Drink Here –** People jeer at envoys from Southdale's Wheat Guild and a fight breaks out.
6 — ⚶**Dry –** Guild fights have caused all ale supplies to run out.
7 — **The Riddle –** Kinbrine has raised a bounty on the Riddle of the Gate.

What dwarves call ale, humans call 'hard spirits'. If you water it down, it makes for a cheap beer substitute. Yerina has decided to capitalize on this by smuggling barrels of dwarven spirit into Greytown, through Egress Pig.

Yerina has no idea how Egress manages to smuggle the barrels in, and doesn't much care, as she still makes a killing in profits, while undercutting the local Wheat Guild.

Fenspit isn't happy with Yerina cutting into her profits, so the two sides sabotage each other and shenanigans ensue.

Resolutions The troupe may resolve this in a number of ways.

The troupe can find the culprits in their respective taverns. Fenspit owns the White Horse Inn, while Yerina drinks with Egress when not travelling with the other Wolf Heads.

Prosecuting the Wheat Guild members in the Pit of Justice may work, but Prosity does not always make predictable rulings, and the PCs may end up in trouble for raising the matter.

Coercing both servers to the armourers' guild will require a clear incentive, but once done, the armourers will ensure they resolve their dispute amicably. They will demand that Yerina give Fenspit a cut of the profits, in return for helping with distribution.

Failure to resolve means the two fight until the fights have destroyed the ale supply on both sides. People will riot, and the troupe will not be able to drink ale.

And even worse, the townsfolk will begin drinking the water around Greytown, and soon contract diseases, such as Spychoke and Guardbane.

1) ⚶The Drunken Outlander (Town)

Reputation is paramount among the guilds, so Fenspit wants to discredit Southdale's Wheat Guild. She pays a few of her staff to dress as members of the Southdale Wheat Guild and start fights all over town.

This encounter can easily slip into the background – the drunkard has no interest in annoying the PCs, especially if they look well-armed.

> A rank wind blows through Greytown. From the street ahead a drunken man in full plate armour falls against a wall, before getting back up and shouting at passers by that they're pathetic for drinking elvish nonsense, and need a proper dwarvish drink.

Players may notice he's pretending to be drunk with a Wits + Medicine roll, or notice that his insignia does not have the right flowers for Southdale with a Intelligence + Academics roll. Both have TN 10.

If questioned, Carnpox says this is "just a little joke", but does not reveal the overall plan.

Investigating the matter might employ any number of tactics. They may track down the weavers' guild which created the fake Southdale insignia, or interrogate Carnpox with threats of the Pit of Justice. Every roll has a TN of 11 and takes at last an Interval, but players can keep trying new approaches while time allows.

♂♄ Server Carnpox

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

Skills Melee 1, Athletics 1, Deceit 1,
Equipment Longsword, complete plate, 24 sp.

AP 4 (AP Cost: 2), Att 10, Dam 2D6, DR 5 (15!), CR 8

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Description: Bobbing Adams Apple. **Wants:** to get paid and go home. **Mannerism:** Pointing at people.

2) Ale Explosion (Town)

Fenspit found that the more ale she brews in a batch, the cheaper the overall brewing process. She bought cheap houses around the city, and commissioned massive barrels. However, Yerina found where they're stored, and paid street-rat children to come in and mess the place up,

pulling corks out of the barrels, and such. Unfortunately, with just a little too much jostling and jumping on the barrels, the unstable equipment exploded.

As three houses, full of giant barrels of ale, all explode at once, it creates a tidal wave of unripe alcohol. The troupe can avoid being swept down the street by the storm with a Wits + Athletics roll, TN 8.

> Suddenly the house to your right explodes, and water rushes down the street, knocking aside stalls, women, two stray dogs, and sweeping the lot down the road. It foams and froths like mad, and then you notice – this isn't water, it's ale!

If the PCs investigate, an Intelligence + Vigilance Banding Action (TN 10) will allow the characters to find the bodies of the children who started the problem, along with the fact that they were recently speaking with Yerina, who currently drinks in the Mincing Pig.

3) The Captain (Town)

Captain Vex is heading home after a long night (if this is the afternoon, it's been a *very* long night). He introduces himself in a friendly way, points out that he knows they're in the night guard, but doesn't mind them coming to town once in a while if they don't cause trouble.

Combine this Segment with the next Segment in the Region. He helps out the troupe if he can, and may even grant them weapons from the station's armoury if they're in need.

Captain Vex

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

Skills Melee 2, Academics 1, Empathy 2, Stealth 2, Survival 1,
Knacks Adrenaline Surge (+1 Damage, once per combat)
Equipment Longsword, dagger, 2 sp.

AP 3 (AP Cost: 2), Att 13, Dam 1D6+3, CR 3

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Description: Solemn. **Wants:** to finish all his paperwork.
Mannerism: Pitying glances.

Simply knowing Captain Vex and where he stays could suggest to the players that they can report Fenspit or Yerina, as long as they have any evidence.

4) Broken Sword (Forest)

One of the characters' weapons shatters at just the wrong time. Whoever uses their weapon first has their sword, maul, or whatever break. However, if the weapon has a name, you should move onto the next potential weapon to break.

This might happen when the character smashes their weapon into an enemy's, or perhaps when stabbing at an enemy so deeply the weapon embeds in a creature's hide, and then snaps off when the weapon is withdrawn.

> Your sword plunges into the chitincrawler's face, but as you pull it out, the creature twists its body, and your sword shatters. You pull out the handle with a metal stump, and the next creature attacks…

This Segment exists purely to space out the current Side Quest, ensuring time for the PCs to react.

5) You Can't Drink Here (Town)

A travelling troupe of three men and three dwarves from Southdale are tired from a long day's walk, and need rest and drink, but the townsfolk think of the Wheat Guild from Southdale as nothing but troublemakers (the devious plan on on the previous page worked).

Strath, the angry dwarvish server, has had enough of the bickering and feels tough enough in his full plate armour. He has no idea that Yerina has been pulling stunts, such as destroying the stores of the local Wheat Guild.

> A crowd is vomiting out of a pub, pushing six men out with them…or rather three men and three dwarves, all heavily armed. The crowd shout for them to go back to the mountains and that they're not welcome in the area, but a dwarf, covered in metal from head to toe, and wearing the emblem of the Wheat Guild from Southdale, lifts his metal visor and barks back at crowd, listing a litany of laws concerning public houses and the rights of foreign servers, with deafening volume.
>
> The crowd just jeer, making a large vein in the dwarf's head bulge while his face turns redder by the moment.

If the characters do nothing, the crowd pelt Strath with some stale pies, and local ale. He pokes at the jeering crowd with his weapon, and a fight breaks out instantly. The group then flee the city, and all ale trade with Southdale stops, as people begin to complain, loudly and violently, outside any establishment which sells the distinctive swill made from Southdale's dwarven spirits.

If the characters try to de-escalate the problem, give them an appropriate roll. They have time to try multiple tactics, from asking the crowd to calm down, to threatening to call the guard. However, the crowd are angry, so all rolls are at TN 10.

Keeper Strath

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

Skills Melee 2, Caving 1, Crafts 1, Cultivation 1,
Equipment Shortsword, partial plate, 30 sp.

AP 3, Att 12, Dam 1D6+3, DR 5 (15!), CR 8

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Description: Double Braided Beard. **Wants:** Experience.
Mannerism: Strokes beard.

Bough, Fishhead & Scale

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

Skills Projectiles 2, Melee 2, Crafts 2, Survival 2,
Equipment Glaive, partial chain, flaggon o' porry, 7 cp.

AP 5 (AP Cost: 3), Att 12, Dam 2D6, DR 4 (15!), CR 9

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These two are heavy drinkers, and heavy fighters, but they will stop as soon as their Keeper Strath gives the word.

Drumlin & Karst

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

Skills Melee 2, Caving 2, Crafts 2,
Equipment Dagger, 33 sp.

AP 3, Att 8, Dam 2D6, CR 2

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The resolution depends on the PCs resolving the situation between Yerina and Fenspit. They might be able to make peace between the two, as noted on page 25. In this case, crisis is averted, and you can discard the next Segment.

If the troupe calms the situation down, they will have Strath's thanks (he insists on buying them all an ale at the Mincing Pig), and then Yerina's thanks as well.

Alternatively, they may think this situation is not the business of the night guard. Officially, they would be correct, but of course the wider world still has consequences, so with or without official duties, they will suffer the consequences.

Chef Yerina

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

Skills Projectiles 1, Academics 2, Crafts 1, Cultivation 1,
Equipment Rapier, 30 sp.

AP 3, Att 7, Dam 1D6+2, CR 1

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Description: Walks stiffly, and stands like a statue. **Wants:** Profits and local respect. **Mannerism:** Hands behind her back.

6) Dry (Town) If the party did not manage to avert total disaster in the previous Segment, play this Segment together with the next available one. Yerina will not have enough money for the bounty, so skip the last part.

The price of ale has risen steeply, and everyone in Greytown feels a little grouchy without their ale.

If the troupe speak with anyone, give them a -2 penalty, and have them complain about the lack of good drinks.

If the troupe want a drink, the price is 5 cp for alcohol of any kind, or 3 cp for milk (the increased alcohol prices has had a knock-on effect).

If the troupe don't pay for drinks, they will have to drink water. Have them roll Strength + Medicine (TN 10) or contract a nasty disease.

7) The Riddle (Town) Kinbrine has read about the Riddle of the Gate,[15] but cannot figure it out. He's asked Yerina to put up a bounty on it, but announced it through the local Paper Guild (area 4 on page 83 in Greytown).

Now the townsfolk are abuzz with the riddle – everyone is discussing it, and the 50 gp reward.

If the troupe approach the local Paper Guild, only Foxglove knows who posted the reward, but she will – as usual – be far too busy to say who.

The Little Prince

1 — **The Elven Prince –** White Bandits attack an elf.
2 — **The Debt Repaid –** Three elves return to repay the characters for their previous actions.

An elf is assaulted by the White Bandit. If the characters help, they receive help in return later. If they join the bandits and rob the elf, other elves will have their vengeance later.

1) The Elven Prince (Forest) *Umiel has become sick of his mother keeping chitincrawlers as pets, and decided to see the sea. Without knowing where it lies, he figured that if he walked down-hill long enough, he would find it eventually.*

However, members of the White Bandits found him first.

> A voice in the distant forest cries out.
>
> I'll summon griffins to pull your stomach out! I'll enchant you to make you eat until your stomach explodes!
>
> A gruff voice laughs nearby.
>
> "If you could, you'd have done it already. And that's some pretty jewels you got there. Rich ladies like elf-jewels."

[15] Find the full riddle on page 86.

8 White Bandits

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

Skills Projectiles 1, Melee 2, Crafts 2,
Equipment Glaive, partial chain, goat cheese, 40 cp.

AP 3 (AP Cost: 3), Att 12, Dam 2D6, DR 4 (15!), CR 5

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If saved, Umiel will promise to repay the characters sometime, but immediately leaves.

Umiel's pendant is an Artefact, made from blue-blood crystal, encased in amber. Its creator made it as a talisman (a one-use alchemical item) to point towards the sea; now it has awakened, it wants to journey to the sea with Umiel.

If the White Bandits take the Seaward Pendant , then they eventually run into a troupe of elves (on the current page). The Seaward Pendant tells them exactly what happened, and will describe the PCs present when it was taken from Umiel.

If the PCs take the Seaward Pendant, it will silently swear vengeance, and wait for the worst possible time to perform some viscous Water-Sphere spell. Even then, the PCs may not notice who exactly cast the spell.

Seaward Pendant A blue-blood crystal shard, encased in amber (Weight Rating 1)

Mission: *to see the sea with Umiel!*
Base Spell: Gull Call
Mind: Intelligence 0, Wits 0, Charisma 2
Spheres: Water 3,
Skills: Performance 1, Survival 1, Vigilance 2,
MP: ♋-□□□

♋ Spells ♋

Lemon Hail *The caster starts a fight with a rain-cloud, insulting its meagre abilities. The rain then turns to hail, and up to 27 hailstones grow to the size of a lemon, inflicting 1D6+1 Damage on anyone they hit.*

Spend 3 MP, Seaward Pendant rolls with +5 (TN set by temperature). **Range:** yelling distance, **Area:** 27,

♂ Umiel

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

Skills Projectiles 2, Academics 2, Empathy 2, Performance 3, Seafaring 2, Stealth 2, Survival 2, Vigilance 2,
Spheres Air 1, Fate 2, Water 2,
Equipment Shortsword, shortbow, dagger, earrings worth 20 sp, necklace worth 2 gp, bracelets each worth 2 sp.

AP 4, Att 10, Dam 1D6, CR 9

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Description: Precise. **Wants:** to daydream, uninterrupted.
Mannerism: Flat palms.

♋ Spells ♋

Chaos *Targets become confused about what their own plans, and suffer a -3 to Mind Attributes.*

Spend 2 MP, PCs resist with Wits + Academics (TN 11). **Range:** 16 steps, **Area:** 4,

Acid Bath *'Disgusting', the caster shouts, and 4 barrels' worth of water become acidic (4 Damage per round of total submersion).*

Spend 2 MP, Umiel rolls with +4 (TN set by water's speed). **Range:** 16 steps, **Area:** 4,

Mass Curse *The caster mentions the worst possible future for the targets – the most unpleasant thing which seems reasonably likely. They then loses 1D6* FP.

Spend 2 MP, PCs resist with Charisma + Survival (TN 11). **Range:** 16 steps, **Area:** 4,

2) The Debt Repaid

(Roads)

An elven troupe from the same place as Umiel decided to journey after him. If the PCs aided Umiel before, the troop will aid them in return. If the characters harmed Umiel, the elven troop will have heard of it from the Seaward Pendant. Or the elves may have no way of knowing what happened, and will pass the PCs, and ignore them.

The elves will not approach the PCs immediately, but attempt to sneak and observe the party for a while.

If the elves want to hurt the PCs, they use their highest level spells, hopefully while the PCs have already entered combat with someone.

If the elves want to help the PCs, they either aid in a battle, or offer a single favour. The PCs must define the favour immediately, because they will never see the elves again.

♂☽ Sindon

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

Skills Brawl 1, Athletics 2, Cultivation 1, Survival 1, Vigilance 2,
Spheres Fate 1, Water 1,
Knacks Snap Caster (spells use Wits and cost 1 less AP), Fast Healer (resting heals one more EP or MP)
Equipment Dagger, 27 sp.

AP 5, Att 11, Dam 1D6, CR 6

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Description: Lively. **Wants:** to see what's happening in the world. **Mannerism:** strokes blonde hair.

If the PCs ask about the brigands, Sindon can give them an approximate idea of where the White Bandits stay, as long as they can understand his references (he does not direct them according to which road and baileys are near, but by river-currents and tree-types). Understanding him requires Intelligence + Survival (TN 10).

♀☽ Vanwë

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

Skills Melee 3, Brawl 2, Academics 1, Athletics 3, Empathy 2, Performance 2, Seafaring 3, Survival 3,
Spheres Air 2, Earth 3, Water 3,
Knacks Snap Caster (spells use Wits and cost 1 less AP), Fast Charge (+1 to Attack and Damage after spending 1 AP to move)
Equipment Rapier, jewel encrusted dagger worth 11 sp.

AP 6, Att 14, Dam 1D6+1, CR 9

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Description: Dour. **Wants:** to find Umiel.
Mannerism: Wipes eyes.

♋ Spells ♋

Crowded Limbs *The caster demands the targets steal, grab, and snatch, and their hands deform into 4 tentacles. The tentacles grant +4 to grabbing attacks, but inflict a -4 penalty to using tools.*

Spend 3 MP, Vanwë rolls with +4 (TN set by remaining HP). **Range:** 12 steps, **Area:** 27,

Sky-Call *The caster focusses on a distant stone ceiling, and yells for it to crack and splint, and send a hunk of rock onto someone's head. If the target fails to notice the hunk of rock, they receive 1D6+1 Damage.*

Spend 3 MP, target PC resists with Wits + Caving (TN 11). **Range:** yelling distance,

Desert Ghosts *The caster banishes the water with a 'begone', and 27 barrels' worth of liquid evaporates, and turn into ghastly apparitions with distorted features. Ranged attacks firing through the vapour take a -5 penalty, as do most Vigilance checks.*

Spend 3 MP, Vanwë rolls with +4 (TN set by low temperature). **Range:** 12 steps, **Area:** 27,

Vanwë was in love with Umiel, and plans to either aid the characters well, or *really* hurt them (even if it puts her in danger), depending upon their previous actions.

♂☽ Neuror

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

Skills Melee 3, Brawl 2, Academics 2, Athletics 3, Empathy 2, Performance 3, Seafaring 3, Survival 2,
Spheres Air 2, Earth 2, Fate 1, Water 2,
Knacks Lucky (add 4 FP), Dodger (+2 to dodge projectiles)
Equipment Dagger, 33 sp.

AP 6, Att 11, Dam 1D6+1, CR 12

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Description: anxious. **Wants:** to not get left behind.
Mannerism: spits.

♋ Spells ♋

Atrophy *The caster insults the targets' diminutive build (even if they happen to be tall and strong), and they begin to whither, becoming unevently thin. The targets take a -3 penalty to the lowest of their Strength or Speed.*

Spend 2 MP, Neuror rolls with +3 (TN set by current HP). **Range:** 16 steps, **Area:** 4,

Shatter *With a fast, loud, yell, 4 target objects crack. Clay has TN 9, metals have TN 14 or higher.*

Spend 2 MP, Neuror rolls with +3 (TN set by target's solidity). **Range:** 16 steps, **Area:** 4,

Wind Blast *Targets lose 4* AP *and get pushed back 4 steps minus their Strength Bonus.*

Spend 2 MP, PCs resist with Strength + Athletics (TN 10). **Range:** 16 steps, **Area:** 4,

If the PCs ask about the Lost City, Neuror begins a repetitive rant about how it was all the humans fault for messing with alchemy, although he doesn't really know many details.

If the PCs ask if they have any information about some other elves,

Sindon says *'elves are not as common as humans, and we have a lot longer to know each other, so "yes", we know all the other elves.'*

Vanwë says *'elves change too often, in form, body, thinking, and (of course) name – we surpass any human understanding of identification.'*

Neuror says *'that's racist.'*

If the PCs travel with the elves, they ask about buying human clothes, as they don't care about changes in temperature, and travel mostly naked.

Sewer Bandits

1 — **Art Collectors –** Hare introduces himself as a fence.
2 — **Nobody Bags –** During a funeral, a body-bag spills open, revealing nothing but dirt and rocks.
3 — **Beyond the Pale –** Rankfilch passed too close to the Bladderskulls, and now looks semi-dead.
4 — **Unexpected Ghasts –** The dead run through the streets.

The 'Diggers' under Greytown have been working on a plan. Ever since Hare returned with the 'Bladderskulls' Artefact, they noticed that people who get too close to it see strange visions and lose much of the sensation in their bodies. Once a member of the sun guard fell victim to this effect, while on a raid, they killed him, and found that he turned into a ghast – a sentient undead creature, with a broken mind and a killer instinct.

Besides enjoying the humiliation of the guard, this gave Hare an idea, and eventually, all the Diggers agreed to it:

Phase I Ripcrag, a beaurocrat in the Temple of Sickness slowly poisons rich patrons who are old, or have fallen ill. The poison makes their minds empty and their bodies stiff, and Ripcrag declares them dead. Other Diggers then come to swap out the barely-living person with a fake body-bag full of earth, rocks, and fabrics.

The Diggers then lock these sick, rich people in little alcoves in their The Digger Catacombs, and use an Artefact to turn them into ghasts – sentient undead, ready to kill.

Phase II involves digging a tunnel underneath Greytown's citadel (on page 84).

Phase III is to release the ghasts into the citadel while lighting a rancid fire underneath, and let undead-nature take its course.

In the meantime, Hare has been working as a fence, using the tunnel to Rankfilch's house, just outside Greytown's wall.

1) Art Collectors

(Roads)

After raiding the Undead Priest Cainpale's crumbling temple with Rankfilch (on page 19), Hare stashed the Artefact, and decided to sell his more mundane (and valuable) prizes in Lochside. He travels by road to avoid the heavy taxes levied in Greytown. Lochside always has someone willing to buy valuable items, without too many questions.

> In the far distance, a trading caravan approaches. You can see the head rider's long hair trailing behind him in the warm wind. Both coaches have the usual archer on the top, though they don't look like night guards.

Hare greets the troupe in a friendly way, and explains he's going to Lochside to sell his wares for a 'client'. He refuses to divulge any information about this client, then begins hinting that if the troupe ever run into anything valuable, and need to sell it, he can be discrete.

♂♄ Hare

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

Skills Melee 2, Academics 1, Deceit 3, Empathy 1, Survival 3,

Knacks Stunning Strike (hit an opponent with fewer AP, and take a -1 Penalty to attack; opponent's AP reduces by 3), Fast Charge (+1 to Attack and Damage after spending 2 AP to move), Last Stand (when losing HP, the character gains 5 AP)

Equipment Longsword, partial chain, 50 sp wrapped in cotton wool, knife.

AP 3 (AP Cost: 2), Att 12, Dam 2D6, DR 4 (15!), CR 5

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Description: chubby guy, with black pony tail. **Wants:** to kill and depose Prosity. **Mannerism:** hands on sword.

♂♄ 6 White Bandits

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

Skills Projectiles 2, Melee 1, Crafts 2,

Equipment Dagger, Longbow, 40 cp.

AP 3, Att 7, Dam 2D6, CR 2

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If you brave warriors ever need to sell any 'paintings' you find, you can always find me in the Mincing Pig, in Greytown.

Anyway, it's a dangerous road. Fancy turning the other way and joining me? You know, all the work you do in the night guard has real value. People don't tell you that enough, but you guys save everyone, every day, and nobody says 'thank you'. Why don't you come and protect people on this road, instead of that one, and I'll say 'thank you', at the end.

Hare then offers the troupe 1 sp per mile, in total, if they join

him till Lochside. Boating may be faster than the road, but boating means river-taxes.

The length of the journey depends on how far this scene takes place from Lochside. Hare takes a route not too far, or close to town, so encounters should consist of traders as much as beasts.

If anyone asks about the archers, Hare explains jovially.

> *We come from the Temple of 'Odd-Job', to save people from the god of messing-about and time-wasting!*

The characters will understand that this is a joke, as they will all be familiar with standard temples.

If the party press the issue, Hare explains that he comes from Whiteplains, and while his family were wardens, they have become poor, due to the high taxes imposed by Greytown, so now he travels and takes work where he can, and hires people to help him.

If the PCs abandon their current mission, the next time they see a jotter, the leader will have some explaining to do. They should roll Intelligence + Deceit (TN 12), or suffer a demotion. Fodder who behave in this way (the lowest rank) will find themselves escorted to the Pit of Justice in Greytown, where Prosity will sentence them.

If the PCs look for him in the Mincing Pig, they may or may not find him – he keeps a low profile.

The wagons hold the following items:

- 20 days' rations.
- 2 ancient human skulls, with red stones inserted around the crown.
- A stone statue of a half-dead man in repose, in a coffin.

> As the Sun casts red over the forest, darkness closes around you. Then in the distance, fire, then another, not far off.

2) Nobody Bags (Town) During a funeral procession, a coffin spills open (perhaps a horse gets spooked, perhaps one of the PCs do something...), the 'corpse' falls out, but then spills open, revealing nothing but dirt and rocks.[16]

Everyone around stops, shocked into silence, and the dirge ends. Eventually, a few members of the family march to the local Temple of Sickness (area 8 on page 86) and demand to know what happened. Counter Ripcrag mutters something about a 'clerical error', then shuts the door with a look of deep embarrassment.

3) Beyond the Pale (Roads) *Jotter Rankfilch transported some barrels through his house, down to the The Digger Catacombs, so Hare could pick them up. Unfortunately for him, the Bladderskulls Artefact had a spell waiting for him.*

Rankfilch will recover within a day, but the next time the PCs visit a broch (or anywhere on the road) they may find him giving a mission while looking... not altogether *there*. An Intelligence + Medicine roll (TN 8) will show he's beyond unhealthy, while an Intelligence + Academics roll (also TN 8) lets a PC know he's suffering from the Death Sphere.

Of course, if Bladderskulls has already departed The Digger Catacombs, skip this Segment.

4) Unexpected Ghasts (Town) Mosswipe forgot to lock a door properly, and a room of ghasts escaped via Stairway to the Slums (area 16 on page 99).

The troupe can summon sun guards with a Strength + Empathy roll (TN 7) to shout out loud. The guards take 5 rounds to arrive, but every Margin on the roll reduces that time by 1 round, to a minimum of 2 rounds.

At the end of the day, the ghasts will be put to the sword one way or another, but the question remains; what brought them here?

A little investigation reveals that these ghasts were high-ranking members of various temples, previously thought dead.

Other Ghasts

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

Skills Athletics 2, Stealth 1,
Equipment saphire pendant worth 2 gp.

AP 3, Att 7, Dam 1D6+2, CR 2

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[16] Find the plan on the facing page.

Armourers' guild Ghast

Strength	2	Dexterity	0	Speed	-1
Intelligence	0	Wits	-1	Charisma	-5

Skills Melee 1, Brawl 2, Athletics 2, Stealth 2,
Abilities Undead.
Equipment Poleaxe, complete plate, ornate silver earrings worth 1 gp.

AP 2 (AP Cost: 3), Att 11, Dam 2D6+1, DR 6 (16!), CR 4

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Elderly Warden Ghast

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

Skills Athletics 3, Survival 1,
Equipment gem encrusted broach worth 3 gp .

AP 3, Att 7, Dam 1D6+1, CR 2

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III Alive in the Eye of the Storm

The Necromancer's Friend

1 — **The Undead Horde –** A botched spell leaves Cainpale's ghouls wandering alone.
2 — **Rumours of a Breach –** Cainpale destroys a remote bailey.
3 — **The Survivors –** A few farmers flee a massacre.
4 — **Armourless –** Cainpale kills a trading wagon for their armour.
5 — **The Dead Devour –** The necromancer consumes an entire bailey.
6 — **Last Ride –** Greytown leaders argue about the next steps, as all the rangers died fighting Cainpale.
7 — **More Bad News –** yet another bailey falls to Cainpale.
8 — **Rise of the Hero King –** Burke Whiteplains has killed Cainpale, and everyone thinks he's cool now.

In the time of the Lost City, high priests of Eldren took a vow to protect Veldrin Temple forever, even past death. The priest would then enter a state of semi-death, and remain in eternal meditation, ready to defend against intruders. Cainpale took the job because he liked archery and birdwatching, and he figured the undead would have a lot of time to watch birds, even if their eyes don't work very well.

Over the next decades, the baileys by Veldrin Temple collapsed, due to poor governance and knock-on effects. Cainpale and his stone temple remain, giving him unlimited time to stare at birds.

After time lost all meaning, bandits came to rest within his temple. Cainpale felt a sense of dread at the thought of living, self-moving, people approaching him. He waited until they slept, then summoned a choking fog to suffocate them, and bashed in their skulls. Their death filled him with mana – the first alchemical power he had access to since his mortal years. And he used his knowledge of alchemy to create a Talisman.

Using the bandits' bloody skulls as a Fate Ingredient, and griffin feathers as an Air Ingredient (his hunting skills still work), he extracted the bandits' bladders, stuffed them with the griffin feathers, stuffed the bladders inside the skulls, and tied the three skulls together with the intestines. The completed Talisman, infused with the Death Sphere, held a single purpose: to infuse anyone living with undead energy, making them see as the dead see. The Talisman stood as an insult to the robbers, and a beautiful mark of change – something Cainpale had not seen in a long time.

The next century saw a lot of change, as he spoke to the strange, little Talisman, about birds, and hunting, and his disgust of living things. The Bladderskulls could not speak, or move, but Cainpale could see some response in the simple, silent, language of the dead. And slowly, over patient decades, the Bladderskulls began to talk back. The tiny spark of consciousness, present in all Talismans, blossomed, and the Bladderskulls became an Artefact – a thinking, magical construct, focussed intently on its mission.

Cainpale and the Bladderskulls Philosophized, and watched the birds together, and forgot that time existed again.

But time persisted, and one day it brought three more souls to the temple. Cainpale's disgust of the living had grown into a phobia, so he rushed up the stairs of the temple's only standing tower, with his bow in hand. He shot an arrow, wounded one, then missed with several others as the intruders picked up the Bladderskulls, and fled. He stood like only the dead can stand, and silently mourned his broken

oath, and lost friend.

Cainpale has a plan. He wants an army of ghouls surrounding his temple, to ensure no more *people* approach. He wants armour, to protect himself and his army. And he needs a steady supply of living souls. However, they will have to be *unconscious* living souls, as Cainpale has developed a serious phobia of living people. Once he has all this, he can tear apart the Grey Valley until he finds where they took his Bladderskulls.

Over the course of this Side Quest, Cainpale grows his army, and destroy several baileys along the way. If the PCs do nothing, Burke Whiteplains will eventually stop him, and gain a lot of support from the remaining baileys.

If the PCs want to search for Cainpale's Lair they have a number of options, all of them bad.

Greytown's Paper Guild[17] has records of the original temple, but they could only research about him if they have something to go on. A successful Intelligence + Academics roll (TN 12) reveals the map in the handouts, and reaching TN 14 reveals his lair's location (as the map does not have the location on it).

Following the tracks of the undead host will take a long time, although the footprint-path they leave will make them easy to follow. . . at first. The PCs can roll Wits + Survival at TN 5, with +2 to the TN each day thereafter, and +3 on any day it rains or snows.

If they succeed, find Veldrin Temple, but if they need multiple days' of travel to catch up to the host then the tracks may vanish.

If the PCs return the Bladderskulls then Cainpale will stop attacking baileys. This resolution is unlikely, but it does indeed resolve the issue. Cainpale will then live peacefully, until his temple crumbles to nothing, and the local stirges eat his body.

1) ⅄ The Undead Horde (Roads)

Cainpale's first attempt at raiding a bailey did not go according to plan. His foul fog made everyone sick. Most of the bailey scattered, and he entered to kill the few remaining inside, and consume their souls. He stuffed dead spirits inside their empty shells, to irse and consume the living.

Each of the new ghouls fled in a different direction, chasing the living. He spent a little while trying to round them up, but they had gone beyond the range of his spells.

Eventually, he gave up and returned to his temple, while the dead stood scattered, from river to hill.

Run this Segment when the troupe approach a bailey which Cainpale might travel to. His temple is marked with a '∅' on the map (on page 2), and lies upstream of a number of baileys and hamlets. He can comfortably travel downriver, since he has no need to breathe.[18] Cainpale will never return via roads – instead, he uses the light which comes off baileys like sailors use starlight.

Once the troupe reach a bailey you should ease slowly into a mounting sense of dread. The ghouls return to their old bailey, one by one.

> Half the houses give off weak smoke, but every door lies open, as if trying to show you the empty darkness inside. The only sound comes from upset sheep, pleading for food.
>
> Behind you, a single farmer has returned to the bailey. He approaches you, with a sense of urgency. . .

∅ Ghoulish Farmer

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

Skills Brawl 2, Stealth 1, Survival 2,
Abilities Undead.

AP 2, Att 11, Dam 1D6+3, DR 2 (16!), CR 4

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Each round, more arrive.

∅ More Ghouls

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

Skills Brawl 2, Stealth 1,
Abilities Undead.

AP 2, Att 8, Dam 1D6+1, DR 2 (13!), CR 2

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∅ Still More Ghouls

Strength	2	Dexterity	0	Speed	-1
		Wits	2	Charisma	-5

Skills Brawl 2, Stealth 1,
Abilities Undead.

AP 2, Att 9, Dam 1D6+2, DR 2 (14!), CR 3

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Over 100 ghouls head towards them, so keep adding a larger amount each time, until the PCs run (or die with bravery, honour, and stupidity).

Once the troupe realize they need to flee they can march 2 miles away, add an EP, and will probably out-pace the ghouls.

[17] See page 83.
[18] He can also cast *Bubble* spells to float a little in the water.

Ask them 'where to next?', and continue as if the Segment had ended, then pull out the next Side Quest's Segment. They may head back along the road, or try to go around the ghoulish bailey, by taking a short detour through the forest. Once the next Segment begins, have them roll Intelligence + Stealth (TN 12). Success means that they understand how far the dead can see, and how to hide the light of their souls.[19] Failure means the ghouls catch up, this time travelling together, as an army.

If they flee to a broch or bothy, they will find safety, but won't have any clear means of escape. Roll encounters as usual – the ghouls will attack any traders or woodspies which approach, which gives the PCs a moment to run out the door, but not much of a head start.

If they flee to a bailey, then the archers there can help pick off the dead, but they will run out of arrows before the ghouls all drop down. . . immobile.

If they encounter a basilisk, then they have been saved! (basilisks have no problem eating ghouls, and the ghouls will not find killing it an easy task).

Tracking down Cainpale presents a thousand challenges. Have the players roll Wits + Survival (TN 14 or higher) if they figure out that someone started the massacre, and attempt to track them.

Whatever happens, you will have to think on your feet to interpret the clashing of plans with events, as will the players.

2) ⚔ ⚶ Rumours of a Breach (Town) Cainpale has destroyed yet another bailey, and now has a horde of 200 ghouls, along with some ghasts. Night guards found the bailey two days ago, and now all of Greytown is talking about it.

Take a moment to impress on the players what this means for the baileys around the missing one, and what it means for people travelling across that road, who would otherwise have a place they might rest for the night, behind a wall, with archers.

By this time, Cainpale has gathered an army of 200 undead, and 4 ghasts.

3) ⚔ The Survivors (Roads) *Last night, Cainpale attacked a bailey, successfully created some ghouls, then enchanted them to follow him. Cainpale noted that they carried a necklace with the symbol of Eldren – '⊙' – and instructed the ghouls to spare them.*

Run this part only when somewhere close the Cainpale's temple, or somewhere downriver, West of Greytown. Remember to roll encounters as usual, and combine that encounter with the fleeing farmers.

> On the horizon, four humanoid silhouettes stumble forward silently. Once they see you, they start running towards you.

The farmers arrive famished, and request all the food the troupe can spare.

One of the survivors – Fangkrist – has been affected by a *Soul Specks* spell. Cainpale cast it on him in order to communicate, and continuously ask where his 'beloved Bladderskulls' went.

Fangkrist will tell everyone what he saw, and ask how to break the curse, before explaining the strange things he can see. He can also tell the troupe that Cainpale never went near him, and seemed afraid of going near people.

The curse wears off by the end of the day, as long as he keeps moving. Until it wears off, he gives everyone strange stares, especially people who can store MP.

> *I can see your inner lights. They feel blinding. Especially* yours. *What did that creature in the darkness mean? He kept on saying it.*
> *"My beloved Bladderskulls"*
> *"Where did they take my Bladderskulls?"*

If the characters try to track the ghoulish army, they find only one challenge – if they approach too close, the ghouls may turn, and attack. An Intelligence + Survival roll (TN 10) lets them keep the proper distance.

Veldrin Temple now hosts 300 ghouls, a few ghasts, and an undead basilisk.[20] The farmers will not accompany the troupe when pursuing the undead horde.

Mark off another bailey on the Grey Valley map.

4) ⚶ Armourless (Town) *Cainpale's ghasts journeyed out on a mission – to seize armour for him. They found a trading caravan, with one wagon of armour from Southdale – leather, chain, helmets, brigandine, the elf-stuff – she had the lot.*

The prices of armour in all of the Grey Valley doubles after this event, for the next month. That single wagon may not have carried all *that much*, but when supply problems appear, people panic-buy.

Cainpale now has a horde of 400 ghouls, along with a few ghasts, and an undead, armour-plated basilisk. If the troupe try to track him down, remember to check the conditions on the preceding page.

> The bailey falls quiet at night, except for shuffling feet as people try to be quiet going out to the toilet at night, or chattering about local town gossip.
>
> A man in the distance tells his child off harshly for going out at night, past the Edge, with his friends.

[19] Thick clothing helps, as long as it covers everything. Hills and rivers also helps, as they block some of the light of a soul, just like any other light.
[20] See the Preserved Basilisk, page 63.

♂∅ Cainpale

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

Skills Projectiles 3, Brawl 2, Academics 2, Crafts 1, Deceit 1, Medicine 3, Survival 1, Vigilance 3,
Spheres Air 3, Fate 3, Water 2,
Knacks Snap Draw (Pay 0 AP to reload bow or draw weapon), Mighty Draw (reduce cost to draw longbow by1 AP), Snap Caster (spells use Wits and cost 1 less AP)
Abilities Undead.
Equipment Dagger, partial plate, ivory Longbow, Air Concoctions □□, Fate Concoction □.

AP 2, Att 11, Dam 1D6+3, DR 6 (16!), CR 13

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Description: A healthy body, with minor decomposition, and simple bandage-wraps. **Wants:** to find his Bladder Skull. **Mannerism:** wears a minimalist loin cloth, with some hidden Concoctions.

♌ Spells ♌

Death Sight *The caster keens, and the distant target gains* DR *2, ignores all* EP *Penalties, and sees as the dead see. However, they cannot rest.*

Spend 3 MP, Cainpale rolls with +4 (TN set by current EP penalty). **Range:** yelling distance,

Whisp Hands *The caster shouts 'get out', and 27 targets find themselves pushed back by whispy hands made of wind, stripping 5* AP *minus the targets' Strength. The hands avoid affecting the caster's allies.*

Spend 3 MP, PCs resist with Strength + Athletics (TN 11). **Range:** 12 steps, **Area:** 27,

Itching Cornea *The caster cries a weirdly-specific doom, like 'may your feet grow fungus', or 'I hope your spells come out backwards', which lays a curse on one of the targets' Skills. The next 5 times the targets uses that Skill, they receive a -1 Penalty.*

Spend 3 MP, PCs resist with Charisma + the Skill (TN 11). **Range:** 12 steps, **Area:** 27,

5) The Dead Devour

(Roads)

Cainpale has gathered an army of 500 ghouls. He takes only 200 ghouls and the 4 ghasts out for the raid, leaving the rest behind (too many ghouls can become unmanageable). Whichever bailey the troupe have arrived at (or near), is the one he assaults.

He arrives at night, and begins some miles away with his *Marshweed* spell (the spell will not work at close range). The bailey will know he's coming, but they will not be able to do much about it.

> Crackling sticks indicate someone walks close by, and a moment later indicates a full procession walking somewhere close by. But you wait, and no voices come out – only crackling sticks.

Marshweed

(Detailed, Distant, Duplicated, Wane)

Requirements: Air 4
Resisted by: Wits + Athletics
Range: an arrow's reach
Area: 256

As the caster gurgles a rotten noise, they release a rancid cloud in the shape of black, whispy, tendrils, which cover an area of 256 steps, inflicting 6 EP to anyone in the area who breathes them in. The tendrils cover a lot of space, but small gaps between them allow people to take a quick, sharp, breath in, as long as they're discerning about where to breath. Anyone resisting with their Wits + Athletics will need to see a little to spot the cracks in the miasma. If someone wants to take a quick gulp of oxygen during combat, the action costs an AP as usual

♂∅ 200 Ghouls

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

Skills Brawl 2, Stealth 2, Survival 2,
Abilities Undead.

AP 2, Att 11, Dam 1D6+2, DR 2 (16!), CR 3

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♂∅ 2 Ghasts

Strength	2	Dexterity	0	Speed	-1
Intelligence	2	Wits	-1	Charisma	-5

Skills Melee 2, Brawl 2, Athletics 3, Stealth 1, Survival 2,
Abilities Undead.
Equipment Poleaxe, gem-encrusted headband, worth 3 gp.

AP 2 (AP Cost: 3), Att 12, Dam 2D6+1, DR 2 (17!), CR 2

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2 Ghasts

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

Skills Brawl 3, Athletics 2, Stealth 1,
Abilities Undead.
Equipment Poleaxe, complete chain, gold-looking necklage made from fool's gold (worthless).

AP 2 (AP Cost: 3), Att 10, Dam 2D6+2, DR 5 (15!), CR 5

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The Events occur, round by round, as above on the current page.

Survival depends upon a single roll, but with many factors.

The troupe should roll Intelligence + Melee to see how they fare overall. Don't mention the TN – just record the result, and adjust it as time goes on.

Reaching TN 16 means the battle has been won, as the farmers fight well enough to push the dead back, and Cainpale flees, along with any ghasts still functional. If the PCs have not surpassed the roll by this point, the bailey has been destroyed.

Bonuses

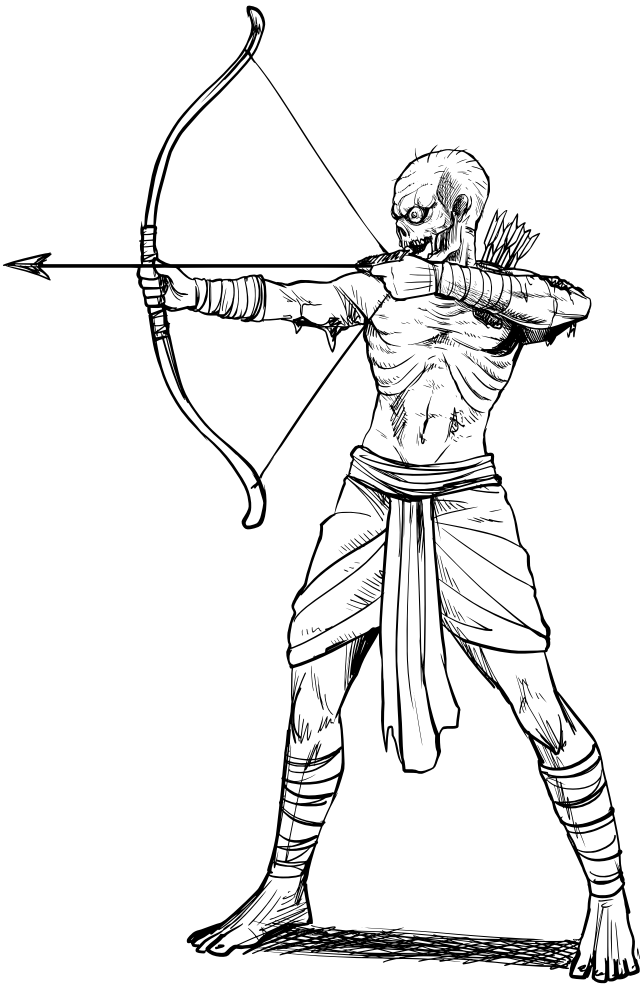
Bonus	Condition
1	Per ghast felled.
1	Per 10 ghouls felled.
2	Organizing the bailey with Strength + Performance (TN 10).
3	Per clever plan the PCs come up with.
4	Killing Cainpale, or forcing him to flee.

Cainpale sends another arrow into the bailey whenever he can see someone.

Spotting Cainpale won't be easy, but the PCs may notice the arrows come from well outside the bailey, and that they cannot target anyone properly (they go up and out).

Despite this large clue, finding Cainpale in the dark requires an Intelligence + Projectiles roll (TN 12). He stands 30 steps away, in the dark.

[21] His isolation has given him a phobia of the living.



Dead Tactics

Round	Event
1	200 ghouls assault the gate.
2	4 ghasts each attack a quarter of the bailey each (one attempts to open the gate).
3	Cainpale casts offensive spells on anyone at the gate.
4	The ghouls have formed a pyramid at the gate.
5	5 ghouls climb over the gate.
6	10 more ghouls climb over the gate.
7	15 more ghouls climb over the gate, and the bailey falls.

200 Ghouls

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

Skills Brawl 2, Stealth 2, Survival 1,
Abilities Undead.

AP 2, Att 10, Dam 1D6+1, DR 2 (15!), CR 3

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If anyone approaches Cainpale, he flees immediately.[21]

If the farmers win, Cainpale leaves with the remaining ghasts. The PCs may take this time to hunt him down, but he still has potent spells at his call.

If the dead take the day, the PCs may be able to flee (the dead have plenty of farmers, and don't need to chase the PCs). Half of the bailey will flee as well.

If the dead continue tearing baileys apart, civilization will quickly develop problems, as the outer protections no longer protect, and creatures venture farther and farther into the lands of unprotected hamlets.

6) ⚶ Last Ride (Town) The Grey Valley has had enough of Cainpale's rampage. Once Foxglove figured out where Veldrin Temple rested, Cronblight ordered every ranger in the Grey Valley to approach Veldrin Temple and destroy Cainpale.

If any of the PCs are rangers, then they will hear about this mission while in Greytown. They will have to fight, or prosecution in the Pit of Justice.

The details of the fight are up to you. It should probably begin with a lot of introductions to complaining rangers, and should end with a climactic battle.

If none of the PCs are rangers, then all of the rangers went out a week ago, and never returned.

> A deep, angry noise interrupts everyone, and Greytown becomes silent. For a moment, it sounds like a wrath, then you hear words.
>
> Captain Vex is arguing with someone.

Burngrot and Cronblight have approached Captain Vex, to tell him that he and the sun guards must deal with the undead horde which threatens all of the Grey Valley. Captain Vex points out that undead threats don't fall under the purview of the Temple of Justice, and that dead rangers only indicate a complete failure in the leadership and planning ability of the Temple of Beasts.

The sound of the argument travels half-way across Greytown.

If Captain Vex has already died, use Prosity or some other substitute.

7) ⚶ ⚲ More Bad News (Roads) The PCs hear of yet another bailey Cainpale has destroyed. He now boasts an army of 700 ghouls.

Encounters with monsters increase dramatically, all around the Grey Valley, as the thin outer barrier diminishes, so the PCs also hear about various monster encounters (select the standard encounters, depending on the current cycle).

8) Rise of the Hero King (Town) The White Bandits marched out to war with pikes and barricades. Hare did all the strategy, and his plan worked perfectly – the White Bandits lost only a dozen people during the fight.

For the rest of the cycle, everyone in the Grey Valley talks about Burke Whiteplains. Most talk about him as a saviour, though the keepers talk about him as a murderous bandit, and upstart.

Rising Titles

1 — ⚲ **Dry Inkwells –** When every jotters lies dead, the troupe discover freedom.
2 — **Guards, Guards! –** Vagabonds from the night guard run amuck in Greytown.
3 — **Underground Assassins –** The bandits in the sewer cut Captain Vex's throat.
4 — **Bandits Caught –** The sun guard have captured Burke Whiteplains.
5 — **The Dead Rise –** Hare releases ghouls upon the Citadel.
6 — **Same Old New Management –** The troupe clear the Citadel of ghasts.

The White Bandit and Diggers finally start pushing their plans to destabilise the area. And how these Segments play out, depends heavily on the PCs political positions. They may support some of these actions, or push back against them. They may attempt to be 'apolotical', and just get on with their jobs as the carnage rolls out.

1) ⚲ Dry Inkwells (Roads) *The White Bandit have finally pulled off their plan to have every jotter in the Grey Valley killed in a single night. Each jotter has records of where all the night guards go, including other jotters. Rankfilch compiled the information, and made a plan.*

The troupe find a broch with a murdered jotter, and with some ingenuity may figure out what happened.

1– Half a dozen bandits arrived in secret **(footprints throughout the forest show they went offroad just before the broch, so nobody would see their approach)**

2– They shot at the jotter through a window **(arrows still stand around the shutter)**

3– and wounded the jotter **(blood spatters mark her desk)**

4– then fought with the night guards **(blood and sword-marks remain around the tree border, just beyond the broch)**

[22] Wrecan normally takes the souls of those who die through hatred. People sometimes try to make amends after death by leaving gifts with the dead, so they can show Wrecan their gifts. Where the dead go after that, nobody really thinks about.

5– but ultimately, the White Bandits made peace with the night guards **(when one died, they burried him respectfully, digging a grave with some rocks on top, and leaving him money, to trick Wrecan into not taking him)** [22]

6– and so the night guards left with the White Bandits, becoming part of their group. **(A dozen tracks lead away, while the jotter lies dead)**

The players may conclude any number of things from these events, but the tracks leading away should unambiguously tell them where complete answers lie.

If the troupe want to track down the culprits, they can roll Speed + Survival (TN 8). Success indicates that they locate the bandits just before Sundown, while they go off-road to wash the blood from their clothes (so none are wearing armour). A tie indicates that they must either travel overnight, or make another roll the next day at TN 10.

Following the bandits back to their hide-out requires a Strength + Stealth roll, at TN 10, +1 per day of travel. See on page 61 for details.

Confronting the bandits immediately results in a political conversation. Mosswipe and the night guards who have just now turned to banditry don't like being forced to live outside of civilization, or how people see them. They want better pay and working conditions, and they want to know why the PCs don't want the same thing.

However, Mosswipe will only let them come back with the group to the White Bandits Outpost if he thinks they're sincere about wanting a violent revolution, based on their earlier conversations.

Wherever the troupe go next, they will hear about the total absence of jotters, and will not receive any more orders or missions, unless they encounter some higher-ranking member of the night guard; but even then, the ranking member will almost certainly not have the time to keep track of what the PCs get up to.

2) Guards, Guards! (Town)

The entire market has been chatting about the recent murder of all the night guard jotters, and how many night guards have come to town, to drink and cause trouble.

Three of them have recently taken to stealing at the market, though they don't have the subtlety to do anything but snatch-and-run.

After the gossip, three of the night guard (who snuck into town by hiding in a wagon) dart past the troupe, followed by Mousebark of the weavers' guild. She's out of breath, so she stops to hollar at the troupe.

The three night guard will recognise the PCs, and hide behind them, laughing like children, while Mousebark shouts at them all.

♀♄ Mousebark

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

Skills Crafts 1, Empathy 2,
Knacks Specialist (dyes)
Equipment Dagger, 40 cp.

AP 3, Att 8, Dam 2D6, CR 2

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Description: young, red-faced, and angry. **Wants:** to retain her pride. **Mannerism:** stamps feed.

If the PCs do not manage to return the clothing, Mousebark informs the sun guard, who begin searching for the lot of them.

The group should roll Intelligence + Stealth (TN 8).

If the PCs try to take the clothes, the knavish night guards turn violent quickly.

♂♂♀♄ 3 Knaves

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

Skills Melee 2, Brawl 2, Deceit 1, Larceny 1, Stealth 2, Vigilance 2,
Knacks Dodger (+2 to dodge projectiles), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)
Equipment Longsword, dagger, honey-walnut cake, 8 cp.

AP 3 (AP Cost: 2), Att 13, Dam 2D6, CR 4

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3) Underground Assassins (Town)

Captain Vex announced the previous day that he would begin harsh raids against the people living under Greytown. The Diggers didn't like that, so they've organized an assassination.

Five men walked casually behind him as he returned home from the White Horse with his wife, then closed in so Mosswipe could stab him in the neck.

If Mosswipe has died, replace him with Hare, or some other appropriate character.

> You hear guards shouting "after them!", in the distance, and quickly scurrying feet, as a woman shouts for someone to help her wounded husband.

If the characters stay to help the wounded man, they find Captain Vex next to his wife, blood spilling from his neck. Saving him needs an Intelligence + Medicine roll (TN 9).

If they run after the thieves, the PCs make a Speed + Athletics roll.

Remember that whoever's trying to patch up Captain Vex's bleeding neck won't be able to join the chase.

❁ Running Results ❁

12	*"Giving chase, you catch up to four men running from the scene of the crime."*
11	*"You run round an alley, and see them entering Greytown's underground."*
9	*"You run in hot pursuit, but the attackers have disappeared down a street, into thin air."*
7	*"The attackers sprint away, leaving you running in the dark."*

♈♂♄ Cutter Mosswipe

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

Skills Projectiles 2, Deceit 2, Larceny 2, Stealth 1, Survival 1, Vigilance 2,

Knacks Stunning Strike (hit an opponent with fewer AP, and take a -1 Penalty to attack; opponent's AP reduces by 2), Perfect Sneak Attack (+2 Damage for sneak attacks)

Equipment Shortsword, dagger, rations (□), 24 sp.

AP 5, Att 10, Dam 1D6+2, CR 5

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Description: acne scars, tubby body, with vacant eyes.
Wants: to obtain clear thinking on his political thinking.
Mannerism: looking about, suspiciously.

♂♀♄ Nettlepeel & Cinderfen

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

Skills Melee 1, Brawl 1, Deceit 1, Larceny 1, Vigilance 1,

Knacks Dodger (+2 to dodge projectiles), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)

Equipment Shortsword, partial leather, dagger, goat cheese, 27 cp.

AP 2, Att 10, Dam 1D6+2, DR 3 (13!), CR 3

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If the party follow the assassins underground, they run to the nearest entrance – perhaps the doula shop (area 6 on page 84) or the Mincing Pig (on page 94). Otherwise, this incident may remain a mystery.

♂♂♄ Sootnash & Keelnail

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

Skills Melee 2, Brawl 1, Crafts 2, Larceny 2,

Knacks Perfect Sneak Attack (+2 Damage for sneak attacks), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)

Equipment Shortsword, partial leather, dagger, rye bread, 16 cp.

AP 3, Att 12, Dam 1D6+2, DR 3 (15!), CR 5

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4) Bandits Caught (Town)

The sun guards have captured Burke Whiteplains, along with four of the bandits. Two once worked in the night guard, two more came from Redfall, and signed up with the White Bandits to avoid starvation.

> *Hear, ye! Hear all!*
>
> *Bandits who roamed the highways, lead by a man known as 'Burke Whiteplains', have been apprehended. The leader shall be drawn and quartered by week's end, and his companions hanged that night.*
>
> *The Temple of Poison invites any charismatic men or women to aid the festivities, as playwrites and attractive actors are required for the upcoming festivities (not you, Murklash!).*

Later this night, Hare will come to save him. The Diggers recently discovered an underground tunnel which leads from the Station Dungeon's waste-shaft (on page 90), to the The Digger Catacombs (area 6 on page 96).

Hare and some of the Diggers will wrap dry wood in cheese-cloth, swim up to the grate, and light a fire. Once the Station Dungeon fills with smoke, the sun guards will have to evacuate, leaving the Diggers a moment to jump up and start opening doors.

If the Diggers still have the Bladderskulls, it will cast *Soul Specks* on them, allowing them to deal with the smoke. Otherwise, Murklash will create a Talisman for them which creates a *Bubble* spell, to save a lock-smith Digger from the smoke.

5) The Dead Rise (Town)

If the PCs have already stolen the Bladderskulls or somehow disbanded the Digger movement, nothing happens here. All remains well in Greytown.

Otherwise, not a single soul in the city will sleep this night, as the Diggers enact their plan.

The Diggers finally finished digging the tunnel underneath the Greytown Citadel, where Prosity lives.[23] *They waited for the Bladderskulls to curse them with a touch of undead (so the ghasts would not attack them), then laid out wretched kindling for the Citadel – dry twigs, green branches, rotten meats, and bone.*

[23] See Area 4 on page 96 for the underground tunnel, and Greytown's Area 7 on page 84 for the Citadel.

Then the Diggers barred all the doors and hatches leading to their living space, and released the all-too-lively undead army, with only one route to take – right into the Citadel.

With the fire at the base lit, smoke begins to flood the Citadel.

One of the sun guard darts into an alley, and desperately tries to remove his uniform, then darts out, with a helmet and his hands covering his face.

Shocked screams cry out, and hands point towards the Citadel. A young hands from a window-ledge with only one hand; his other has a lantern. More hands come from the shadowy window, trying to grapple him back in and he throws the torch and jumps to the ground but they already have his wrist. The dark hands pull the screaming man back into the dark citadel.

If the troupe try to help, they find sun guard fleeing (and trying not to be seen) and about 100 ghasts in the Citadel, devouring the face of anyone they encounter.

Move through the areas, rapidly. Everywhere in the Citadel remains dark unless a screaming, fleeing, servant is present. A few of the sun guard remain, but most flee.

Palace Guard

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

Skills Melee 2, Vigilance 2,
Equipment Glaive, partial chain, smoked ham, 52 cp.

AP 3 (AP Cost: 3), Att 12, Dam 2D6+1, DR 4 (15!), CR 6

If Prosity dies, check the next part. Otherwise, discard it.

6) Same Old New Management (Town)

If Prosity dies, his eldest surviving son, Constance, takes over leadership (with the help of Captain Vex).

The sun guard barricade the Citadel, and reeve Cronblight[24] at Lochside designates new jotters, who then order the PCs to clear the Citadel of the dead, along with five other night guards.[25]

Twenty ghasts remain inside the Citadel, while another thirty remain in the catacombs. Both groups of ghasts will attack en mass, rather than splitting up.

[24] Find him on page 53.
[25] The sun guard explain that, while the ghasts exist within the Citadel, the Citadel counts as 'beyond the Edge', and is therefore not their jurisdiction.

7 Ghasts

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

Skills Athletics 2, Stealth 1,
Equipment signet ring, worth 1 gp.

AP 3, Att 7, Dam 1D6+2, CR 2

7 Ghasts

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

Skills Melee 2, Athletics 3, Survival 2,
Equipment gem-studded ring, worth 13 sp.

AP 3, Att 7, Dam 1D6+3, CR 2

IV Frayed Ends

Once the PCs exhaust all of the available Side Quest Segments in a location, the area risks becoming plot-barren. Look again at the Side Quest list on on page 3 and you'll see what I mean. To stop this happening, random Side Quests which lead nowhere, and don't have a wider tale to tell, sit at the bottom of the pile, waiting to catch players when they have nothing else to threaten them, but without beginning yet another Side Quest.

Town Interruptions

1 — **Pickpocketed –** Someone has stolen one of the characters' items.
2 — **The Fat, Black Cat –** He simply wants some fish.
3 — **Pickpocketed Again! –** Someone else picks a character's pocket.

1) Pickpocketed (Town)

The player with the highest Intelligence Bonus makes a Wits + Vigilance roll (TN 9). Failure indicates a thief has stolen the last item on the player's character sheet, and successfully fled.

> You feel the side of your leg and suddenly your heart stops. You wonder where is. . . *which item is the last one written on your character sheet?*

♂♄ Fenslick

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

Skills Projectiles 1, Melee 1, Brawl 2, Deceit 2, Larceny 2, Survival 1, Vigilance 2,
Knacks Dodger (+2 to dodge projectiles), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)
Equipment Longsword, dagger, dried fruits, 9 cp.

AP 4 (AP Cost: 2), Att 11, Dam 2D6, CR 5

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Description: pudgy cheeks. **Wants:** a stiff drink.
Mannerism: picks nose.

It might be possible to track the thief, down with enough time spent investigating, but it'll require an Intelligence + Vigilance roll at TN 13.

Fenslick, a local pickpocket, has no excuse except for his young age, and bad luck in life, though he's 25 and was recently kicked out of a Wheat Guild apprenticeship as a tender for drinking too heavily on the job.

If the PCs decide to turn him in, he won't struggle. Once the PCs reach Station Dungeon (on page 88), the sun guards put him in a cell, schedule his trial for 1*D*6 days ahead, then tell the PCs they can watch the trial for free, as a reward for turning him in.

2) The Fat, Black Cat (Town)

An inhuman scream rings out in the middle of the street. When the PCs look about, they find the source was a fat, black cat looking at them intently.

If they move away, he follows (for at least an Interval), and if they move towards him, he run away, but looks back to check they're following him.

If the troupe follow, they end up at the local fishmongers. The cat then stands beside the stall and yells at them. If he gets fish, he simply leaves for the Paper Guild.

♉♂ Cat

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

Skills Brawl 2, Athletics 3, Stealth 2, Vigilance 3,
Abilities Quadruped (double movement).

AP 5, Att 13, Dam 1D6-5, CR 0

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3) Pickpocketed Again! (Town)

The player with the highest Academics Skill rolls Wits + Vigilance, TN 8.

> You feel your trouser leg, and suddenly think "Oh, not again!". *What's the last item written on your character sheet?*

This time it's a young woman, down on her luck as her family farm was consumed entirely by chitincrawlers. The rest have died, and she's now alone.

If caught, Gabile apologizes profusely, and explains her situation.

♀♄ Gabile

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

Skills Projectiles 2, Melee 2, Brawl 1, Deceit 2, Larceny 2, Stealth 3, Survival 2, Vigilance 1,
Knacks Dodger (+2 to dodge projectiles), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)
Equipment Shortsword, partial leather, dagger, auroch tongue, 30 cp.

AP 5, Att 12, Dam 1D6+2, DR 3 (15!), CR 8

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Description: beady eyes. **Wants:** to join a guild. **Mannerism:** messes up her hair.

Forest Interruptions

1 — **The Curious Crawler –** A hungry chitincrawler digs at a gnomes stump.
2 — **Random Traders –** Three tradesmen are lost in the forest.
3 — **The Elven Party –** Elves tell the troupe to dance, and dance, and dance.
4 — **Furry Traders –** Three gnolls are here to trade.

1) The Curious Crawler (Forest)

A chitincrawler pulls up the earth beside a tree, as if trying to dig under it. Shrewd characters might spot that under the tree a little gnome lives. The side of the tree opens, revealing a narrow staircase. The chitincrawler has smelled the gnome cooking food, and has decided to stay up top and dig until he catches the little creature.

> A distant shuffling past some trees starts, then stops, then starts then stops. In the far distance, you see the dim silhouette of a chitincrawler scratching around the base of a tree, as if trying to dig something up.

Wits + Survival (TN 9) to understand that the tree leads to an underground home.

♀♉ Chitincrawler

Strength	5	Dexterity	1	Speed	2
		Wits	1		

Skills Brawl 4, Athletics 2, Survival 1, Vigilance 2,
Abilities Octopod (double movement). Web (Strength + Athletics, TN 13 to break free for 1 AP).

AP 5, Att 12, Dam 2D6+1, DR 4 (17!), CR 14

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♂♆ Keras the Gnomish Illusionist

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

Skills Academics 3, Empathy 2, Stealth 2, Survival 3, Vigilance 2,
Spheres Air 2, Fire 2,
Equipment Dagger, gem as big as his nose (worth 5 gp), crudely drawn maps of the area, pipe-kit.

AP 2, Att 9, Dam 1D6+1, CR 6

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Description: Mud on the end of his full-body beard. **Wants:** a quiet pipe. **Mannerism:** Waggles finger.

If rescued, Keras is delighted, and gifts the characters a scroll which – once read aloud – will cast an illusion of a chitincrawler. It was studying chitincrawlers for his spells that got him into this mess.

2) Random Traders (Forest)

Sunkborn, carrying flowers, and over a hundred eggs, started the day late, and knew that his cargo would be bad before reaching Greytown, so he convinced Dogwilt (carrying uncured meats) and Offcuts (carting blood sausage) to go with him via an old road his grandfather told him about. However, the road is overgrown, so the traders are now stuck in the woods, and lost.

> In the distance, you see a group of three men trying to get their first wagon out of a muddy ditch. Two more wagons sit behind.

♂♄ Sunkborn

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

Skills Melee 2, Crafts 1, Empathy 1, Survival 2,
Knacks Specialist (cartography)
Equipment Shortsword, 36 sp, carrot-biscuits.

AP 3, Att 10, Dam 1D6+2, CR 2

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♂♂♄ Dogwilt and Offcuts

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

Skills Melee 2, Crafts 1, Cultivation 1, Deceit 1,
Knacks Specialist (cartography)
Equipment Dagger, 30 sp, sack of oats.

AP 3, Att 7, Dam 2D6, CR 2

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3) The Elven Party (Forest)

Elves have better eyesight than most, so many of their feasts take place in the darkness, and involve games of hide and seek, or enchantment.

> Off-kilter music and half rhyming words, wander out from the forest, then gentle footsteps to the far right, and more in the distant left.
>
> The scent of fresh fruit, salads and salmon hit you. There's a low-burning fire in the distance, looking enticing.

The elves hear the characters, and quickly hide as a game. Those at the farthest reaches of the gathering shout out that the game is on, and everyone between hides quickly.

> The noise of little feet darts around the silent forest, but nobody responds. A feast lies on the blanket.

If a random encounter occurs, Erendë deals with it, using her spells.

If the characters eat the food, nothing bad happens. It tastes great. The game doesn't end until the characters settle down to eat or they find an elf.

The characters can roll Wits + Vigilance (TN 8) to see how quickly they find an elf, but there are two dozen, so it's only a matter of time before they see one.

Once the game is up, all the elves come out of hiding and laugh. They dance, and sing, and feast. However, the elves get a little too carried away, and eventually enchant the party to continue dancing all night.

♀☽ Aiwë

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

Skills Melee 2, Brawl 2, Academics 1, Athletics 2, Empathy 2, Performance 2, Seafaring 2, Survival 2,
Spheres Air 2, Earth 2, Water 3,
Knacks Snap Caster (spells use Wits and cost 1 less AP), Fast Healer (resting heals one more EP or MP)
Equipment Rapier, gold-looking necklage made from fool's gold (worthless).

AP 5, Att 12, Dam 1D6+1, CR 9

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Description: massive grin, pixie-hair. **Wants:** to help. **Mannerism:** looks upwards.

Aiwë loves a laugh but never learnt when she's gone too far, and will fashion leaf-crowns for dancing characters, adorning them while they dance.

♀☽ Erendë

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

Skills Melee 2, Brawl 2, Academics 3, Athletics 2, Empathy 2, Performance 3, Seafaring 2, Survival 2,
Spheres Air 2, Earth 3, Fate 2, Water 2,
Knacks Vengeful (+2 Charisma after losing HP)
Equipment gem-studded ring, worth 10 sp , auroch hooves.

AP 6, Att 11, Dam 1D6-2, CR 12

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Description: Curt mannerisms and fierce eyebrows. **Wants:** to understand people. **Mannerism:** raises Eyebrow.

♌ Spells ♌

Sky-Call *The caster focusses on a distant stone ceiling, and yells for it to crack and splint, and send a hunk of rock onto someone's head. If the target fails to notice the hunk of rock, they receive 1D6+1 Damage.*

Spend 3 MP, target PC resists with Wits + Caving (TN 12). **Range:** yelling distance,

Choke *The caster curses one of the target's vital organs, and they lose 3* HP.

Spend 2 MP, Erendë rolls with +4 (TN set by current HP). **Range:** 16 steps,

Atrophy *The caster insults the targets' diminutive build (even if they happen to be tall and strong), and they begin to whither, becoming unevently thin. The targets take a -3 penalty to the lowest of their Strength or Speed.*

Spend 2 MP, Erendë rolls with +4 (TN set by current HP). **Range:** 16 steps, **Area:** 4,

♂☽ Taurestel

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

Skills Athletics 3, Vigilance 1,
Spheres Water 1,
Knacks Snap Caster (spells use Wits and cost 1 less AP), Fast Healer (resting heals one more EP or MP)
Equipment Dagger, 33 sp.

AP 6, Att 9, Dam 1D6, CR 4

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Description: Long, perfectly black hair. **Wants:** To teach people. **Mannerism:** "For example…".

If the PCs ever ask about the Lost City, the elves say all the legends are lies.

If the PCs ever ask about the Spider Queen, Taurestel can teach them her favourite song – a short piece about a flower opening for the first time, half sung, half hummed. If she ever hears the song, she will stop for a round, stunned, and ask how the character ever learnt it. However, she will ask in Elvish, and will continue attacking if any of her children were harmed.

Learning this song requires a roll of Intelligence + Performance (TN 10).

Once the party is in full swing, ask for a Wits + Academics roll (TN 12). Each time the party fail, they dance for another Interval and lose 3 EP. They dance until they pass out or until someone succeeds in the roll.

4) Furry Traders

(Forest)

The gnolls have caught four deer in a trap, eaten one, and cured the meat from the other three. They are willing to trade, but don't want coinage.

In total, the gnolls have five days' worth of food, and three spears to spare.

> In the distance, hunched humanoids carrying spears and heavy loads on their backs stop suddenly. They eye you up, then come forward, with ears pricked up high. It's a group of gnolls, carrying large sacks.

Thash, Gozd, and Theń

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

Skills Projectiles 1, Melee 2, Crafts 2, Survival 1,
Knacks Adrenaline Surge (+1 Damage, once per combat)
Equipment Glaive, partial leather, ivory dagger.

AP 5 (AP Cost: 3), Att 13, Dam 2D6, DR 3 (16!), CR 9

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Ksho, Gent, and Ga

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

Skills Melee 2, Stealth 2, Survival 1, Vigilance 2,
Knacks Adrenaline Surge (+1 Damage, once per combat)
Equipment Glaive, partial leather, ivory dagger.

AP 5 (AP Cost: 3), Att 14, Dam 2D6+1, DR 3 (17!), CR 11

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River Bailey Market

All purchases in a bailey require a full morning or afternoon. Farmers chat, then barter, and finally refer the buyer to a neighbour.

Baileys have $1D6 \times 10$ of each item with Weight 0, $2D6$ of each item with Weight 1, and $1D6$ of each heavier items.

Services	Cost
Rankboak, the archer	1 sp per mile
Scourpike, local guide	63 cp per mile

Hospitality	Cost
Bed in Courtsnatch's stable	*free*!
Hearty meal with the Flicrag family and 4 kids	2 cp
Hardened lisk-strips	21 cp
Salty flaggon o' porry	17 cp

❈ Narkitch's Wood Salvage Goods

Travel	Weight	Cost
Boat for 6	16	21 sp
Tinder box	0	3 cp
Torch	1	16 cp

❈ At Goursevore the Tanner's ❈

Armour	DR	Covering	Weight	Cost
Partial leather	3	3	2	5 sp
Complete leather	3	5	3	14 sp
Partial lisk-hide	4	3	2	35 sp

⚹ At the Weavers, with Mocderth from the Temple of Frost ⚹

Clothing	Weight	Cost
Itchy clothes	1	35 cp
Travellers clothes	1	72 cp
Orange Travelling Robes	0	23 sp
Bandages	0	4 cp
Rope, 50'	1	3 sp

✪ At Goutgroat the Smith's ✪

Armour	DR	Covering	Weight	Cost
Partial chain	4	3	2	23 sp

❈ Steernash's Weaponry ❈

Name	Attack	Damage	AP Cost	Weight	Cost
Dagger	0	2	1	1	2 sp
Shortsword	1	1	1	1	14 sp
Spear	3	1	2	3	11 sp
Longsword	2	2	2	2	14 sp

Bailey Market

All purchases in a bailey require a full morning or afternoon. Farmers chat, then barter, and finally refer the buyer to a neighbour.

Baileys have $1D6 \times 10$ of each item with Weight 0, $2D6$ of each item with Weight 1, and $1D6$ of each heavier items.

Services	Cost
Mushrash, the archer	1 sp per mile
Glumboak, local guide	61 cp per mile

At the Doula shop

Things on shelves	Weight	Cost
Water Ingredient	1	17 sp
Air Concoction	1	29 sp
Fire Concoction	1	28 sp
Fate Concoction	1	28 sp
Cup of tea	0	*free*!

Beasts	Cost
Donkey	4 sp
Horse	22 sp
Mule	27 sp
Hunting Dog	4 sp

Hospitality	Cost
Bed in Nettlefilch's stable	*free*!
Hearty meal with the Gourseflea family and 4 kids	2 cp
Hardened goat cheese	21 cp
Salty rye bread	17 cp

Sootrag's Wood Salvage Goods

Travel	Weight	Cost
Cart	13	18 sp
Rushlights	0	1 cp
Tinder box	0	3 cp
Torch	1	13 cp

Retired Ranger Goutblathe's Tents

Size	Weight	Cost
Bagpipes	2	12 sp
Tent for 4	4	12 sp
Tent for 1	1	3 sp

At Steervore the Tanner's

Armour	DR	Covering	Weight	Cost
Partial leather	3	3	2	5 sp
Complete leather	3	5	3	16 sp
Partial lisk-hide	4	3	2	35 sp

At the Weavers, with Glumderth from the Temple of Frost

Clothing	Weight	Cost
Itchy clothes	1	33 cp
Travellers clothes	1	65 cp
Bandages	0	4 cp
Rope, 50'	1	3 sp

At Duggroat the Smith's

Armour	DR	Covering	Weight	Cost
Partial chain	4	3	2	23 sp

Goursenash's Weaponry

Name	Attack	Damage	AP Cost	Weight	Cost
Dagger	0	2	1	1	2 sp
Shortsword	1	1	1	1	14 sp
Spear	3	1	2	3	11 sp
Longsword	2	2	2	2	14 sp

River Bailey Market

All purchases in a bailey require a full morning or afternoon. Farmers chat, then barter, and finally refer the buyer to a neighbour.

Baileys have $1D6 \times 10$ of each item with Weight 0, $2D6$ of each item with Weight 1, and $1D6$ of each heavier items.

Services	Cost
Cinderrash, the archer	1 sp per mile
Keelboak, local guide	61 cp per mile

◯ At the Doula shop ◯

Things on shelves	Weight	Cost
Water Ingredient	1	17 sp
Air Concoction	1	29 sp
Fire Concoction	1	28 sp
Fate Concoction	1	28 sp
Cup of tea	0	*free*!

Beasts	Cost
Donkey	4 sp
Horse	22 sp
Mule	27 sp
Hunting Dog	4 sp

Hospitality	Cost
Bed in Scourfilch's stable	*free*!
Hearty meal with the Mushflea family and 4 kids	2 cp
Hardened smoked ham	21 cp
Salty dried fruits	17 cp

≈ Courtrag's Wood Salvage Goods ❊

Travel	Weight	Cost
Boat for 6	16	21 sp
Tinder box	0	3 cp
Torch	1	16 cp

⚹ At the Weavers, with Dugblathe from the Temple of Frost ⚹

Clothing	Weight	Cost
Itchy clothes	1	36 cp
Travellers clothes	1	66 cp
Bandages	0	4 cp
Rope, 50'	1	3 sp

♈ At Goursesnag, the Fletcher's ♈

Projectile	Attack Bonus	Damage	AP	Weight	Cost
Arrows	—	—	—	—	21 cp
Hunting bow	+1	+1	3 AP	1	11 sp
Hunting bow	+2	+2	4 AP	1	17 sp

❊ Keelpeel's Weaponry ❊

Name	Attack	Damage	AP Cost	Weight	Cost
Dagger	0	2	1	1	2 sp
Shortsword	1	1	1	1	12 sp
Spear	3	1	2	3	9 sp
Longsword	2	2	2	2	15 sp

Bailey Market

All purchases in a bailey require a full morning or afternoon. Farmers chat, then barter, and finally refer the buyer to a neighbour.

Baileys have $1D6 \times 10$ of each item with Weight 0, $2D6$ of each item with Weight 1, and $1D6$ of each heavier items.

Services	Cost
Goutfen, the archer	1 sp per mile
Scournail, local guide	61 cp per mile

At the Doula shop

Things on shelves	Weight	Cost
Water Ingredient	1	17 sp
Air Concoction	1	29 sp
Fire Concoction	1	28 sp
Fate Concoction	1	28 sp
Cup of tea	0	*free*!

Beasts	Cost
Donkey	4 sp
Horse	22 sp
Mule	27 sp
Hunting Dog	4 sp

Hospitality	Cost
Bed in Courtboak's stable	*free*!
Hearty meal with the Flicpike family and 4 kids	2 cp
Hardened auroch tongue	21 cp
Salty carrot-biscuits	17 cp

Narksnatch's Wood Salvage Goods

Travel	Weight	Cost
Cart	13	18 sp
Rushlights	0	1 cp
Tinder box	0	3 cp
Torch	1	13 cp

Retired Ranger Gourseflea's Tents

Size	Weight	Cost
Bagpipes	2	12 sp
Tent for 4	4	12 sp
Tent for 1	1	3 sp

At Keelrag the Tanner's

Armour	DR	Covering	Weight	Cost
Partial leather	3	3	2	5 sp
Complete leather	3	5	3	16 sp
Partial lisk-hide	4	3	2	35 sp

At the Weavers, with Scouritch from the Temple of Frost

Clothing	Weight	Cost
Itchy clothes	1	33 cp
Travellers clothes	1	65 cp
Bandages	0	4 cp
Rope, 50'	1	3 sp

At Mushsnag the Smith's

Armour	DR	Covering	Weight	Cost
Partial chain	4	3	2	23 sp

Flicpeel's Weaponry

Name	Attack	Damage	AP Cost	Weight	Cost
Dagger	0	2	1	1	2 sp
Shortsword	1	1	1	1	14 sp
Spear	3	1	2	3	11 sp
Longsword	2	2	2	2	14 sp

River Bailey Market

All purchases in a bailey require a full morning or afternoon. Farmers chat, then barter, and finally refer the buyer to a neighbour.

Baileys have $1D6 \times 10$ of each item with Weight 0, $2D6$ of each item with Weight 1, and $1D6$ of each heavier items.

Services	Cost
Dugfen, the archer	1 sp per mile
Slatenail, local guide	61 cp per mile

◯ At the Doula shop ◯

Things on shelves	Weight	Cost
Water Ingredient	1	17 sp
Air Concoction	1	29 sp
Fire Concoction	1	28 sp
Fate Concoction	1	28 sp
Cup of tea	0	*free*!

Beasts	Cost
Donkey	4 sp
Horse	22 sp
Mule	27 sp
Hunting Dog	4 sp

Hospitality	Cost
Bed in Mocboak's stable	*free*!
Hearty meal with the Goutpike family and 4 kids	2 cp
Hardened sack of oats	21 cp
Salty stinky cheese	17 cp

❄ Ranksnatch's Wood Salvage Goods

Travel	Weight	Cost
Boat for 6	16	21 sp
Tinder box	0	3 cp
Torch	1	16 cp

⚹ At the Weavers, with Mushflea from the Temple of Frost ⚹

Clothing	Weight	Cost
Itchy clothes	1	36 cp
Travellers clothes	1	66 cp
Bandages	0	4 cp
Rope, 50'	1	3 sp

♈ At Flicblathe, the Fletcher's ♈

Projectile	Attack Bonus	Damage	AP	Weight	Cost
Arrows	—	—	—	—	21 cp
Hunting bow	+1	+1	3 AP	1	11 sp
Hunting bow	+2	+2	4 AP	1	17 sp

❊ Slatevore's Weaponry ❊

Name	Attack	Damage	AP Cost	Weight	Cost
Dagger	0	2	1	1	2 sp
Shortsword	1	1	1	1	12 sp
Spear	3	1	2	3	9 sp
Longsword	2	2	2	2	15 sp

Bailey Market

All purchases in a bailey require a full morning or afternoon. Farmers chat, then barter, and finally refer the buyer to a neighbour.

Baileys have $1D6 \times 10$ of each item with Weight 0, $2D6$ of each item with Weight 1, and $1D6$ of each heavier items.

Services	Cost
Goursederth, the archer	1 sp per mile
Mocgroat, local guide	61 cp per mile

At the Doula shop

Things on shelves	Weight	Cost
Water Ingredient	1	17 sp
Air Concoction	1	29 sp
Fire Concoction	1	28 sp
Fate Concoction	1	28 sp
Cup of tea	0	*free*!

Beasts	Cost
Donkey	4 sp
Horse	22 sp
Mule	27 sp
Hunting Dog	4 sp

Hospitality	Cost
Bed in Ranknail's stable	*free*!
Hearty meal with the Steerflay family and 4 kids	2 cp
Hardened honey-walnut cake	21 cp
Salty lisk-strips	17 cp

Stoatbroil's Wood Salvage Goods

Travel	Weight	Cost
Cart	13	18 sp
Rushlights	0	1 cp
Tinder box	0	3 cp
Torch	1	13 cp

Retired Ranger Flicpike's Tents

Size	Weight	Cost
Bagpipes	2	12 sp
Tent for 4	4	12 sp
Tent for 1	1	3 sp

At Slatesnatch the Tanner's

Armour	DR	Covering	Weight	Cost
Partial leather	3	3	2	5 sp
Complete leather	3	5	3	16 sp
Partial lisk-hide	4	3	2	35 sp

At the Weavers, with Mocfray from the Temple of Frost

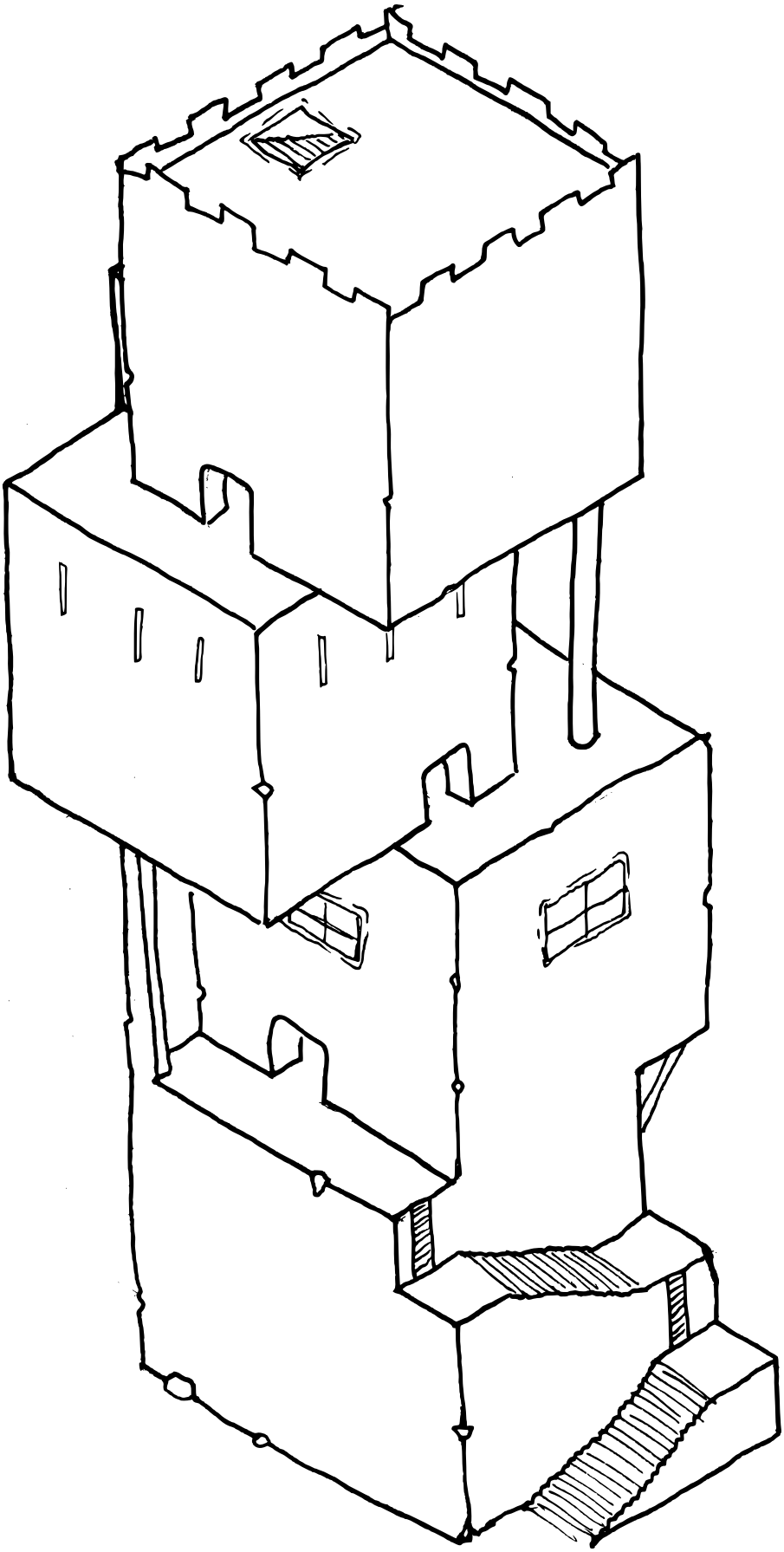
Clothing	Weight	Cost
Itchy clothes	1	33 cp
Travellers clothes	1	65 cp
Bandages	0	4 cp
Rope, 50'	1	3 sp

At Goutblathe the Smith's

Armour	DR	Covering	Weight	Cost
Partial chain	4	3	2	23 sp

Steervore's Weaponry

Name	Attack	Damage	AP Cost	Weight	Cost
Dagger	0	2	1	1	2 sp
Shortsword	1	1	1	1	14 sp
Spear	3	1	2	3	11 sp
Longsword	2	2	2	2	14 sp



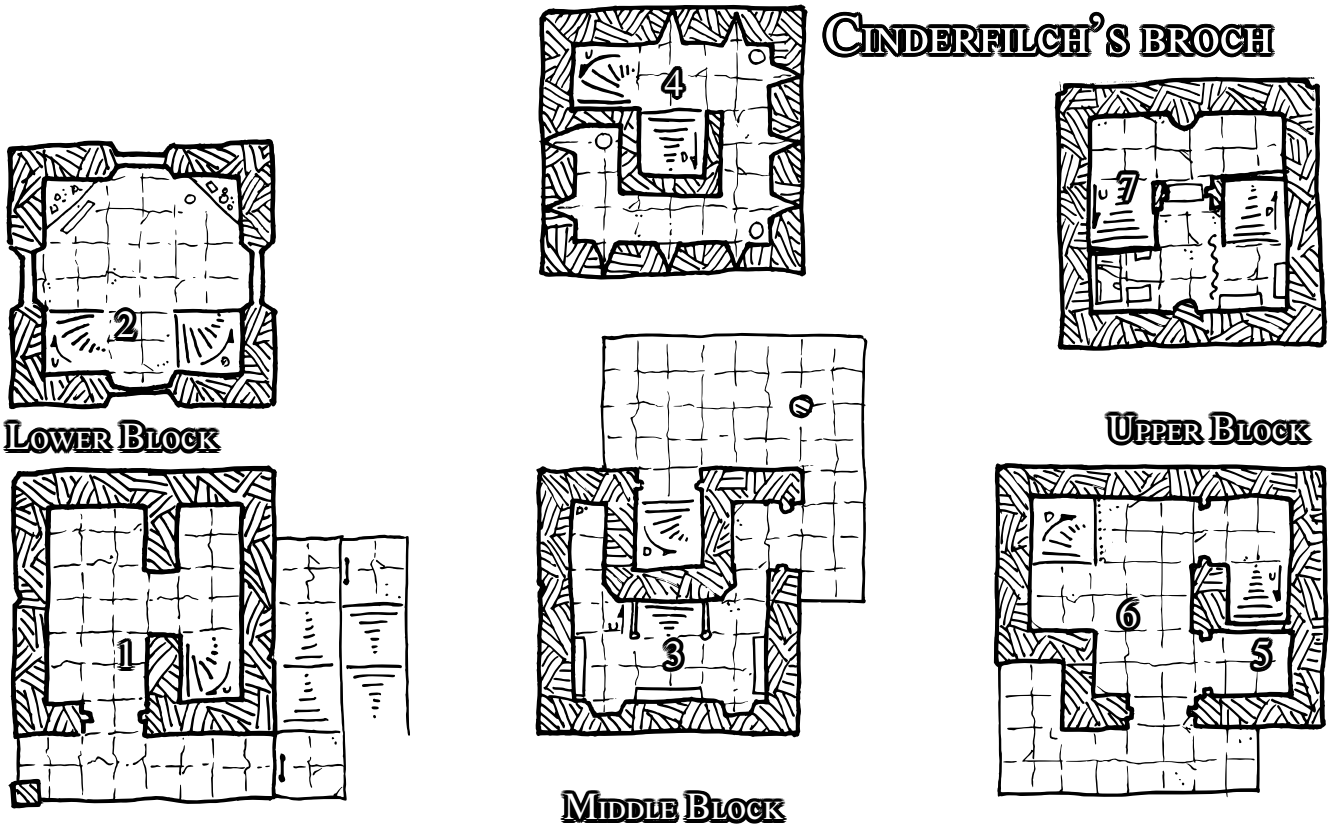
Cinderfilch broch

Chapter III

Guarded Roads

> A rock is a good thing, too, you know. If the Isles of Earthsea were all made of diamond, we'd lead a hard life here.
>
> Ursula Le Guin

Starting characters begin with a rank of 'Fodder', Officially, they may not enter civilized areas, such as towns, or baileys, without written permission from a jotter. Some of the night guard still try to sneak into towns for supplies when their jotter doesn't hand out the right equipment, or might wait to gain a couple of ranks, at which point they can enter civilized areas for a short time, simply by making their rank known upon entry.



I Cinderfilch Broch

You can start any session anywhere, but Cinderfilch broch[1] makes a good default, especially for the first session. It sits on a semi-popular road, so travellers and traders often come by to stay the night, and complain about the fact they have nowhere to put their horses. If the troupe happen to be here when that happens, they'll have to stay outside, with lit fires all around the broch, to make sure the horses stay safe (people value horses far more than night guard Fodder).

The current cycle is Lantalka, and the wind feels warm.

Missions come from the jotter, in room 3. These might be easy (*accompany these traders*), or more challenging (*guard that bailey for a week*), but once they step onto the road, they should have a little freedom to engage with the various Side Quests before long.

The broch contains:

1– Six night guards, chatting.

2– Straw and firewood.

3– Jotter's office.

4– Archers' outpost, with plenty of arrows and hunting bows of every size.

5– Food storage (flaggon o' porry, goat cheese, rye bread, et c.)

6– Two rangers currently passed out.

7– Bedding for three people, or a dozen night guard. Archery equipment and firewood for the beacon at the top.

II Redfall

Redfall is a standard inner settlement – a hamlet.[2] If trouble arrives, the sun guard archers in the keep typically make an awful lot of noise to draw the creature in, then loose their arrows when it approaches close enough.

The people in the area create pottery from the rich clay deposits. They also enjoy a rarity in Fenestra – fruit trees. Large patches of foliage, fern, and trees invite predators to hide in their shadows, but these creatures so rarely approach this close to Greytown, that Redfall enjoys them safely. . . . or they did until warden Rocklash Redfall sent his sun guards out to take all of their fruit, and demanded seconds.

The recent hike in taxes has driven the now-hungry villagers to desperate measures.[3]

> Redfall seems peaceful, almost idyllic, as children play next to copse of trees without any fear of beasts waiting for them inside. Women collect the red earth by the river so they can process it into their famous pottery later. Ahead, the keep stands three stories high.

When the PCs enter, if they look like might be officials or soldiers of any type, the villagers act natural at first, but arrange to surround the troupe at the bridge.

> As you step onto the bridge, you see a dozen men walking behind you with large bags covering their heads and another sack in their hands. In front, another ten with sacks gather as well. Ahead and behind, they pull the rocks out.
>
> "No more taxes!", they shout.

4 Angry Farmers

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

Skills Projectiles 1, Crafts 1, Cultivation 2,
Knacks Specialist (husbandry)
Equipment Dagger, rock (TN 8, 1D6-1, AP 2)×6.

AP 3, Att 7, Dam 2D6, CR 2

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If the PCs try to reassure the villagers, have them roll Strength + Empathy (Tie Number (TN) 9) to holler their message to everyone present.

Failure indicates a nasty pelting, although the villagers

[1] The broch took its name from a warden's daughter, who was eaten by a woodspy.

[2] Like other words, this one has become slightly twisted in Fenestra, as these 'hamlets' are characterized by being inside the great barrier of outer baileys, meaning far fewer predators will approach them.

[3] See on page 23 for more on the consequences.

don't intend to kill the anyone – just drive them off.

If the PCs ask about the keep, the villagers complain bitterly, but have no idea that Rocklash has become a monster.

If the troupe attempt to persuade the villagers to assault the keep, they can succeed with a Charisma + Melee roll, TN 10 (the villagers feel more confident with a strong character leading them). Of course the villagers also know that the fortress is armed with archers, and will only agree to enter if the troupe have a solid plan concerning the archers.

Roll Morale checks for all involved, as usual. The battle will likely end before either side loses too many members.

Redfall Keep

The keep contains a conspiracy: everyone in there knows that they harbour monsters, but they also know that those monsters can be cured, and that if they tell anyone, they'll lose their employment, and will either have to beg or join the night guard.

The various staff will only use their hunting bows – none are dim enough to fight toe-to-toe.

♂♂♄ Archers Glumpeel & Flicfen

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

Skills Projectiles 2, Cultivation 1, Survival 1, Vigilance 1,
Equipment Shortsword, Longbow, smoked ham, 11 cp.

AP 4, Att 8, Dam 2D6, CR 4

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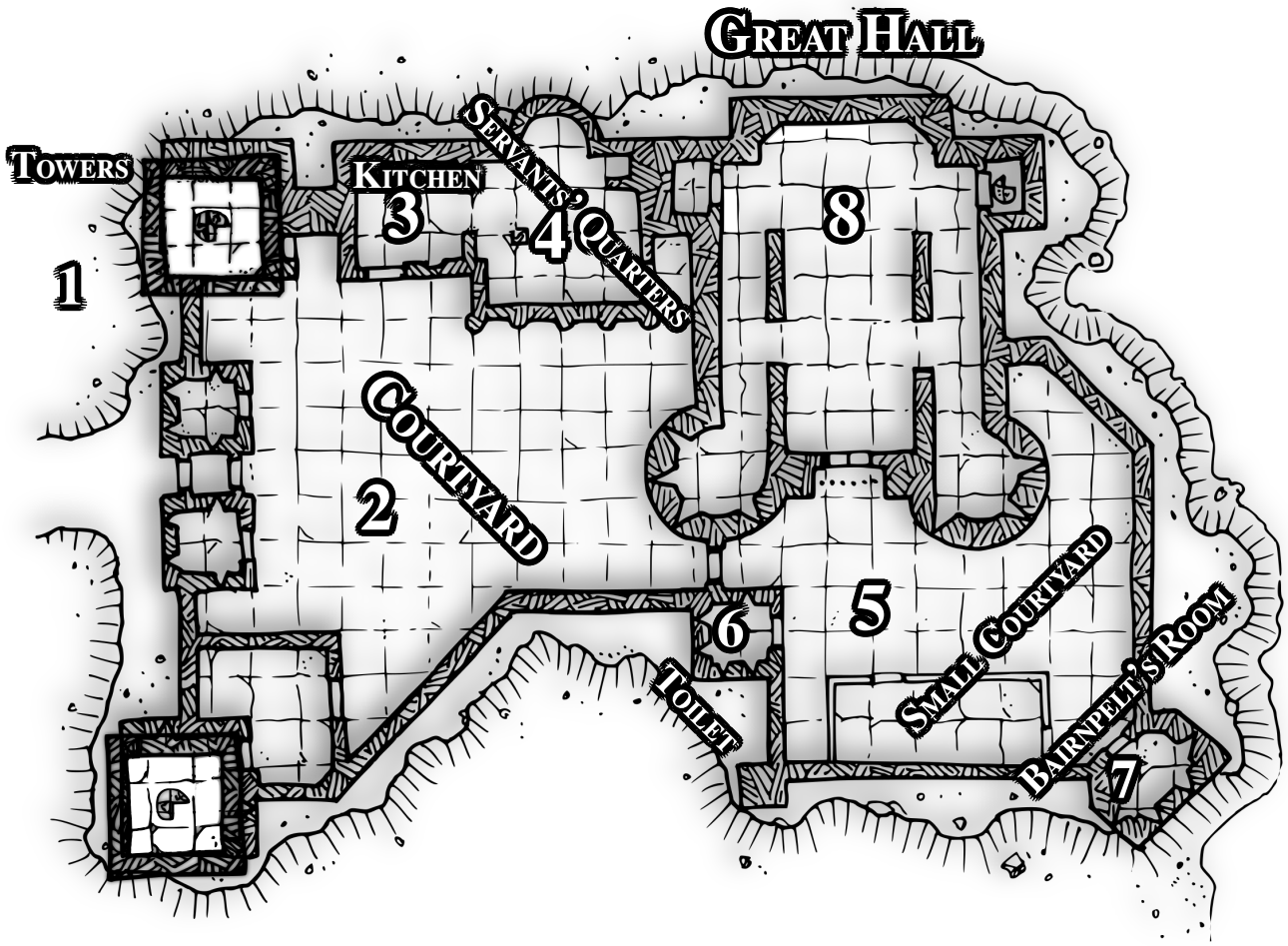
1: Towers

Each of the towers has two archers, ready to protect their patron, Rocklash, as long as nobody gets too close. If approached, they surrender.



☿♂♄ Rocklash

Strength	5	Dexterity	0	Speed	4
Intelligence	-4	Wits	-2	Charisma	-4

Skills Academics 1, Deceit 2,
Knacks Adrenaline Surge (+1 Damage, once per combat)
Equipment Greatsword, 10sp worth of bracelets.

AP 7 (AP Cost: 3), Att 10, Dam 3D6, CR 13

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Description: Hungry. **Wants:** FOOD!. **Mannerism:** Wide eyed.

♌♉ Janus, the Demonic Horse

Strength	2	Dexterity	-1	Speed	3
		Wits	1		

Skills Brawl 2, Athletics 3, Survival 1, Vigilance 1,
Knacks Fast Charge (+1 to Attack and Damage after spending 1 AP to move), Perfect Sneak Attack (+2 Damage for sneak attacks)
Abilities Quadruped (double movement). Claws (+1 Damage). Venom (grappling attack inflicts 1D6-2 Exhaustion Points).

AP 6, Att 8, Dam 1D6+3, CR 6

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2: Courtyard This open courtyard makes archery an easy job, as the archers can easily target anyone outside who doesn't have adequate protection.

3: Kitchen The dwindling food supplies are kept here. They build up to monstrous amounts, then get hurriedly eaten within a day or two. Barrels of meats, stacks of bread, and multiple bottles of wine – nothing lasts long.

4: Servants' Quarters This place holds sleeping-cots, chests, and washing equipment. At present only six members of staff remain – two cooks, two butlers, one seneschal, and Tollfen the tax collector.

5: Small Courtyard This area holds a thin, thatched roof, and plenty of space for games without getting wet. It's used as a common area by the servants.

6: Toilet This spacious lavatory comes with a runoff to the river outside. It also hosts arrow slits to fire at intruders on the river. Small characters, with Strength of 0, can fit through the gap from outside, if they are not wearing armour. Those with Strength -1 or less can fit through even with armour on.

Rocklash's horse – Janus – was affected by the monstrous spell which gave him such strength. He still rides Janus, happily, but only at night, when nobody can see him. The horse eats an obscene amount of food each day.

7: Bairnpelt's Room Rocklash's youngest son Bairnpelt is only a toddler. He doesn't understand his condition, and has no self control. This makes him dangerous, so the family have decided to lock him in this little room. Characters on the river or anywhere near this room can hear intermittent banging, and infant-like gurgling.

♌♂ Bairnpelt – "the Toddler"

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

Skills Athletics 1,
Equipment Quarterstaff, (Rocklash gave him a stick to 'play' with the guards), leather pouch filled with colorful egg shells.

AP 5 (AP Cost: 2), Att 9, Dam 1D6+3, CR 4

⊙⊙⊙○○○○○○

Description: Playful. **Wants:** Milk. **Mannerism:** Fingers in mouth.

8: Great Hall A heavy wooden door guards the entrance well, and a gate sits in front of that. Lifting the gate takes a Strength + Athletics roll, TN 10, but the locks on the door don't give much resistance; players can pick them with Intelligence + Larceny, TN 8. The bars are slim enough that anyone with a Weight Rating of 5 or less can just about squeeze through.

> You open the door to a massive table full of opulent food, and more food stacked on top. Layers of bloody bones poke out the side of three layers of filthy dishes, lining the bottom of the feast. At the head of the table, sits Rocklash, in a meat-stained dressing gown.

The hallways contains a long, messy dining table, covered in scraps of bones from all manner of animal. The side alcoves contain little beds for guards to sleep in. Four guards are in the area at any one time.

The baron dines here, shouting at guards about some imagined insult, or just terrifying people for his own entertainment. Thorn, his trusted advisor, is the only one who can calm him down when he gets into a rage.

9: Kids' Rooms The two brothers were never good at listening, and will attack anyone who enters the upper floor, unless Carnfin is nearby to talk them down.

♐♌♂ Coreolis & Sinfall

Strength	6	Dexterity	0	Speed	1
Intelligence	-3	Wits	-2	Charisma	-2

Skills Brawl 3, Caving 1,
Abilities Claws (+1 Damage).
Equipment Rock (large), dried fruits.

AP 4 (AP Cost: 2), Att 9, Dam 3D6, CR 6

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10: Thorn's Room Debts, expenses, promises to neighbouring baileys, and late-payments on monies owed to Prosity Grey – this room has it all, and Redfall has nothing.

Thorn remains here, fingers in ears, trying to calm everything down. And if a single member of the Redfall family dies, he will pay *nothing*.

♂♄ Thorn the Seneschal

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

Skills Crafts 1, Deceit 1, Empathy 2, Vigilance 2,
Equipment Dagger, 18gp.

AP 3, Att 7, Dam 1D6+3, CR 1

⊙○○○○○○

Description: practical. **Wants:** a quiet life.
Mannerism: scratches nose.

11: More Archers Two more archers, stand ready to protect their wardens. The troupe cannot convince them to stop firing while their wardens stand nearby (or they risk becoming supper).

♐♂♄ Archers Narknail & Gourseboak

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

Skills Projectiles 2, Cultivation 1, Survival 1, Vigilance 1,
Equipment Shortsword, Longbow, auroch tongue, 30 cp.

AP 4, Att 8, Dam 2D6, CR 4

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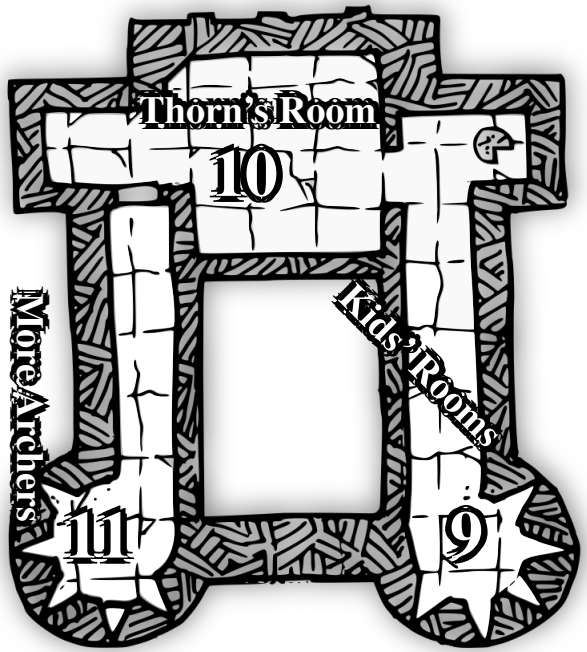
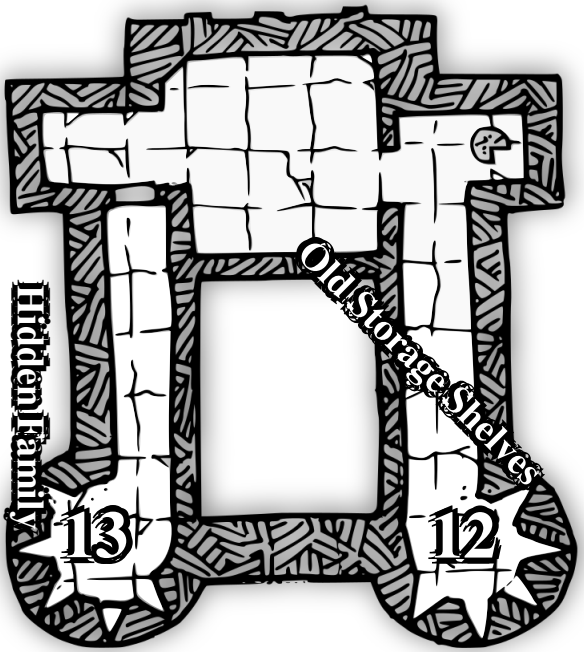
12: Old Storage Shelves Rocklash sold most of the arms here to purchase food, so the room now mostly holds pickled fish, wines, salted meats, and vegetables.

A Wits + Larceny roll (TN 10) reveals some bags of coinage, cleverly wedged under the stacks of pickled fish.





Removing the coins, without making a sound, requires a Dexterity + Larceny roll (TN 12). Bag 1 has 33 sp, bag 2 has 30 sp, and bag 3 has 19gp.

13: Hidden Family The family have taken to sleeping in a single room – a pile of straw and knotted bedding which stinks like sickness. Rocklash's wife Carnfin is here, with her daughter.

Carnfin & Cloistra

Strength	6	Dexterity	2	Speed	1
Intelligence	-1	Wits	-3	Charisma	-3

Skills Melee 2, Brawl 2, Caving 2,
Abilities Amphibious.
Equipment Maul, small torch, carrot-biscuits.

AP 4 (AP Cost: 2), Att 12, Dam 3D6+1, CR 10

III Redfall, Fallen

If the citizens of Greytown overrun Redfall (see page 24), and goblins escape from under the the Lonely Tower ('Old Catacombs', on page 57) then the goblins take up permanent residence in Redfall keep.

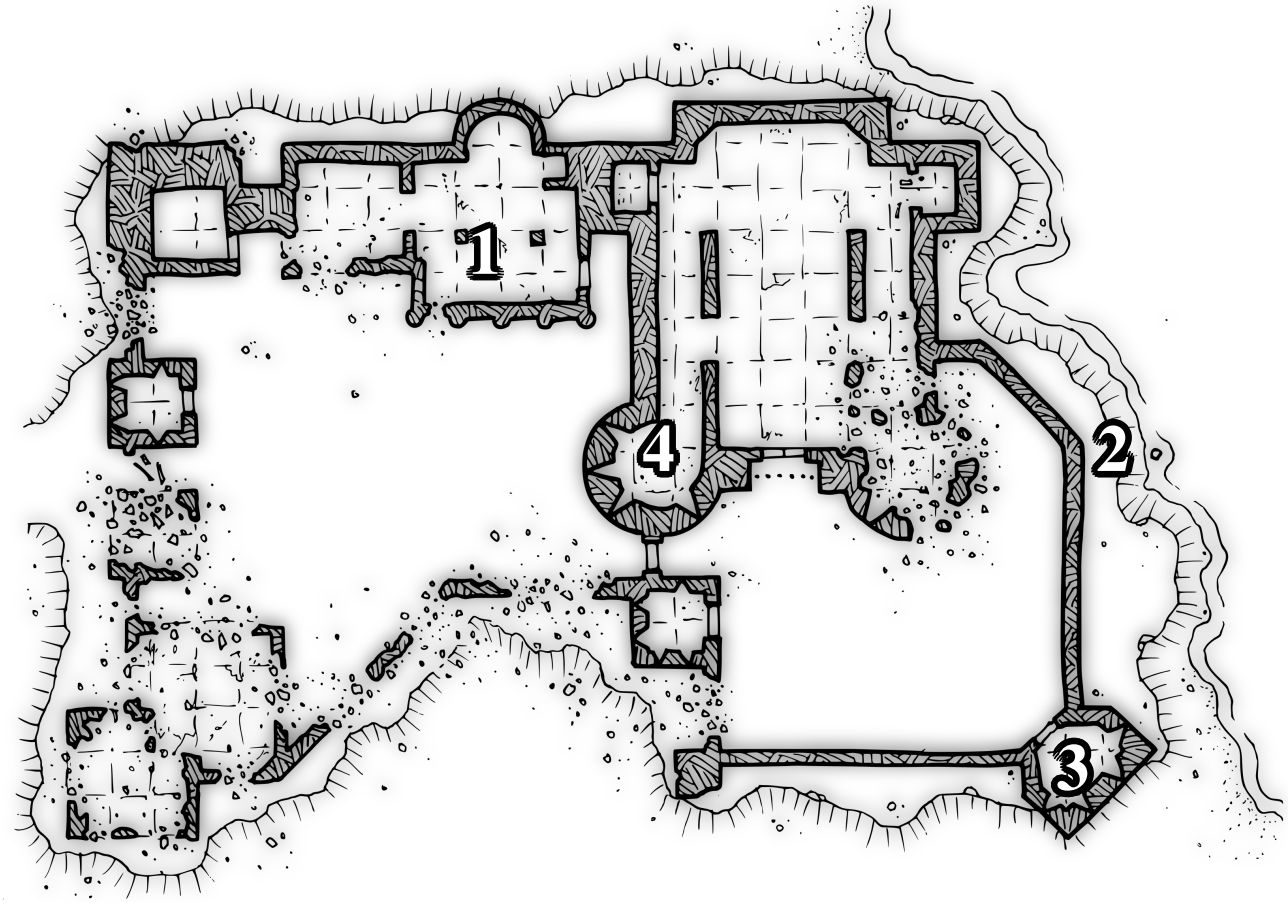
The goblins pose a real threat for two reasons:

1– Traders find them threatening, so they won't pass through.

2– The goblins have no food. They found plenty to hunt in the forest, but they can't hunt in a civilized area, as it has no aurochs, deer, or other game.

The Goblin Rating in the local area raises to 5, so all encounter rolls of 5 or less should be replaced with a number of goblins equal to the encounter roll times 4.

On day one, twenty of the goblins leave to hunt game, in two teams of 10.



On day two, the remaining goblins run out of food, and begin stealing apples, two goats, and a pie (everyone in Redfall blames Snatchfen for leaving her pie by a window).

On day three, the goblins kill three cows in the night, but the farmers chase them away before they can return to the keep with the corpses.

On day four, a raiding party return, and the Redfall farmers plan to attack the keep.

On day five, the farmers attack, an ogre throws rocks at them, and they flee.

On the fifth night, the goblins set fire to all the houses, and the farmers flee Redfall.

Hunting Party

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

Skills Projectiles 1, Caving 1, Stealth 1,
Abilities Amphibious.
Equipment Javelin, rock (TN 10, 1D6-1, AP 2), sack of oats.

AP 2 (AP Cost: 2), Att 11, Dam 1D6, CR 0

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Hunting Party

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

Skills Melee 1, Caving 2, Stealth 1,
Equipment Javelin, rock (TN 8, 1D6-1, AP 2), stinky cheese.

AP 2 (AP Cost: 2), Att 11, Dam 1D6+1, CR 0

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1: Philosophical Ogre An ogre tells the goblins a tale of goblins being pushed underground by humans coming to Fenestra, and how they will reclaim their lands once they eat the humans.

Fireside Ogre

Strength	6	Dexterity	0	Speed	1
Intelligence	-4	Wits	-3	Charisma	-4

Skills Brawl 1, Caving 1,
Abilities Amphibious.
Equipment Rock (large), small shaker filled with dried beans, honey-walnut cake.

AP 4 (AP Cost: 2), Att 7, Dam 3D6, CR 4

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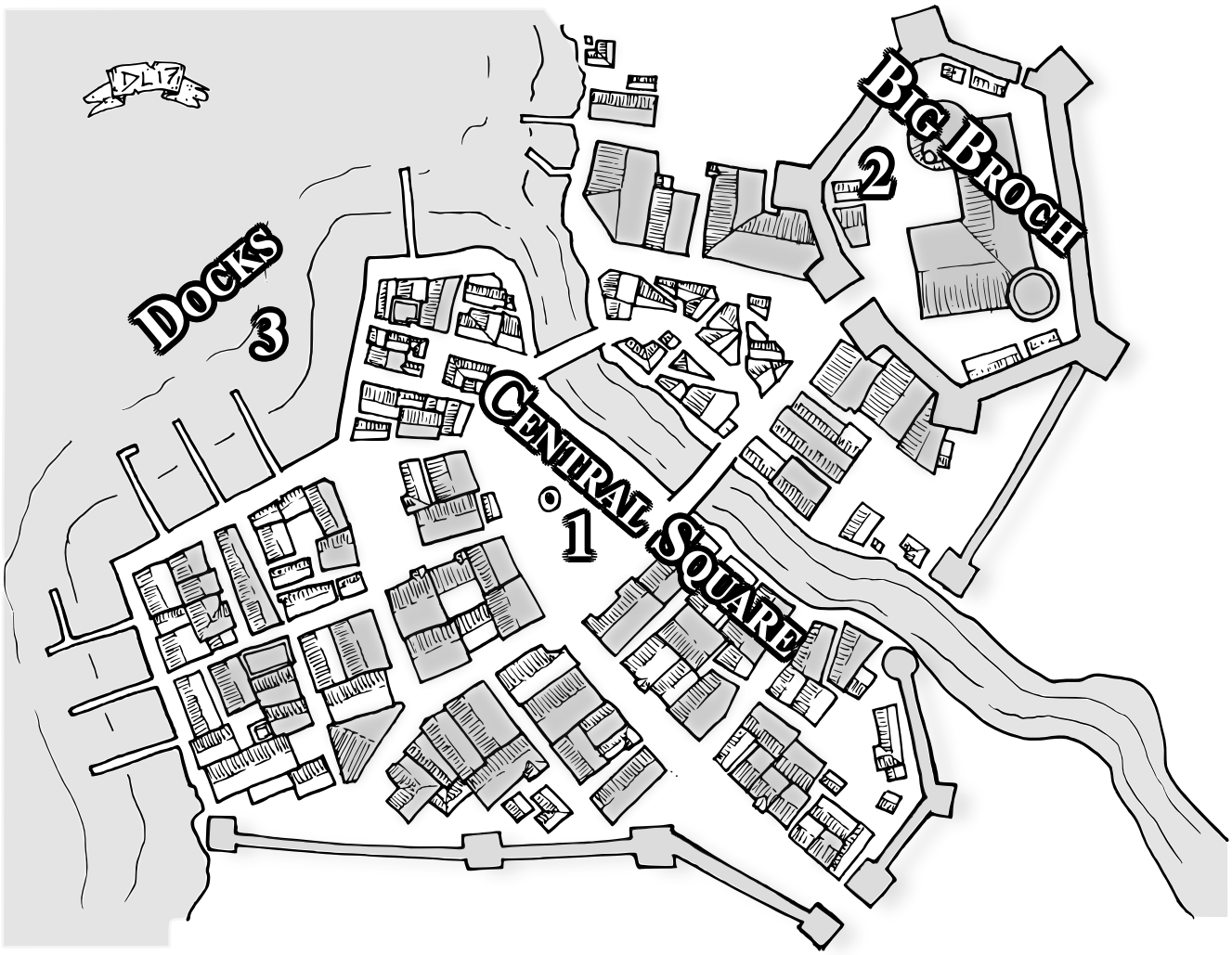

4 Goblins

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

Skills Melee 1, Brawl 1, Caving 2, Stealth 1,
Equipment Javelin, rock (TN 8, 1D6-1, AP 2), tobacco pipe.

AP 4 (AP Cost: 2), Att 11, Dam 1D6, CR 1

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2: Patrolling Goblin A single goblin patrols the keep. She will talk with anyone who speaks the language of the Labyrinth and looks unthreatening, as she has eaten well already. Otherwise, she flees and alerts the others.

3: Food Anything the goblins catch stays in here. Right now, supplies run low – half a deer, some stolen milk, and bits of dead otter.

4: Rock Lobber Tower An ogre stays up here, ready to throw down massive rocks.

Wandering Scout

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

Skills Melee 1, Brawl 1, Caving 1, Stealth 1,
Abilities Venom (grappling attack inflicts 1D6-1 Exhaustion Points).
Equipment Javelin, rock (TN 9, 1D6-1, AP 2), a horse's tail.

AP 4 (AP Cost: 2), Att 12, Dam 1D6+1, CR 2

⊙⊙○○○○

Roch-Hucking Ogre

Strength	6	Dexterity	2	Speed	1
Intelligence	-1	Wits	-1	Charisma	-2

Skills Melee 2, Brawl 3, Caving 2,
Abilities Amphibious.
Equipment Maul, lump of clay with an ex-lover's bitemarks, lisk-strips.

AP 4 (AP Cost: 2), Att 12, Dam 3D6+1, CR 10

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IV ● Lochside ♈

Lochside began as a broch on cursed soil. Plants here cannot thrive, and even the trees grow crooked and pale. It has recently grown into a bailey, and sustains itself with fishing, trade, and import taxes. Cronblight functions effectively as a warden to the two-hundred souls who live here.[4]

Tall stone walls reach 4 metres into the air, and each house has stone walls and slate rooves. But its bridges are made of wood, and ready to burn at a moment's notice if either side of the bailey falls to some enemy.

Lochside has an unusually large number of well-armed young soldiers, ready to fight for their little patch of the world at a moment's notice.

The river and loch here provides important trade to the surrounding areas, and has the only source of raw iron to the town, so if the bailey ever perishes, the price of weapons will double.

1: Central Square — The town's central square contains a statue of Prosity's father looking lordly.

2: Big Broch — The PCs can buy just about any weapon they can name here.

Hiring services has a default TN of 5, since the bailey has reliable and excellent guides, cartographers, and soldiers. However, the small bailey does not offer many services.

3: Docks — Here, boats from Southdale enter, carrying dwarvish spirits.

Newcomers at the Docks arrive regularly. Roll 1*D*6 to find out who has arrived.

- ⚀ Yerina has come to collect barrels of dwarvish spirits.[5]
- ⚁ Kinbrine has come to collect barrels on behalf of Yerina.
- ⚂ Hare Whiteplains has arrived to sell art, stolen from local wardens.
- ⚃ Loot the bard arrives to pick up a new lute (the sun guard destroyed his old one).
- ⚄ A shipment of Ingredients of every type have arrived. PCs can select any to buy, and each type costs 1*D*6 sp (+1 per purchase as the price rises). The seller has 2*D*6 of each type of Ingredient. For example, if a PC wants a Fire Ingredient, a roll could show the price is 5 sp, then the next costs 6 sp, and so on.
- ⚃ A dwarvish jeweller from Southdale has arrived, selling fancy trinkets of every type. If the PCs want to sell him stolen goods, they can try with a Charisma + Empathy roll (TN 12). If successful, he will buy them for half their value.

♂☿♄ Lochside Soldiers

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

Skills Projectiles 2, Melee 1, Crafts 1,
Equipment Glaive, partial chain, flaggon o' porry, 7 cp.

AP 2 (AP Cost: 3), Att 11, Dam 2D6, DR 4 (14!), CR 3

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If any of the Wolf Heads have arrived, they journey back to Greytown, with a cart, to Rankfilch's house, where he can smuggle it inside, tax-free.

♂♄♈● Reeve Cronblight

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

Skills Melee 1, Deceit 1, Survival 2,
Equipment Shortsword, 17gp.

AP 3, Att 9, Dam 1D6+2, CR 2

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Description: Pink, bald head, rosy-red cheeks, pale skin.
Wants: to become respected as a keeper.
Mannerism: going silent then suddenly naming a distant bird by its call. **Quote:** *"Oh that? He just caught it fishing. You find lots of things in this old loch when the... chaffinch!... when the waters are still"*

[4] All baileys begin like this, as do their wardens, at least in theory. In practice, Cronblight grew up as a warden's child, in a nearby bailey, and receive fast promotions.

[5] See '*The Trouble with Ale*', on page 25, for more on the plot.

V Silent Gorge

Two rocky hills stand on either side of a deep gorge, leaving only enough room for a single wagon to go through. If two trading caravans meet, one will have to back-track, which is not easy with horses, especially as the gorge goes on for almost a mile.

One solution is to shout before entering the gorge, but this brings the danger of monsters, which will most likely come from behind the wagon...or above. Another solution is to send scouts ahead. This works well, as long as enough archers remain in each group to protect everyone.

Traders enter here rarely, as few have enough archers to enter safely. As a result, trade has dwindled in the local bailey (which is also now known as 'Silent Gorge').

Lochside Market

All purchases in a bailey require a full morning or afternoon. Farmers chat, then barter, and finally refer the buyer to a neighbour.

Baileys have $1D6 \times 10$ of each item with Weight 0, $2D6$ of each item with Weight 1, and $1D6$ of each heavier items.

Hospitality	Cost
Bed in Cinderpike's stable	*free*!
Hearty meal with the Keelsnatch family and 4 kids	2 cp

Services	Cost
Boat trip with Goutfray	22 cp per mile
Scouritch, local guide	2 sp

Steervore's Assorted Goods

Travel	Weight	Cost
Boat for 4	13	11 sp
Boat for 6	13	20 sp
Rations for a day	1	6 cp
50' rope	1	2 cp
Tinder box	0	2 cp
Torch	1	6 cp

Mushderth's Whiteplains Imports

Name	Attack Bonus	Damage Bonus	AP Cost	Weight	Cost
Dagger	0	6	1	1	2 sp
Javelin	2	6	2	1	1 sp
Glaive	3	6	3	1	10 sp
Greatsword	3	6	3	1	15 sp
Maul	1	6	2	1	4 sp
Shortsword	1	6	1	1	6 sp
Poleaxe	3	6	3	1	11 sp
Quarterstaff	3	6	2	1	11 sp
Rapier	1	6	1	1	21 sp
Spear	3	6	2	1	3 sp
Longsword	2	6	2	1	12 sp
Warhammer	1	6	3	1	3 sp

At Courtgroat, the Smith's

Armour	DR	Covering	Weight	Cost
Complete chain	4	5	3	33 sp
Partial chain	4	3	2	23 sp

At Glumnash, the Fletcher's

Projectile	Attack Bonus	Damage	AP	Weight	Cost
Longbow	+1	+1	1 AP	1	13 sp
Longbow	+2	+2	2 AP	1	14 sp
Longbow	+1	+1	1	1 AP	12 sp
Crossbow	+2	+2	1 AP	3	16 sp
Bolt	—	—	—	—	18 cp
Arrows	—	—	—	—	22 cp

Lochside Market

All purchases in a bailey require a full morning or afternoon. Farmers chat, then barter, and finally refer the buyer to a neighbour.

Baileys have $1D6 \times 10$ of each item with Weight 0, $2D6$ of each item with Weight 1, and $1D6$ of each heavier items.

Hospitality	Cost
Bed in Flicflay's stable	*free*!
Hearty meal with the Nettlebroil family and 5 kids	2 cp

Services	Cost
Boat trip with Slatefilch	23 cp per mile
Sootflea, local guide	2 sp

• Mocblathe's Assorted Goods ❊

Travel	Weight	Cost
Boat for 4	13	13 sp
Boat for 6	13	19 sp
Rations for a day	1	6 cp
50' rope	1	2 cp
Tinder box	0	2 cp
Torch	1	6 cp

≈ Keelvore's Whiteplains Imports ❊

Name	Attack Bonus	Damage Bonus	AP Cost	Weight	Cost
Dagger	0	6	1	1	2 sp
Javelin	2	6	2	1	1 sp
Glaive	3	6	3	1	10 sp
Greatsword	3	6	3	1	15 sp
Maul	1	6	2	1	4 sp
Shortsword	1	6	1	1	6 sp
Poleaxe	3	6	3	1	10 sp
Quarterstaff	3	6	2	1	12 sp
Rapier	1	6	1	1	20 sp
Spear	3	6	2	1	3 sp
Longsword	2	6	2	1	11 sp
Warhammer	1	6	3	1	3 sp

♊ At Gritsnag, the Smith's ♊

Armour	DR	Covering	Weight	Cost
Complete chain	4	5	3	32 sp
Partial chain	4	3	2	24 sp

♈ At Rankgroat, the Fletcher's ♈

Projectile	Attack Bonus	Damage	AP	Weight	Cost
Longbow	+1	+1	1 AP	1	10 sp
Longbow	+2	+2	2 AP	1	17 sp
Longbow	+1	+1	1	1 AP	11 sp
Crossbow	+2	+2	1 AP	3	17 sp
Bolt	—	—	—	—	17 cp
Arrows	—	—	—	—	23 cp

At Stoatnail the Tanner's

Armour	DR	Covering	Weight	Cost
Partial leather	3	3	2	5 sp
Complete leather	3	5	3	12 sp
Partial lisk-hide	4	3	2	31 sp

Hardened half-yurt (DR 4)	3	15 sp
Tent for 3	3	6 sp
Tent for 2	2	4 sp
Tent for 1	1	3 sp

Chapter IV

Hungry Forests

> Come now, my child, if we were planning to harm you, do you think we'd be lurking here beside the path in the very darkest part of the forest?
>
> Kenneth Patchen

Nobody thrives in the forest – at best they survive.

Gource bushes, bogs, rivers, and suspicious noises make every step challenging. As dusk falls, darkness traps people with the threat of getting lost. Asking for an Intelligence + Survival roll at Tie Number (TN) 14 is not unreasonable.

During Sylfs, the troupe can sleep without a fire. But during normal weather, they will need a fire in order to get any real rest. And of course, over Sables, a large fire becomes *mandatory*, despite the usual dangers.

I The Lonely Tower

The Lonely Tower exists wherever the PCs discover it when you start its Segment (on page 16). Kinbrine will arrive after an Interval, so the PCs may have to endure an encounter before meeting him.

Some centuries past, in the time of the Lost City, a temple of Eldren stood here, and the priests commissioned a catacomb. Before the happy-go-lucky Healers' Guilds we know today, this temple had real priests who studied the magic of the Death Sphere. Priests of high standing would volunteer to continue serving the temple, even after death; they began with some kind of vow, then slowly passed into undeath.

As workers excavated dirt for the new catacomb, they stumbled into a cave-shaft, going straight down, where little green-glowing mushrooms grew. These 'glowshrooms' serve as Fire Ingredients, so the helpers started 'fishing' for them, with little fishing hooks.

Soon after, little goblin heads pocked their noses up from the bottom of the shaft, and also began to collect mushrooms, but the priests of Eldren did not intend to share. The priests took a vow to ensure the temple would pick the glowshrooms, and nobody else.

The temple prospered, with a steady supply of Ingredients of the Fire Sphere.

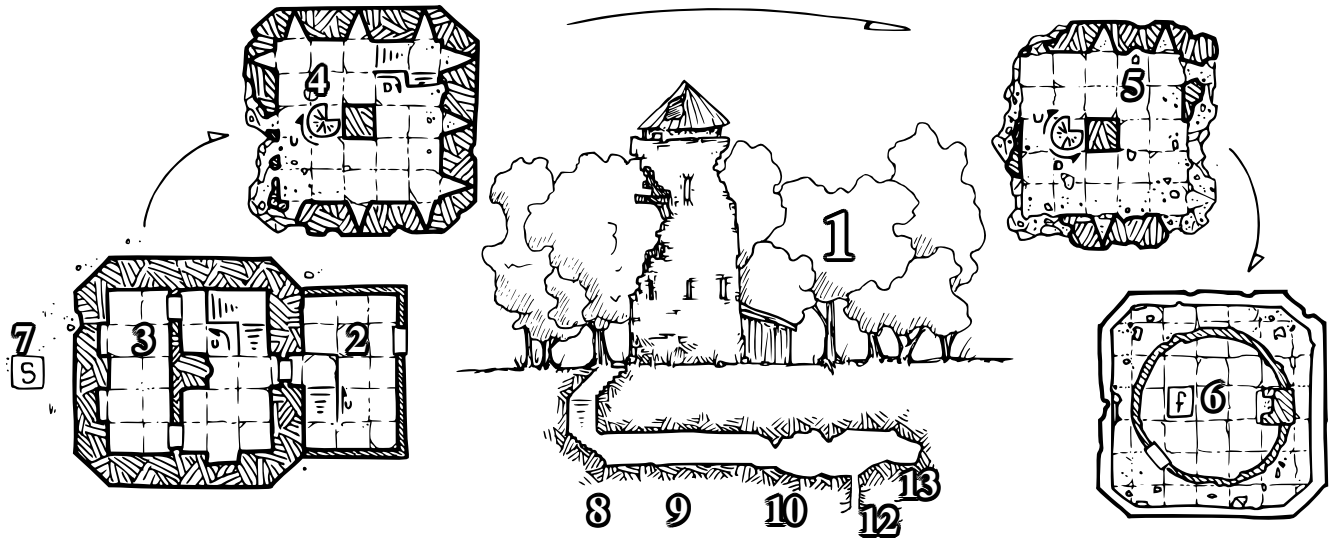
The Tower

Once they meet Kinbrine, he will have to ask them to keep the Lonely Tower a secret. He comes up with any number of excuses – 'the night guard jotters won't accept the need for a broch here', 'the locals need a broch', 'the Temple of Curiosity want a private research outpost', and eventually admit that the Temple of Curiosity want to know more about the Lost City.

1: Outer Grounds The area around the tower contains piles of rock which masons have collected from the surrounding ruins.

The masons work outside during the day, and will almost certainly notice the PCs walking towards them, from the forest. And with no roads in, they will feel immediate suspicion. Seeing night guard uniforms will only deepen their worries.

Unless the PCs give them a reason not to, they masons will act friendly, offer them a drink on the top floor (area 6), lock the trapdoor from below, and leave them to the wind and the griffins. If Kinbrine returns, he will have the masons release them, but ask they don't reveal the tower's location to anyone.



♂♄ Kinbrine

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

Skills Projectiles 1, Academics 2, Crafts 1, Survival 1,
Spheres Air 2, Fire 2,
Knacks Snap Caster (spells use Wits and cost 1 less AP)
Equipment Air Concoction □, 24 sp.

AP 2, Att 7, Dam 1D6+1, CR 6

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Description: Quiet. **Wants:** a clear understanding of local history. **Mannerism:** Clicks tongue.

♌ **Spells** ♌

Sun Flare *The caster shouts, suddenly. Nearby lights flash. If cast in darkness, everyong within 16 steps of an affected light source blinks in confusion, and takes a -3 penalty to anything involving vision, for the rest of the round.*

Spend 2 MP, PCs resist with Wits + Vigilance (TN 9). **Range:** 16 steps, **Area:** 4,

Wind Blast *Targets lose 4* AP *and get pushed back 4 steps minus their Strength Bonus.*

Spend 2 MP, PCs resist with Strength + Athletics (TN 9). **Range:** 16 steps, **Area:** 4,

Sinister Flame *A fire-source turns into a long arm with claws, and rakes anyone next to it for 1D6 Damage.*

Spend 2 MP, target PC resists with Wits + Athletics (TN 9). **Range:** 16 steps,

♂♄ 6 Masons

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

Skills Melee 1, Crafts 2, Cultivation 2,
Knacks Specialist (husbandry)
Equipment Scythe, 20 cp, goat cheese.

AP 3 (AP Cost: 2), Att 5, Dam 1D6+3, CR 0

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If anyone searches for a passage below, they will find a rock covering, with a Weight Rating of 12. The PCs will have to use a Banding Action to lift it.

2: Conservatory Overnight, the labouring equipment rests here. The lock is a simple knot tied on the inside. Getting in is easy – Intelligence + Larceny (TN 6) to slide a knife through a crack and cut the rope. Getting in undetected requires more thinking – Intelligence + Larceny (TN 14) to thread a series of strings through, and create the leverage to undo the knot.

3: First Floor Basic straw-stuffed beds, clothes, and 10 longbows lie here (+2 Damage). Half a dozen barrels contain fermented fish from Lochside, salted meats, a wine-stew mix, and pickled vegetables.

An old notebook, with half-remembered lyrics about the Lost City, and a spell to find alchemical gateways.

Find Gateway
(Detailed, Distant, Witness)

Requirements: Air 3
Resisted by: wind speed
Range: yelling distance

With a whistful wondering, the caster begins to perceive any magical gateways at yelling distance, in the chosen direction.

4: Second Floor The men sleep here, though it's eventually planned as a station for lower-level archers.

5: Third Floor The top floor provides a place for Kinbrine, overseer of the operation, to get a good look at the surrounding area. This is also where he keeps a stockpile of weapons:

Wall Rack with 20 longbows

Leather bundles with 50 longswords

Wooden Chest 1 has 50 suits of partial leather armour

Wooden Chest 2 has 50 suits of partial chain armour

Small Chest contains:

- sack of griffin feathers
- marching mushrooms*x*3
- Earth Concoction
- Blood Candle

Kinbrine purchased the Find Gateway recently, and left it here to ensure none of the sun guard would search him in Greytown, and take it from him.

Find Gateway With a whistful wondering, the caster begins to perceive any magical gateways at yelling distance, in the chosen direction.
(Roll: +2, TN set by wind speed, Range: yelling distance, Area of Effect: 4)

6: Top Floor This green roof meshes with the local trees for some distance around, but like any other camouflage, it seems obvious once you look at it.

From the top of the roof, anyone can see for miles around. They can't see people or creatures sneaking about, but they can see basilisks and groups of men without fail, even by moonlight.

Old Catacombs

Despite the wealth generated by the temple from their supply of glowshrooms, the surrounding civilization fell, as so many do, so the town and the tower fell to ruin, but the Golden Priests at this temple had taken a vow to continue their work, even past death. They would pick the mushrooms and destroy anyone who got in their way. They forgot the town, and forgot their own names, but an enchantment kept them focussed on their single goal – pick mushrooms, and drink the souls of anything that interferes with this mission.

And as the goblins below continued their attacks, the priests would kill them, and turn them into ghouls. These mindless undead creatures would move towards the nearest living thing – often throwing themselves into the pit when goblins began to climb up.

Whenever the larger hobgoblins attacked, the Golden Priests would begin with a spell to turn them semi-undead, and then kill them, creating a ghast. Finally, they would use spells from the Mind Sphere to have the ghast pick more mushrooms and place them in the chest.

Nobody from the temple above comes down to collect the glowshrooms any more, but the Golden Priests continue their mission, to collect all they can, while the valuable mushrooms sit in a rotting pile on top of a chest.

7: The Stairs Many cycles of growth and soil-spillage have left a thin layer of mucus on the stairs.

Anyone descending must make a Dexterity + Athletics roll, TN 8, or fall down one staircase, taking 1*D*6 – 2 Damage. Characters can get a bonus for proper equipment, such as rope.

The air down in the tomb has become so dry and foetid, that anyone spending time there gains 2 EP per Interval. Leaving the place open to air out will clear away the bad air from an Area below every Interval (so leaving it open for 3 Intervals will clear 3 Areas).

The stairs and all hallways here are rather narrow, making weapons difficult to swing.

8: The Watcher The Pious Ghast guards this tomb from inside a closet. He swore to protect the Golden Priests by waiting here in the dry air with a body so seized up that he cannot move. But with a little time to shuffle his bones and crack his own skin, he will find enough flexibility to walk out of the closet door.

Opening the door requires a Strength + Crafts roll (TN 14), as the door is bolted shut from the inside, and will have to be busted in.

If a player insists on 'picking the lock' (despite the lack of lock) they roll Intelligence + Larceny (TN 16).

> You swing the door open to find a highly decorated corpse with a pendant to Eldren made of gold, with bone strung along the copper thread. Silver earrings adorn his side, and his hands, in the classic death pose, have one golden ring on each finger. The clothes look like they were once silk, and the helmet's leather covering seems to be a human face, stretched out and tanned.

If the PCs stab the corpse, they can kill it. . . after a few stabs.

If they pass the door, the Pious Ghast animates and comes to kill them.[1]

His use of a shortsword also means he will not gain any penalty from the narrow hallway.

♂∅ The Pious Ghast

Strength	3	Dexterity	2	Speed	0
Intelligence	0	Wits	1	Charisma	-5

Skills Melee 1, Brawl 2, Academics 1, Stealth 2, Vigilance 1,

Knacks Stunning Strike (hit an opponent with fewer AP, and take a -1 Penalty to attack; opponent's AP reduces by 2), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)

Abilities Undead.

Equipment Shortsword, complete plate, pendant necklace worth 2 gp, silver earrings worth 1 gp each, and 2 golden rings worth 5 gp each.

AP 3, Att 11, Dam 2D6, DR 6 (16!), CR 9

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9: Hall of the Golden Priests

A long time ago, onlookers came here to gawk at the splendour of a glorious afterlife. The priests of Eldren who gained the highest honours of the temple would remain here to guard it forever. Each stands decked in golden jewellery.

> Five dead men, mummified and covered in golden jewels, stand in each of five enclaves at the side of the room. You notice head wounds and missing limbs upon some of the bodies.
>
> Little spears litter the area, as if a battle has taken place here.

∅♀⊙ Demilich Delilah

Strength	-2	Dexterity	0	Speed	-1
Intelligence	0	Wits	1	Charisma	-5

Skills Brawl 2, Athletics 2, Stealth 1,

Spheres Air 2, Fate 1, Water 2,

Knacks Snap Caster (spells use Wits and cost 1 less AP)

Abilities Undead.

Equipment Poleaxe, complete plate, preserved Air Concoction, 30 sp, jewel encrusted dagger worth 9 sp.

AP 2 (AP Cost: 3), Att 10, Dam 1D6+1, DR 6 (15!), CR 11

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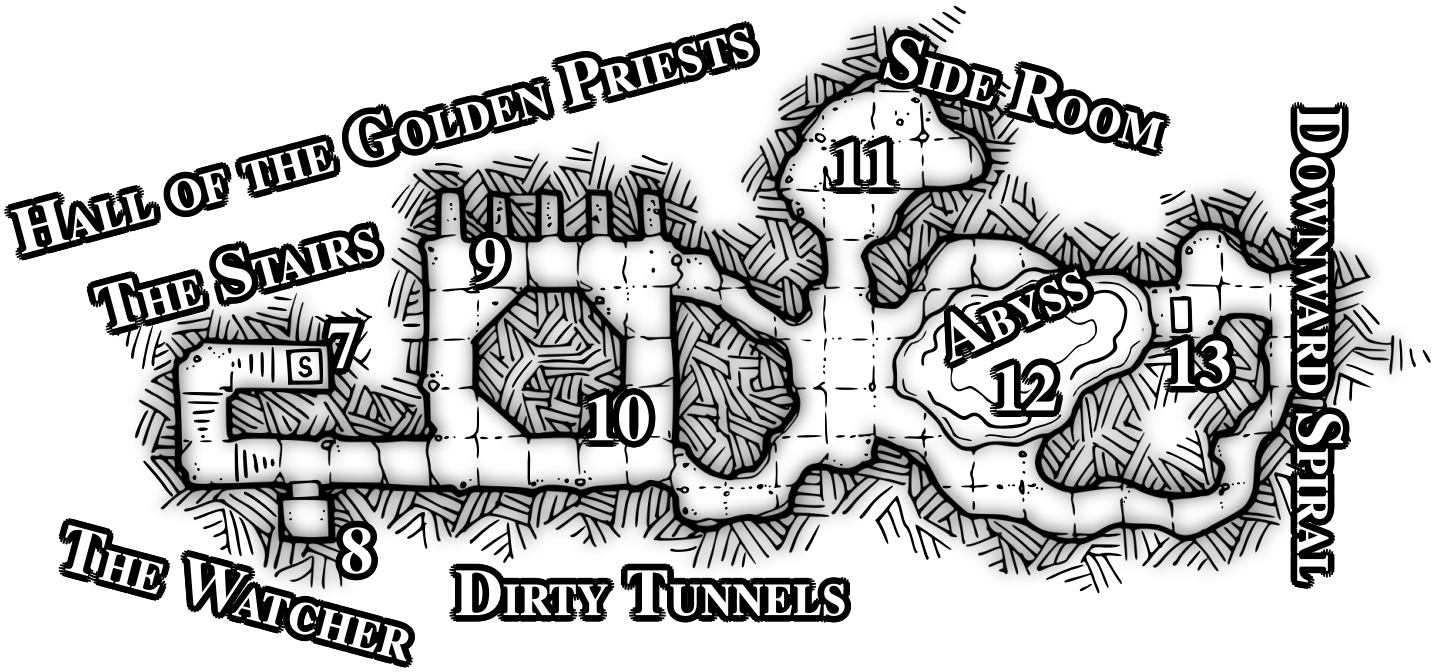
Spells

Wind Blast *Targets lose 4* AP *and get pushed back 4 steps minus their Strength Bonus.*

Spend 2 MP, PCs resist with Strength + Athletics (TN 10). **Range:** 16 steps, **Area:** 4,

Acid Bath *'Disgusting', the caster shouts, and 4 barrels' worth of water become acidic (4 Damage per round of total submersion).*

[1] I have seen three groups of players go through this area, observe the corpse, and walk on, leaving him unscathed.



Spend 2 MP, Demilich Delilah rolls with +3 (TN set by water's speed). **Range:** 16 steps, **Area:** 4,

Ø♂⊙ Demilich Jonah

Strength	-2	Dexterity	0	Speed	-1
Intelligence	1	Wits	2	Charisma	-5

Skills Brawl 3, Athletics 2, Caving 2, Stealth 1,
Spheres Air 2, Earth 1, Fate 2, Water 1,
Knacks Snap Caster (spells use Wits and cost 1 less AP)
Abilities Undead.
Equipment Poleaxe, preserved stirge queen in a phial, 36 sp, ornate silver earrings worth 1 gp.

AP 2 (AP Cost: 3), Att 10, Dam 1D6+1, DR 2 (15!), CR 12

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Spells

Choke *The caster curses one of the target's vital organs, and they lose 3* HP.

Spend 2 MP, Demilich Jonah rolls with +4 (TN set by current HP). **Range:** 16 steps,

Wind Blast *Targets lose 4* AP *and get pushed back 4 steps minus their Strength Bonus.*

Spend 2 MP, PCs resist with Strength + Athletics (TN 11). **Range:** 16 steps, **Area:** 4,

Ø♀⊙ Demilich Tamar

Strength	2	Dexterity	0	Speed	-1
Intelligence	1	Wits	1	Charisma	-5

Skills Melee 2, Brawl 3, Athletics 3, Stealth 2, Survival 1,
Spheres Air 3, Earth 1, Fate 3, Fire 2, Water 1,
Knacks Snap Caster (spells use Wits and cost 1 less AP)
Abilities Undead.
Equipment Maul, complete chain, preserved woodspy beak, 30 sp, gem encrusted broach worth 4 gp .

AP 2 (AP Cost: 2), Att 10, Dam 2D6+1, DR 5 (15!), CR 19

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Spells

Death Sight *The caster keens, and the distant target gains* DR *2, ignores all* EP *Penalties, and sees as the dead see. However, they cannot rest.*

Spend 3 MP, Demilich Tamar rolls with +4 (TN set by current EP penalty). **Range:** yelling distance,

Whisp Hands *The caster shouts 'get out', and 27 targets find themselves pushed back by whispy hands made of wind, stripping 5* AP *minus the targets' Strength. The hands avoid affecting the caster's allies.*

Spend 3 MP, PCs resist with Strength + Athletics (TN 11). **Range:** 12 steps, **Area:** 27,

Once the PCs enter, the demiliches cast hostile spells at them (their presence does not help extracting mushrooms).

Complementing the priests breaks the Mind spell, which has them focussed on their single task. All of them have the Code 'Noble', so anything which would earn a player Experience Points (XP) serves to break this spell. However, like all undead, the priests are deaf, so the PCs can only communicate with the use of writing or spells (such as *Soul Specks*).

If the troupe manage to break the spell, the Golden Priests stop picking mushrooms, take some time to re-examine their unlives, and discuss (silently, with the unknowable communications of the undead) what they want to do, if anything.

10: Dirty Tunnels

These openings once had doors to hide the secret items given to the Healers' Guilds, but the centuries of battle destroyed the doors.

Strange and rotten spears, made from unknown plant-matter, litter the area, along with rotten mushrooms. A green glow emanates through the narrow paths.

11: Side Room

The natural tunnel was further excavated in order to horde the priests' treasures. The collected glowshrooms filled up the chests, but the priests just kept piling them on top, and ordering their undead hobgoblins to do the same.

An alcove to your left glistens, as shelves at the far side hold coinage and displays of precious jewellery. In front of them, a massive pile of rotting mushrooms stands as high as a dwarf – those on top still glow a little, but the rest are overgrown with mould.

Two lines of little creatures shuffle from the shadows, with pointed ears, bleach-white skin, drooping jaws, and a black abyss instead of eyes.

At present, shelves at the back contain 30 sp, saphire pendant worth 3 gp, gem-encrusted headband, worth 3 gp, gold-looking necklage made from fool's gold (worthless), gem-studded ring, worth 10 sp, and 19gp.

♂Ø 11 Undead Goblins

Strength	0	Dexterity	2	Speed	1
Intelligence	0	Wits	-3	Charisma	-5

Skills Brawl 2, Stealth 1,
Abilities Undead.

AP 4, Att 11, Dam 1D6, DR 2 (16!), CR 4

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The room also contains 11 undead goblins, standing ready to kill any goblins who come up from the tunnel, or just anyone who enters.

5 Undead Hobgoblins

Strength	2	Dexterity	-1	Speed	0
Intelligence	-1	Wits	-1	Charisma	-5

Skills Brawl 2, Stealth 1,
Abilities Undead.

AP 3, Att 8, Dam 1D6+2, DR 2 (13!), CR 3

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12: Abyss This hole leads down a sharp and muddy incline, travels past 100 steps through glowshrooms, and ends in a goblin warren.

If the PCs dislodge and drop a mushroom, they may see shadows moving below, and wonder who lives down there.

If they somehow get down the hole alive, they have entered the goblin realm, and do not speak the language. They are surely doomed.

13: Downward Spiral *This tunnel swirls round the Abyss, heading down, until it ends in a barred door. Opening the door allows a place to 'fish' for the little glowshrooms, then close the door before goblins ascend.*

Hobgoblin Ghast

Strength	2	Dexterity	0	Speed	-1
Intelligence	-1	Wits	-1	Charisma	-5

Skills Melee 3, Brawl 2, Athletics 1, Stealth 1,
Abilities Undead.
Equipment Poleaxe, signet ring, worth 2 gp.

AP 2 (AP Cost: 3), Att 13, Dam 2D6+1, DR 2 (18!), CR 2

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If the troupe manage to pretend they work for the Temple of Sickness, and not alert any of the undead to their presence, they will be able to take enough glowshrooms for 10 Fire Ingredients immediately, and one per week thereafter.

If any one of the Golden Priests die, the goblins kill the others and break out, and begin exploring the Grey Valley. From then on, any encounter rolls of 3 are goblins, rather than the standard encounter.

II White Bandits Outpost

Burke Whiteplains heard about these interesting hills from Mosswipe last cycle, and immediately began making connections with the nearby baileys. The area lets out almost no light throughout the night, even with a raging fire in the middle. The surrounding mountains provides an early dusk, which helps keeps the covert bailey cool, and keep supplies fresh.

When the weather clears, neighbouring baileys can see the light plumes of smoke from the White Bandits Outpost. They gossip about it on occasion, but won't mention it to outsiders – they suspect the money's coming from some 'tax-dodging new bailey', and don't mind so long as they keep buying all the food for a good price.

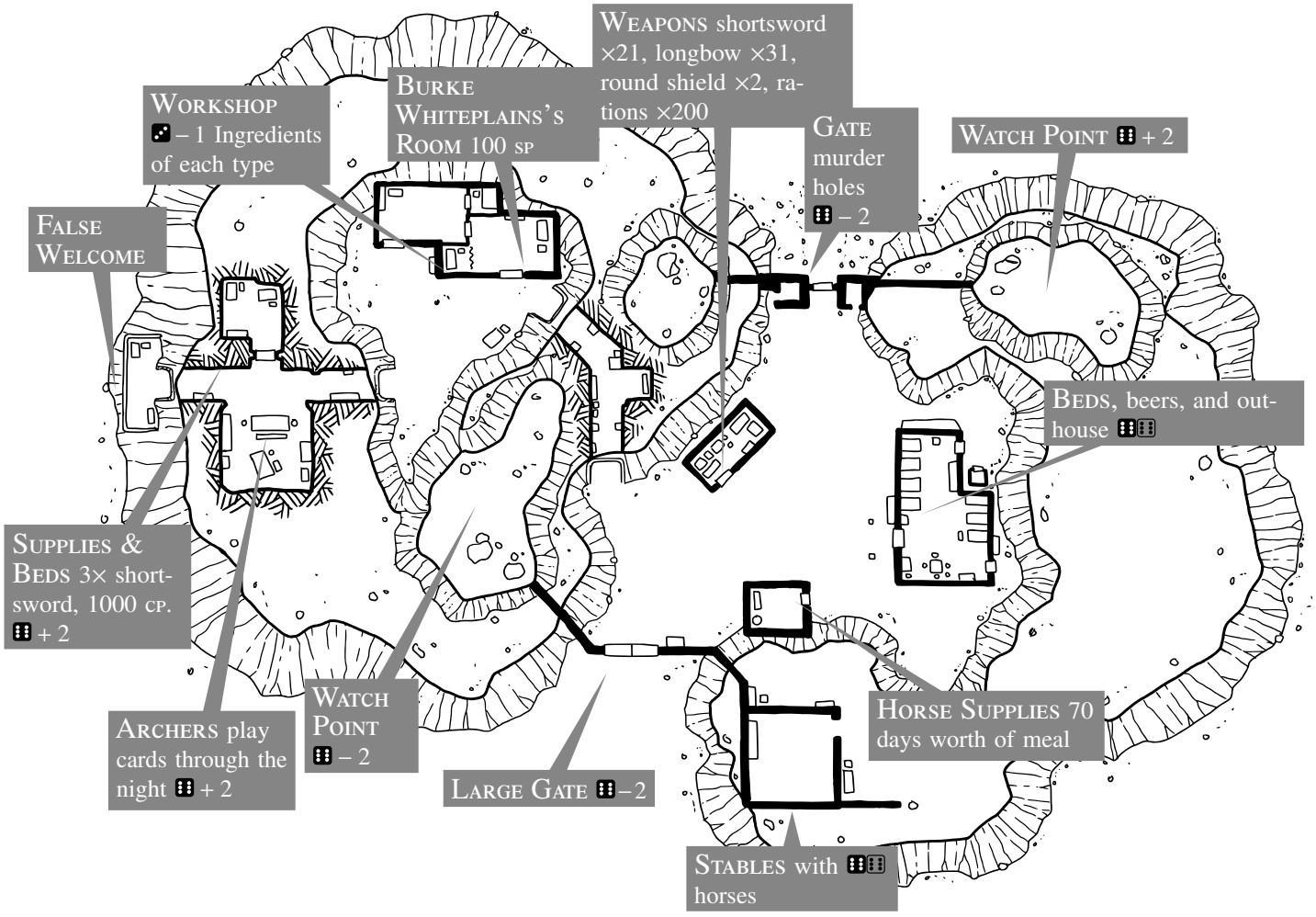
As Burke Whiteplains returns, he stores the wagons a mile from the outpost, then takes the horses the last bit of the journey, after covering the wagons in forest leaves.

Each area in the outpost has varying numbers of bandits – roll the dice stated next to the area to see how many.

The White Bandits have a week's worth of food. Interfering with the supply line will result in vicious raids on baileys within walking distance (20 miles), which will push Prosity Grey to send his sun guard out to find and destroy the area within a month.

Determine the current state of the outpost by rolling two dice, and using both results:

- Burke Whiteplains returns from Greytown with 2*D*6 bandits. He has money from Hare Whiteplains.
- Bandits drink – each has a -1 Penalty.
- Bandits have begun to fight. If Burke Whiteplains is present, he breaks it up.
- The bandits shoot at a wandering monster, and eat it.
- Training time! All bandits must get their bows.
- Burke Whiteplains sneaks out with some bags of cash, to bury it in the forest.



♂♂♄ Supplies Thief

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

Skills Melee 2, Vigilance 1,
Equipment Longsword, complete leather, flaggon o' porry, 20 cp.

AP 3 (AP Cost: 2), Att 11, Dam 1D6+3, DR 3 (16!), CR 4

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♀♂♄ Practising Archer

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

Skills Projectiles 1, Melee 1, Crafts 1, Survival 1,
Equipment Glaive, partial chain, goat cheese, 24 cp.

AP 4 (AP Cost: 3), Att 11, Dam 2D6, DR 4 (14!), CR 7

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♀♂♄ Singing Drunk

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

Skills Melee 1, Crafts 1, Cultivation 2,
Knacks Specialist (husbandry)
Equipment Scythe, 48 cp, rye bread.

AP 3 (AP Cost: 2), Att 5, Dam 2D6+1, CR 0

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♂♂♄ Card Player

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

Skills Projectiles 2, Melee 2, Brawl 2, Deceit 2, Larceny 2, Survival 2, Vigilance 2,
Knacks Dodger (+2 to dodge projectiles), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)
Equipment Longsword, dagger, throwing knives, smoked ham, 7 cp.

AP 5 (AP Cost: 2), Att 13, Dam 2D6, CR 8

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♂♁♄ Pro Gambler

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

Skills Projectiles 1, Crafts 1, Cultivation 2,
Knacks Specialist (husbandry)
Equipment Dagger, 33 cp, dried fruits.

AP 3, Att 7, Dam 2D6, CR 2

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♀♁♄ Sword Sharpener

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

Skills Melee 1, Brawl 1, Deceit 2, Larceny 2, Stealth 2, Vigilance 1,
Knacks Dodger (+2 to dodge projectiles), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)
Equipment Shortsword, partial leather, dagger, auroch tongue, 52 cp.

AP 2, Att 10, Dam 1D6+2, DR 3 (13!), CR 3

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♂♁♄ Paranoid Nutcase

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

Skills Melee 2, Brawl 1, Deceit 1, Larceny 1, Vigilance 1,
Knacks Dodger (+2 to dodge projectiles), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)
Equipment Shortsword, partial leather, dagger, carrot-biscuits, 7 cp.

AP 3, Att 12, Dam 1D6+2, DR 3 (15!), CR 5

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♂♁♄ Horse Minder

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

Skills Projectiles 1, Crafts 2, Cultivation 2,
Knacks Specialist (husbandry)
Equipment Flail, 16 cp, sack of oats.

AP 3 (AP Cost: 2), Att 7, Dam 2D6+1, CR 1

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III Veldrin Temple

Priests of Eldren lived here at the side of a bailey some centuries ago, when the Lost City still stood. Since then, everything crumbled and the only remaining priest is dead, but he still guards his temple. Find his complete backstory on page 32.

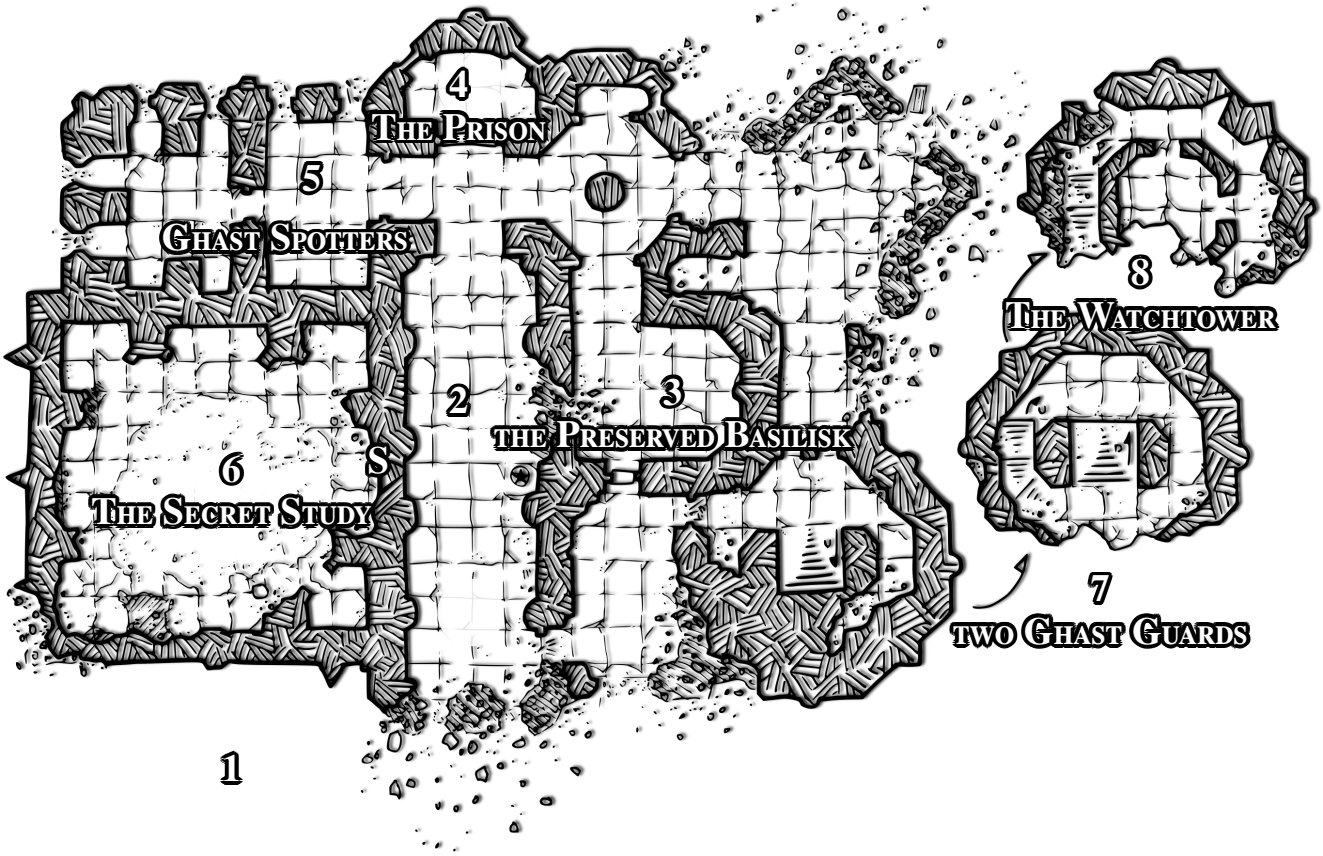
All over the temple grounds, fresh ghouls wander, or simply stand and stare. The number depends on how many Side Quest Segments have played out in '*The Necromancer's Friend*' – in Segment 1, he has 100 ghouls, in Segment 2 he has 200, and so on.

These ghouls will see the troupe from a long way off, as the dead can see human souls in the far distance. If the troupe have no magic to make them less visible to the dead, then the Undead Priest Cainpale will spot them, and begin casting offensive spells (check his abilities on page 65).

> In the far distance, through the dense foliage, you see the top of a single crumbling tower, and you can just about make out a statue, or possibly a motionless man, standing watch. Before the tower, something moves through the forest – many footsteps, like a herd of aurochs, trying to sneak.

If the horde of the dead arrive in front of the troupe, this will present the players with a problem – they can outrun the dead until they become tired; but they cannot hide, and the dead do not tire. This is the same problem as in Segment 1 on page 33.

If the PCs try to circle round the ghouls, they should roll Intelligence + Athletics (TN 8) to figure out the ground they need to cover to out-pace the dead. Success means they accrue 2 EP from the harsh marching, but gain an Interval before the ghouls catch up to them. A tie indicates they gain 6 EP before losing the dead, or that they simply do not lose the ghouls (players' choice, but I know which I would choose).



1: The Grounds The garden lies untended, but paradoxically has more life than it ever did when humans tended to them. The grass has grown long, the trees' fruit comes and goes according to the seasons, and the local area has become populated with a lot of apple trees.

A hundred broken arrow parts litter the area, as Cainpale practices with his bow whenever he has the energy.

A swarm of stirges has moved into the area, and made a home inside a ghoul (which hasn't the intelligence to remove the hive from his abdomen). They feed a little from its dead flesh, and it continues to wander gormlessly, with a mock-pregnancy. As a result of their dead home, the stirges have become carriers for a nasty disease – Breathrot.

Ø♄ Stirge-Infected Ghoul

Strength	1	Dexterity	0	Speed	-1
		Wits	-1	Charisma	-5

Skills Brawl 2, Athletics 2, Stealth 2,
Abilities Undead.
Equipment Abdominal Stirge-Nest: AP 5, Att 10-HP, Speed 2, Wits 1, □□□□□□□□ .

AP 2, Att 9, Dam 1D6+1, DR 2 (14!), CR 2

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If the stirges sting a PC, then the PC contracts Breathrot. This may clue them into the fact that Rankfilch came here before.[2]

☙Ø Ghouls

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

Skills Brawl 2, Stealth 2, Survival 2,
Abilities Undead.

AP 2, Att 11, Dam 1D6+1, DR 2 (16!), CR 3

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2: The Hallway The shrine at the side of the hallway is composed of five skulls standing on top of each other, all raised on a pillar.

Reading the archaic writing requires an Intelligence + Academics check, TN 10.

Each skull has a female name, and a message thanking all those below for life. Anyone saying a prayer of gratitude to their matrilineal lineage in front of the item gains 1*D*6 FP.[3]

Further along, two empty pedestals show where old treasures once stood, before Hare pilfered them.[2]

3: The Preserved Basilisk Cainpale felled a basilisk recently, then raised it as a ghoul. If he has already raided the carriage of armour (in Segment 4 on page 34), then the basilisk also has partial plate armour, cobbled together from bits and pieces of human

[2]Check Segment 1 on page 19 of *Entitlement*.
[3]The Artefact has 6 MP in total, and spends 2 MP to cast the spell.

armour.

This armour is not well-made, so it falls apart once hit. Each hit removes the armour *on that Natural Roll*, so if someone hits it while rolling a '10', then any more rolls of '10' will ignore the basilisk's armour.

The plate armour is only *Partial*, so any rolls which hit 3 steps above the DR can bypass this armour. However, at the Margin of only 3, it still has DR 5 from its natural armour, and the DR from undeath.

Undead Basilisk

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

Skills Brawl 2, Athletics 2,
Knacks Unstoppable (+2 HP)
Abilities Undead. Hexapod (double movement).

AP 4, Att 11, Dam 2D6+1, DR 7 (16!), CR 16

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4: The Prison

This room once housed people making important decisions. Cainpale now uses it to house prisoners so he can feed off their souls.[4] Currently, it contains four traumatized and terrified farmers. Each have a -2 penalty to everything, due to the starvation.

The door has a massive, brass lock, with the ornate markings of a Dwarvish artisan. It stopped functioning about a century ago. Cainpale relies on fear to keep the prisoners inside, which works better than locks. As the prisoners enter, the door shuts and the hungry dead outside can no longer see them, so they leave the doors alone (ghouls are mostly blind, and entirely incurious).

5: Ghast Spotters

If Segment 2 of '*The Necromancer's Friend*' has already played out, then two ghasts stay here, watching the birds. Since the undead cannot hear, they will not notice the PCs unless Cainpale calls to them, or they see the PCs approach.

6: The Secret Study

The old Healers' Guilds collected tributes from the people, which generally just piled up around the room. When people abandoned the local town, none dared remove any of the treasures, as they knew that Cainpale had sworn an oath to protect the temple, including all its valuable assets.

A single, very thin, slab of rock was set on hinges in the inner side. From the outside, it looks like just another slab of stone, comprising the hallway.

Noticing the secret entrance requires a Wits + Crafts roll (TN 12).

> The stone slab in the wall swings open at a push. Hinges on the other side squeal with centuries of rust. The tiniest touch of light sneaking inside the void tells you this area could fit a warden's banquet hall.

- Many degraded canvases – once ornate paintings.
- Shelves with scrolls (all prayers to one's ancestors).
- A desk with letters, including praise to the gateway, and complaints about how nobody visits this area, as they have no gateway.
- A workshop bench with pieces of armour on it, including a complete suite of chain armour (suitable for someone with a Weight 7-8, but useless without the padding).
- Degraded coats, now as thin and full of holes as a spiderweb.
- Three small chests containing 27 sp, 17gp, and 17gp respectively.
- An Ornate wooden box (worth a sp itself) with the following: signet ring, worth 2 gp, gem-studded ring, worth 9 sp, golden ring worth 9 sp, and jewel encrusted dagger worth 9 sp.

[4]Cainpale found that returning a living person to the temple comes with complications, as the ghouls always want to 'eat' them. The solution lies in first making them partially undead (to hide the light of their soul), and then having the ghasts carry them back.

2 Ghasts

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

Skills Brawl 2, Athletics 2, Stealth 2,
Abilities Undead.
Equipment Maul, complete chain, gold-looking necklage made from fool's gold (worthless).

AP 2 (AP Cost: 2), Att 8, Dam 2D6, DR 5 (13!), CR 3

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2 Ghasts

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

Skills Melee 2, Brawl 2, Athletics 3, Stealth 1,
Abilities Undead.
Equipment Maul, gem-studded ring, worth 9 sp.

AP 2 (AP Cost: 2), Att 10, Dam 2D6, DR 2 (15!), CR 2

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♂Ø Cainpale

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

Skills Projectiles 3, Brawl 2, Academics 2, Crafts 1, Deceit 1, Medicine 3, Survival 1, Vigilance 3,
Spheres Air 3, Fate 3, Water 2,
Knacks Snap Draw (Pay 0 AP to reload bow or draw weapon), Mighty Draw (reduce cost to draw longbow by1 AP), Snap Caster (spells use Wits and cost 1 less AP)
Abilities Undead.
Equipment Dagger, partial plate, ivory Longbow, Air Concoctions □□, Fate Concoction □.

AP 2, Att 11, Dam 1D6+3, DR 6 (16!), CR 13

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Description: A healthy body, with minor decomposition, and simple bandage-wraps. **Wants:** to find his Bladder Skull. **Mannerism:** wears a minimalist loin cloth, with some hidden Concoctions.

♌ Spells ♌

Death Sight *The caster keens, and the distant target gains* DR *2, ignores all* EP *Penalties, and sees as the dead see. However, they cannot rest.*

Spend 3 MP, Cainpale rolls with +4 (TN set by current EP penalty). **Range:** yelling distance,

Whisp Hands *The caster shouts 'get out', and 27 targets find themselves pushed back by whispy hands made of wind, stripping 5* AP *minus the targets' Strength. The hands avoid affecting the caster's allies.*

Spend 3 MP, PCs resist with Strength + Athletics (TN 11). **Range:** 12 steps, **Area:** 27,

Itching Cornea *The caster cries a weirdly-specific doom, like 'may your feet grow fungus', or 'I hope your spells come out backwards', which lays a curse on one of the targets' Skills. The next 5 times the targets uses that Skill, they receive a -1 Penalty.*

Spend 3 MP, PCs resist with Charisma + the Skill (TN 11). **Range:** 12 steps, **Area:** 27,

The dead cannot see into this room, so the troupe can hide from ghouls, or any non-sentient dead. The ghasts will locate them if they saw them enter this area, but Cainpale has told the ghasts never to enter this room, so they will not.

7: Two Ghast Guards The two ghasts stationed here can see outside just as well as the ghouls can, but will not move from their spot. The PCs will easily notice the two watchmen standing unnaturally still, and observing them from afar.

8: The Watchtower *This tower once hosted a call to prayer the nearby bailey could hear. Now Cainpale uses it to watch birds.*

A large stockpile of 200 arrows sits at the side of the little room, along with a small pile of 4 Water Concoctions, made from Woodspy Beaks.

From here, Cainpale can see any living person approaching, and has spells which can affect them.

IV Archwarp Fallen

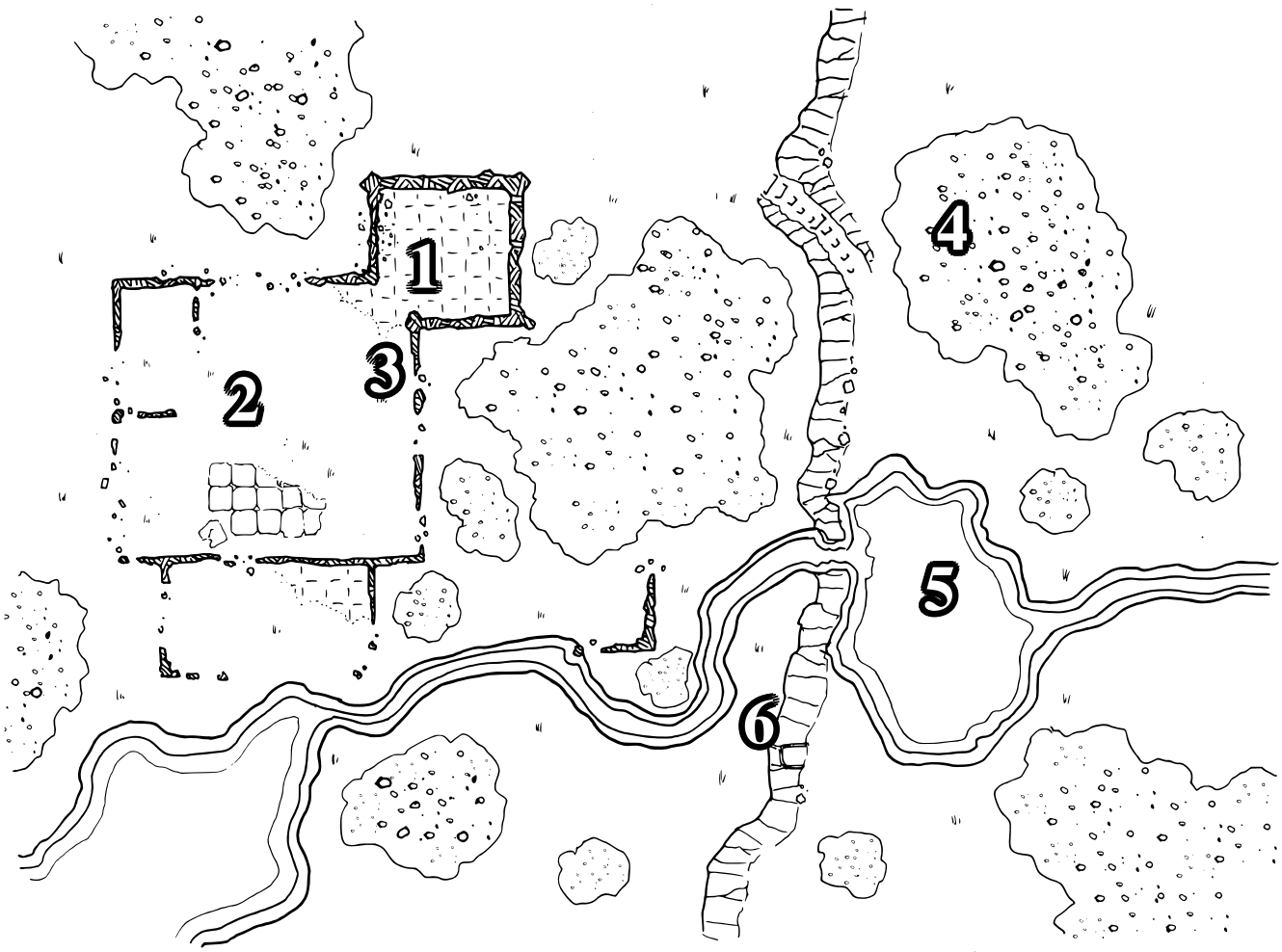
Some centuries ago, a town known as Archwarp rose to prominence and wealth due to the magical gateway created by alchemists.

Since then, the gateway has closed, the population left, and most of the stone requisitioned for other structures and sent downstream.

Patches of stone walls, or artistic structures remain to this day, causing all sorts of rumours among the rare rangers who pass through the area.

The trees and vines here cling to blocks of stone, as if trying to crush the last remnants of civilization. You sometimes wander for so long without seeing a single brick that you forget you're anywhere but a normal forest, but then another errant stone, or the marble hand of a statue juts up not far from the riverbank, to remind you of the ghosts resting in this place.

Seeker Kinbrine of the Wolf Heads came here in search of the old alchemy library, and found it. However, he didn't dare enter the old door to the alchemy basement's library he found, so he hired night guards to enter, and check the barrow for safety. He planned to have them 'split the loot', and then help them sell whatever valuables remained inside, and



hoped they didn't see (or didn't understand) the alchemical gateway.

Journeying to Archwarp

If the troupe manage to procure a boat, they might arrive by journeying upriver; otherwise they must walk.

Anyone ferrying them by boat will demand at least 5 sp per day, and will not hang around to be attacked (so if a wandering monster happens by, they will leave or die).

During the journey towards Archwarp, the troupe will spot Kinbrine leaving. He will give them an awkward stare, as he sits in a sail-boat big enough for half a dozen men at least. He knows that they must be going to investigate something, and he knows that they know he was there.

If the PCs don't know him, he will say nothing, wave frostily, and continue to let the currents guide him. However, if he considers them reasonable acquaintances, he will stop and arrange to get what he wants while giving away as little information as possible.

♂♄ Kinbrine

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

Skills Projectiles 1, Academics 2, Crafts 1, Survival 1,
Spheres Air 2, Fire 2,
Knacks Snap Caster (spells use Wits and cost 1 less AP)
Equipment Air Concoction □, 36 sp.

AP 2, Att 7, Dam 1D6+1, CR 6

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Description: Quiet. **Wants:** a clear understanding of local history. **Mannerism:** Clicks tongue.

Campfire Embers

1– This old, fallen tower supports the last roof (made of stone) in all of Archwarp. Kinbrine's bedding remains here.

2– This hidden doorway has so much topsoil grown over it that nobody could imagine it was there. However, anyone in the basement below, in room 5 on page 72, may notice the underside, and dig their way up.

3– The campfire shows evidence of a dozen people. The PCs can roll Intelligence + Vigilance to understand what the debris around the campfire means.

❊ Campfire Investigation ❊

Roll	Result
7	A dozen men were here.
8	They ate a griffin.
9	night guards.
10	Only one person left the area.
11	Someone prepared griffin feathers to make a Concoction over the camp fire.

4– These blossoming fruit trees hold a trap: mouthdiggers. The amount of fruit depends upon the cycle.

Sables means nothing but snow on the trees.

Sylfs sees the canopy nearly collapse with food. The trees hold six days' worth of fruits (which goes rotten within two days) and the mouthdiggers here have two litters of six sprogs each.[5]

Other cycles mean the trees contain four days' worth of food.

5– This glistening loch holds an acidic ooze. However, during Sables, the rivers and lochs freeze over, leaving the ooze in silent and pure contemplation.

6– This old basement door lay under the mud for some centuries, but it became a good deal more obvious once Kinbrine opened it. The PCs can roll Wits + Vigilance (TN 8) to locate it.

Before the Journey Back

The night guards who came with Kinbrine to investigate the old wooden door already had a mission from their jotter, and Burngrot noticed their disappearance instantly. He ferreted out a dozen drunken fodder from Greytown and told them he'd send them all to Paik[6] personally if they failed to come with him and hunt down the deserters.

♂♄♈ Burngrot

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

Skills Academics 1, Deceit 2, Empathy 1, Survival 1,
Equipment Longsword, complete chain, round shield, dagger, dried fruits.

AP 2 (AP Cost: 2), Att 11, Dam 2D6, DR 4 (16!), CR 4

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Description: short, bald, aggressive, and polished from boot to crown. **Wants:** to tell people what's what.
Mannerism: points emphatically.

♃♄ 3 Fodder

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

Skills Melee 2, Brawl 1, Deceit 1, Larceny 1, Vigilance 1,
Knacks Dodger (+2 to dodge projectiles), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)
Equipment Shortsword, partial leather, dagger, auroch tongue, 30 cp.

AP 3, Att 12, Dam 1D6+2, DR 3 (15!), CR 5

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[5]Mouthdiggers children can be used as Ingredients.
[6]…meaning 'they would hang'.

♃♉ 3 Mouthdiggers

Strength	2	Dexterity	1	Speed	2
		Wits	0		

Skills Brawl 2, Stealth 3,
Knacks Adrenaline Surge (+1 Damage, once per round, 2 uses per combat), Perfect Sneak Attack (+2 Damage for sneak attacks)
Abilities Fangs.

AP 5, Att 10, Dam 1D6+2, DR 2 (15!), CR 7

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⚸ Black Ooze

AP: 2 Att: 14 – *HP* Speed: -1 Wits: -1
HP: ○○○○○
Abilities: Liquid (non-fire Damage removes 2 HP but creates a 1 HP copy). CR 4

3 Fodder

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

Skills Projectiles 1, Melee 1, Crafts 1, Survival 1,
Equipment Glaive, partial chain, carrot-biscuits, 40 cp.

AP 4 (AP Cost: 3), Att 11, Dam 2D6, DR 4 (14!), CR 7

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Burngrot will arrive an Interval after the PCs arrive, so he may wait at the camp site while they investigate the alchemical basement, or he may wander up behind them, and decide that *the* PCs *are the night guard deserters*.

If Kinbrine passed the PCs silently on the river, he became wary that they might double-back and come after him, so he pulled his boat to the bank, and stayed hidden at the side. This means that Burngrot did not see Kinbrine, and if the PCs mention him going downriver, he will decide they are all liars, and then inform them of his decision.

The Old Alchemy Basement

Like all advanced alchemists, Inkparch felt he was better than normal people, which was true in regard to alchemy, and false in regard to social skills. One particularly heated argument with the Dean of Forces escalated into a tantrum, then a fight, and eventually a battle.[7]

As his argument with the Dean became continuously more bitter, the two began an alchemical 'jostling', which prompted the guards to come and break the situation apart. This escalated the situation even further, until Inkparch found himself engaged in a battle with the entire alchemical basement.

At this point, Inkparch began a classic necromantic trick – he cast Soul Specks, so he could hold his breath, then twisted the air into a foetid smog, making everyone in the area choke. Finally, a Force spell sealed the mundane exit.

This plan went excellently, until one of the guards stabbed Inkparch in the tonsils before his permanent death. Inkparch also died, but his necromantic spell ensured his soul remained fixed in place, and he could continue moving as a ghast, or perhaps 'lich' (the only difference being alchemical knowledge).

The first escape plan was to approach the alchemical gateway, and speak the words to open it – 'open to trade!'; this didn't work, due to his shattered larynx. The second plan was to cast Soul Specks on the Dean of Forces, ensuring his survival, and have him speak the words to open the gateway; but of course the Dean said he would rather pass into undeath and sit there for a century than help Inkparch with anything. The third plan was to raise the corpses in the basement as ghouls, and try to tell the ghouls (in the silent language of the undead) how to speak the words 'open to trade'.

In a fuming (and inexpressible) rage, Inkparch decided to trap the gateway, so he could kill anyone coming to end him. With chains pulled from the laboratory, he bound the undead to the pillars in front of the alchemical gateway, so that once someone entered, the ghouls would pull against the chains, which would pull apart the pillars, and the ceiling would come crashing down.

This plan has yet to fail, but the gateway has not opened in the centuries since the incident, and he has no idea why. And over those centuries, after someone barred the door from the outside*, flood-water slowly filled the basement.*

The ghouls here still make noises with what remains of their larynx, but not a single one has managed to properly utter the required sentence. As a result, the undead within the basement still chant the opening words of the gateway, but they can never get it right. Still they chant…

'Opena trei… opena trei…'

The entire basement of the old alchemical laboratory is sodden with water, resting knee-height to a human.

> Looking down stairs, you see a hallway built for gnomes, lined with pillars, and with a black floor, then you correct yourself. Black water sits along the entire hallway, which looks like a floor.
>
> In the far darkness, you can just about see great double doors along the hall, to the right, before the rest of the hall goes black.

Wading through the water is difficult. All movement rates are halved.

Darkness means someone must carry a torch for the group to see, and any torches dropped in the water instantly extinguish.

The cold water and foetid air each inflict an EP each Interval. Allowing the barrow to air out for an Interval means it only inflicts 1 EP per Interval.

All doors have swollen due to the many cycles of waterlogging. Opening them requires a Strength + Crafts roll (TN 10). As usual, each roll remains as-is, so if someone fails to open a door they will need to find a way to gather more strength, or better tools, or simply give up opening that door.

Narrow hallways make wielding long weapons challenging.

The Dead Chant when not in combat. If they stand at the other end of a hallway, they chant. If the characters lock them in a room, the dead stand outside and chant while clawing at the door.

[7] The Dean of Forces felt there was one magical gateway between Archwarp and Sixshadow, while Inkparch counted two gateways – one in Archwarp, and the other in Sixshadow.

Cave-ins present a real danger here. If the ceiling ever collapses while the characters are inside, the falling rocks from above at first deals 1*D*6 – 2 Damage to everyone in the room, then 1*D*6 – 1, and so on, increasing by 1 each round, until everyone exits or dies.

Cold Seasons If the PCs arrive during Sables, you might expect freezing waters. However, when the initial night guards entered, Inkparch killed them with spell of foetid-air and confusion, and used the energy from their souls to unfreeze the water in the area (he doesn't like everyone being confined). This left him with less energy, which he did not want to spend on raising them. Therefore, you should remove those undead.

1: Dead in the Water The dozen ghouls in the hallway had nothing better to do than fall over and lie in the water. The high peat concentrations have preserved their bodies very well, though it does make them very stiff.

This creates an unplanned (but deadly) ambush, as anyone moving inside simply feels an 'uneven' floor as they trample over the ghouls. This wakes them up, and then the dead will stand up *between* the characters.

Six ghouls rest at the start of the hallway, and another nine soon after. A further five at the other end of the hallway begin walking towards them immediately.

If the party attempt to fell any pillars, have them roll Strength + Crafts (TN 13, +2 Bonus for using ropes). Once the pillars fall, the entire area collapses within two rounds.

If anyone searches the bodies, they find eight of the ghouls which were once night guards.

6 night guard Ghouls

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

Skills Brawl 2, Stealth 2, Survival 1,
Abilities Undead.

AP 2, Att 10, Dam 1D6+3, DR 2 (15!), CR 3

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9 Ancient Ghouls

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

Skills Brawl 2, Stealth 2, Survival 2,
Abilities Undead.

AP 2, Att 11, Dam 1D6+1, DR 2 (16!), CR 3

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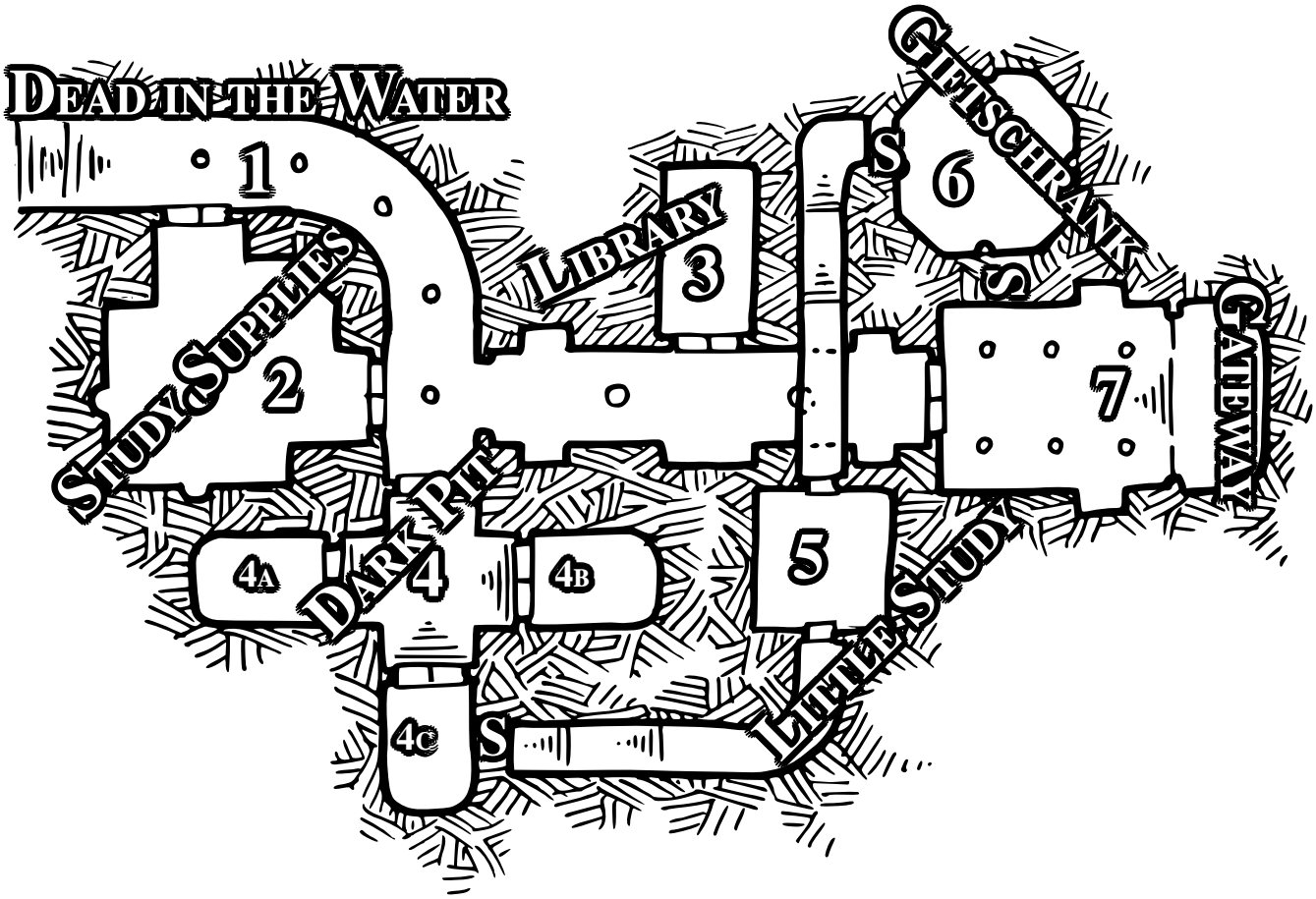

❊ Library Investigation ❊

Roll	Title	Contents	Value	Weight
6	*Area Map*	An ancient city map, detailing sites of interest such as a Temple of Eldren, and the 'Golden Priests' Magic Mushrooms' (page 55).	5 sp	0
7	*Fire: Uses and Abuses* (Author: Nilawa)	A valuable book on Fire Talismans.	10 gp	1
8	(letter)	A letter stating that a gateway to an unknown place ('*perhaps in the Labyrinth*?' it ponders) has been opened (it does not say where), and this suggests an opportunity for trade if the entities on the other side have any useful Ingredients. It also mentions that current trade may soon become difficult, as this side of the gateway has become ever more pedantic with its 'command words'.	1 sp	0
9	(letter)	Letters of complaint from the 'Dean of Forces', stating that the 'Dean of Illusions' must tidy up the foyer, and that the rats his crumbs attract have become so bad that he's ordering no food to be permitted in the area, under any circumstances.	0	0
10	*The Earth Sphere (A Guide for Morons)* (Author: Munoka)	A valuable book on the Earth Sphere.	5 sp	2
11	*The Greatest of Monsters: Taxation* (Author: warden Gray)	One of Prosity's ancestors explains why paying taxes for use of the magical gateways, strangles freedom, innovation, and basic decency.	3 gp	1
12	*Divergent Gateways: The Hows & Why Nots* (Author: Tuleta)	The book details how to use a *Divergent, Distant, Detailed, Duplicated Warp Mind & Force* spell to simultaneously open many gateways to a particular space, while making all of the gateways sentient, and able to recast their own spell.	50 gp	2
13	(leaflet)	An advert for the the Shadow Vault (see the handout).	1 gp	0
14	(letter)	A letter complaining that the gateway has become 'too clever for its own good', from a tradesman who's tired of answering riddles.	5 sp	0
15	*A Complete Explanation of the Labyrinth*	See section 1.	60 gp	2

2: Study Supplies Almost all of the Ingredients which alchemists rely on have gone rotten over the centuries. However, two pouches of red ruby dust remain, which function as Fire Concoctions.

> The shelves in this wide room are full of smashed and broken equipment, but it looks generally alchemical. Brass beakers, glass beakers, jars with rotten mouthdigger infants suspended in unknown fluids, pots with mould leaching out, and alcohol-burners, litter the shelves.

Characters who scour the room delicately, can find valuable remains with a Dexterity + Academics roll. They gain all items below the TN. On a draw, something slips from their hand, and into the much, so the player will know they can find the item if they somehow raise their result (perhaps with a Resting Action, over the course of an Interval).

Roll	Result
9	30 sp in a rotten, leather bag.
10	19gp worth of green topaz lying in the water.
11	Ruby-dust leather pouch (Fire Concoction).
12	Ruby-dust leather pouch (Fire Concoction).
13	gem-encrusted headband, worth 3 gp, stashed in a waterlogged book.

3: Library The books here have mostly become waterlogged, and fallen to mould. However, some highly-valuable books remain with ink still on the page. If handled roughly, the books will degrade to mulch.

Characters can roll Dexterity + Academics to rescue books. Compare the results to the table on this page – they obtain *one* book below the Tie Number, while a tie indicates that they have identified the book before accidentally manhandling it to destruction.

Looking over these books requires an Interval, and each of the players should decide if they want to roll a check themselves (so the group can recover more valuables faster) or if they want their character to search with another PC, to perform a Banding Action.

In addition to the other books, a book lying open details the Doom Study spell.

Doom Study
(Divergent, Wax)

Requirements: Fate, Air, Earth, Fire 2
Resisted by: Wits + Vigilance
Range: 16 steps

The target begins unending focus on their current task, while the force of gravity pulls extra hard. They could as holding an item of Weight 3, and take a -3 penalty to focus on anything but their current object of attention. The character can snap out of their heavy studies only once they earn an XP for following their Code.

4: Dark Pit *While Inkparch rampaged, the Dean of Forces locked himself in his room, but this did not save him from joining Inkparch in undeath.*

Neither wants to move, as all movement drains the undead of a little of their remaining energy, so they have spent the last couple of centuries communicating bitterly in the ethereal language of untethered souls, and occasionally playing chess against each other by memorizing a theoretical board.

Inkparch remains where he began – at the bottom of the stairs, now wholly covered in water. The PCs will almost certainly fail to notice the drop, and so Inkparch intends to wait for them, and drag down the first foot he perceives. *However*, the Dean of Forces has a hate-fuelled plan he's held onto for some time.

These doors swing open effortlessly, showing a new room with three more doors; right, left and centre. Before you can take another step, the narrow double-doors to the right burst open, and a dead man, with black cavities for eyes, steps out. . . he points emphatically at the water.

The second any character enters, the undead Dean exits room 4a to warn them of the danger in the water.[8]

If anyone steps into the water, they can roll Dexterity + Caving (TN 12), or slip down the sudden-stairs, which allows Inkparch a Vitals Shot against the character, which he uses to grab. After that, if the character falls below 0 AP, they reflexively breathe in the foetid water, gaining 3 EP.

Room A. still houses the undead Dean of Force.

Room B. houses nothing but broken furniture, sludge, and the remains of the Dean of Illusion who drank poison

[8]The Dean can see the characters' lights through cracks in his bedroom's door.

♂∅ Inkparch

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

Skills Brawl 3, Athletics 3, Caving 1, Stealth 2,
Spheres Air 3, Fate 2, Water 1,
Knacks Snap Caster (spells use Wits and cost 1 less AP)
Abilities Undead.
Equipment Poleaxe, complete chain, preserved Fire Concoction, 24 sp, gold-looking necklage made from fool's gold (worthless).

AP 1 (AP Cost: 3), Att 9, Dam 1D6, DR 5 (15!), CR 9

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♂∅ Dean Cainrush

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

Skills Brawl 2, Academics 2, Medicine 2,
Spheres Air 1, Earth 2, Fire 3,
Abilities Undead.
Equipment Dagger, unsent letter to wife, requesting better quality bread.

AP 2, Att 9, Dam 1D6+3, DR 2 (14!), CR 10

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♌ Spells ♌

Whisp Hands *The caster shouts 'get out', and 27 targets find themselves pushed back by whispy hands made of wind, stripping 5* AP *minus the targets' Strength. The hands avoid affecting the caster's allies.*

Spend 3 MP, PCs resist with Strength + Athletics (TN 11). **Range:** 12 steps, **Area:** 27,

Choke *The caster curses one of the target's vital organs, and they lose 3* HP.

Spend 2 MP, Inkparch rolls with +3 (TN set by current HP). **Range:** 16 steps,

Mass Curse *The caster mentions the worst possible future for the targets – the most unpleasant thing which seems reasonably likely. They then loses 1D6* FP.

Spend 2 MP, PCs resist with Charisma + Survival (TN 10). **Range:** 16 steps, **Area:** 4,

♌ Spells ♌

Brilliant Bull *Fires all around flare up, and take on the form of a fiery bull. Anyone 'trampled' by the flames receives 1D6+1 Damage.*

Spend 3 MP, PCs resist with Speed + Athletics (TN 5). **Range:** 12 steps, **Area:** 27,

Hidden Pocket *A small magical doorway covers a passage, doorway or other opening, connecting two spaces. Creatures with a Weight of 4 or less can fit through before it collapses.*

Spend 2 MP, PCs resist with Strength + Athletics (TN 4). **Range:** 16 steps, **Area:** 4,

Slow Fall *As the caster covers their eyes, they begin to fall slower and slower. Any Damage from falling reduces by 3.*

Spend 2 MP, Dean Cainrush rolls with -3 (TN set by caster's Strength). **Range:** 16 steps, **Area:** 4,

to avoid Inkparch's wrath. The bottle still rests in his left hand, and in his right, a bribe for Abderian – 19GP. Characters passing an Intelligence + Academics roll (TN 13) will understand his position from the insignia on his tattered gown.

Room C. once provided a miniature lobby before the Little Study in room 5. The Dean of Illusion's disgusting eating habits made the place so rotten and mouldy that others complained, so he covered the mess with an illusion spell.

> The heavy door creaks open to a well-kept room, like an expensive upstairs booth in a tavern, complete with a couch, a desk, and a freshly cooked breakfast on the table.

If Inkparch receives Damage, he beats a retreat to the bottom of his dank pool.

If nobody in the troupe attack the Dean, he remains motionless, then finally lowers his head, in a silent request to finally die.

If a PC brushes the illusion spell out of room 4c, they will see the door upstairs immediately.

5: Little Study Up the stairs the area remains dry, safe and eventually leads to a regular door (no roll required to open it). Inside, the room contains tables with super-annuated scrolls, dust, and a series of very out-of-date books on alchemical theory.

> The stairs reach up, and finally you step your muddy boots out of the water and along a cold, but dry corridor.

Searching the paperwork uncovers a note complaining that the alchemical gateway's 'open to trade password' seems too simple, and should be some word in ancient Dwarvish, without any vowels. The PCs may read this as 'the password which allows the gate to open for trade', rather than the actual meaning – that the password is literally 'open to trade'.

The PCs can also make *one* more roll on the old books table on page 70 (but without the danger of having a book crumble).

Resting here inflicts no EP, as the place is not full of cold water or foetid air (tell the players they can breathe better – they may guess that some passage outside is here).

A Wits + Crafts check, TN 10, reveals a loose wooden board in the ceiling. It used to be an exit to the ground floor of the town above, on page 66, but now the upper floor is just the ground outside... after a lot of digging upwards.

6: Giftschrank Two skeletons on the table have aged worse than the other corpses, as they were never preserved in the peat-water. They died of hunger rather than facing the dead they knew to be outside. One holds a book of poetry, and the other holds a book of Mind spells, which she never managed to understand before dying.

> The bricks fall away easily, revealing a full new room. Two skeletons rest on a table, each clutching a book.

The book on Mind spells has plentiful, practical material. It is worth 6 GP, while the book of poems is worth 4 SP.

Spotting the hidden door from the outside requires a Wits + Crafts (TN 12).

7: Gateway The magical gateway can sense any living soul, and can cast a Force spell to detect that one phrase – '*open to trade*'.

> The massive double doors slowly swing inwards, and the torchlight reveals a flooded hallway of six stone pillars, two enclaves (on the left and right), and a stairway ahead leading up to a stage. The stage shows a grand stone arch, like a doorway, leading nowhere but the darkness behind it.

If any of the players say the opening words out loud, then so do their characters; the ghouls in the room begin chanting along with them in unison,[9] and gateway opens. Two things can happen here:

During Sables the other side has a flat wall of ice.

At all other times the gateway opens to a room of water, which floods in, along with a massive acidic ooze-creature.[10] Everyone rolls Speed + Athletics to avoid being slammed by the water (and receiving 1*D*6 Damage).

Once the ooze enters, it begins to devour whatever flesh is closest to it (probably the ghouls, and any PCs the ghouls were grappling).

Uncommonly Large Ooze

AP: 3 Att: 14 – *HP* Speed: 0 Wits: -3

HP: ○○○○○○○○○○○○○○○○○○

Abilities: Liquid (non-fire Damage removes 2 HP but creates a 1 HP copy). Acid spray (TN 11 to dodge or 1D6+2 Damage).

CR 12

> You look behind, and rusted chains rise from the water – one side tied to the pillars, and the other to a dozen of the dead.
>
> The dead begin to chant...
>
> '**Opena trei... opena trei...**'

[9] As usual, speech costs 1 AP, so the PCs should enjoy the unexpected and rare advantage they receive from ghouls spending an AP on attempting to talk.

[10] This massive ooze was minding its own business on page 76, room 7.

9 Ancient Ghouls

Strength	1	Dexterity	0	Speed	-1
		Wits	1	Charisma	-5

Skills Brawl 2, Stealth 1,
Abilities Undead.

AP 2, Att 9, Dam 1D6+1, DR 2 (14!), CR 2

9 Ancient Ghouls

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

Skills Brawl 2, Stealth 1, Survival 1,
Abilities Undead.

AP 2, Att 10, Dam 1D6+2, DR 2 (15!), CR 3

On round 1. the room remains silent.

On round 2. the ghouls stand up.

On round 3. Inkparch approaches the troupe from behind (assuming nobody killed him).

On round 4. the pillars visibly strain as long as six or more ghouls pull against them.

On round 5. the first pillar collapses if the ghouls have not been felled.

If two pillars collapse then the entire room collapses. Everyone inside receives $1D6 - 2$ Damage, which increases by 1 each round until everyone has left, or died.

If a group of ghouls grab a character, they stop pulling at their chains and focus on feeding, until they have fed (they consume souls instantly, once a target dies).

If anyone enters the gateway, they find themselves in a pitch-black room at the Shadow Gate, room 10 on page 77.

V The Shadow Vault

Sixshadow began as an unremarkable settlement, but with a research outpost for alchemists. The small baileys sustained the alchemists' tower, and the tower let them keep all the dangerous things far away, and over the Sixshadow mountains.

Dangerous Artefacts stayed underground, in 'the Shadow Vault', and dangerous alchemists stayed in the tower, away from any large populations.

The greatest and maddest of the alchemists at the time created a long-range spell to detect powerful mana flows, deep underground, and then created a gateway – a tear in space – which allowed him to step through, and explore the tunnels of the Labyrinth, in order to find powerful Ingredients. Unfortunately, the gateway opened to nothing but dark, rocky, tunnels, and those who explored a little way in never returned.

As a by-product of the spell, the gateway itself became sentient (meaning it was an Artefact). And like most Artefacts, it became obsessed with the one task which the alchemist created it to do – to have people enter through it. So the Artefact gateway would open again, whenever it had the energy, in the hopes of tempting someone inside. The alchemists named it, 'the Vore Gate'.

Downstairs

The air smells of dampness and coagulated mana. In the darkness, the characters may year Yonder's bell ring below.

1: Muddy Steps *Water and mud have slid down the stairs of the Shadow Vault for the last couple of centuries. Over most of a cycle, the temple has deep water. However, during the cold seasons, the water freezes over.*

Traversing the stairs demands a Dexterity + Caving roll (TN 8). Failure inflicts $1D3$ Damage.

2: Gnome-Crafted Fence *The alchemists build a stone wall around the Vore Gate, with a cast-iron fence, under lock-and-key, to make sure nothing dangerous would come out. What actually emerged were half a dozen young gnomes with large, bulbous eyes.*

They stayed in the fenced-off area for days, starving, until the alchemists took them in out of a mixture of pity and curiosity. They remained at the Shadow Vault, sweeping up, keeping extensive records, and soon learnt to speak the common language which they referred to as 'Up'.

The six gnomes of Sixshadow had persistent criticism of the metal fence in front of the Vore Gate, and soon created their own from a special steel mix based on charcoal derived from mouthdigger infants.

The metal fence looks black in the darkness, but with enough light a subtle blue tint gleams. Destroying it requires 20 Damage (in a single hit), or someone can try to pick the lock with an Intelligence + Larceny roll at TN 16.

3: Vore Gate *A young alchemist descended into the Shadow Vault to cast inquisitive spells through the Vore Gate. However, the moment he unlocked the gate, something assaulted him, removing his fingernails then face before bolting into the night.*

The alchemists concluded that the Vore Gate had let the creature in earlier, but nobody could see it by looking through the gate for danger. Since then, the alchemists had two peep-holes commissioned at either side of the Vore Gate's enclosure, so they could check if anything hid within the enclosure before unlocking the gate.

> Past the ornate gate, you see a room, and in the far darkness, two ivory pillars frame a dark glimmer... of some description.

If the PCs manage to speak with the Vore Gate,[11] it tells them enthusiastically, and emphatically, that they have to see the other side. It may lie, or entice them with mystery, but most of all it says how much it loves having people entering.

Last night, a Morphling emerged from the Vore Gate, and it still wants to escape the enclosure. The Morphling looks like a sickly-yellow mound of Van-Gogh playdough, but whenever someone looks at it, the Morphling begins to look a little like them.

The Morphling can reduce any Body Attribute by up to 3 in order to imitate someone's appearance, but cannot make any noises.

The acidic oozes will not react to the Morphling in any way.

If the troupe look into the Vore Gate enclosure, the Morphling tries to hide. If it cannot (because all peep-holes have someone looking through them), it stares back through a peep-hole, absorbing a PC's face.

If it escapes, the Morphling flees, then stops steps away, and stares at the troupe, imitating each of them in turn. Ranged weapons will make it flee, and then hide outside, waiting to stare at the troupe again.

Morphling

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

Skills Brawl 4, Flight 1, Stealth 2,

Knacks Chosen Enemy (+1 against Gnomes, -2 when trying to be friendly), Precise Strike (+1 Attack when calculating a Vitals Shot), Stunning Strike (hit an opponent with fewer AP, and take a -1 Penalty to attack; opponent's AP reduces by 4), Unstoppable (+2 HP, and +4 to any Medicine rolls to save them when dying)

Abilities 7 tentacles (grapple up to 4 opponents without going prone). Web (Strength + Athletics, TN 9 to break free for 1 AP). Wings (moves at x8 speed).

AP 2, Att 10, Dam 1D6+1, CR 2

⊙⊙⊙⊙⊙⊙⊙○○

Letting it observe for 3 rounds allows it to duplicate someone's full bodily appearance exactly, at which point it attempts to return through the Vore Gate (but may wander outside for a few cycles if the Vore Gate is not available).

Vore Gate Two ivory pillars, with a beckoning empty space between (Weight 16)

Mission: *to feel you inside me!*
Base Spell: Fae Door
Mind: Intelligence 1, Wits 0, Charisma 0
Spheres: Fire 3, Earth 2, Water 1, Fate 1,
Skills: Academics 2, Cultivation 1,
MP: ♋-□□□□□□□□□□□□□

♋ Spells ♋

Brilliant Bull *Fires all around flare up, and take on the form of a fiery bull. Anyone 'trampled' by the flames receives 1D6+1 Damage.*

Spend 3 MP, PCs resist with Speed + Athletics (TN 10). **Range:** 12 steps, **Area:** 27,

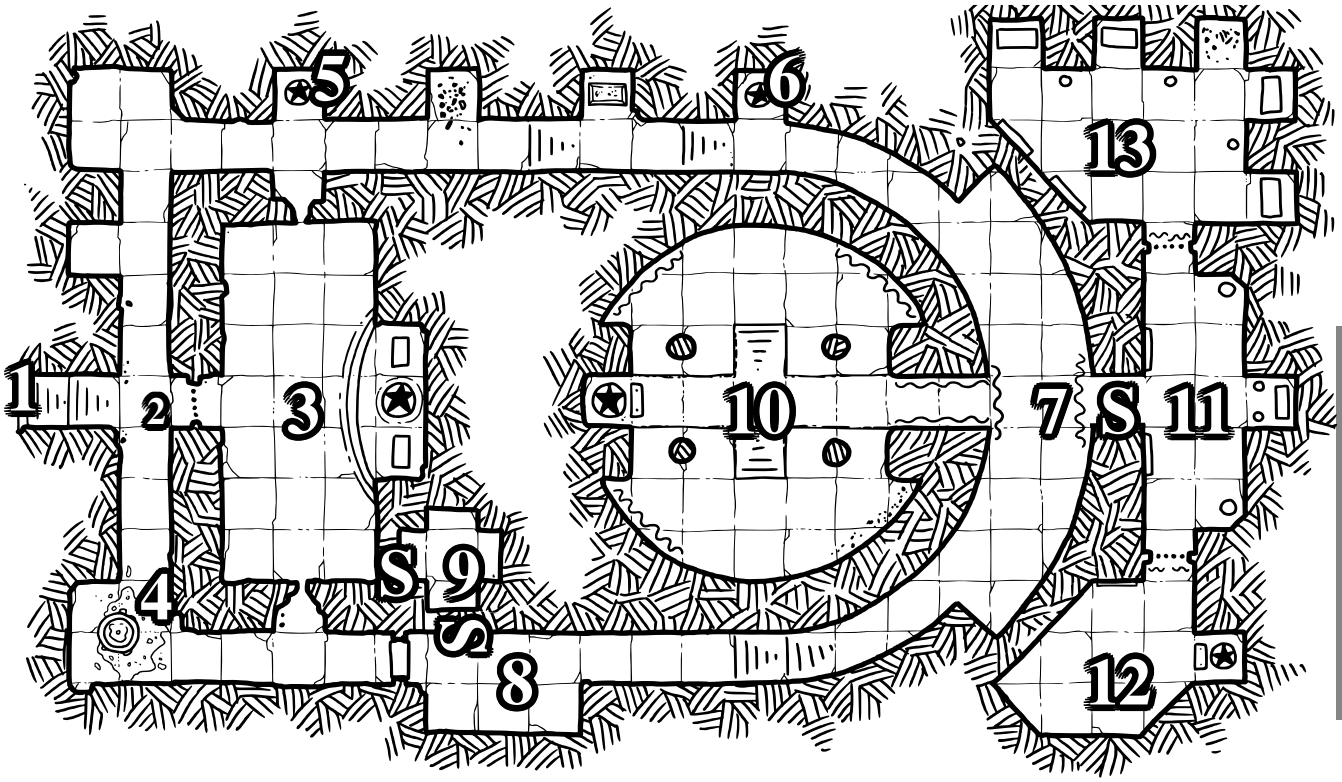
Telekinetic Fist *The caster increases any force acting on a target, increasing the Damage by 3. This requires acting at the same* AP *level.*

Spend 2 MP, target PC resists with Dexterity + Brawl (TN 9). **Range:** 16 steps,

Shatter *With a fast, loud, yell, 4 target objects crack. Clay has TN 9, metals have TN 14 or higher.*

Spend 2 MP, Vore Gate rolls with +2 (TN set by target's solidity). **Range:** 16 steps, **Area:** 4,

[11] Perhaps with a *Delicate Audience* spell.



Entering the Vote Gate is deadly. See on page 101 for the details.

4: Sticky Pot *After one too many expensive accidents, the alchemists decided to shut down the Shadow Vault, so the servers of the Temple of Poison bought the building, and the basement. They also inherited all of the Artefacts which were not considered dangerous, or easy to move.*

Within a cycle, the Shadow Vault began to see rich visitors, coming just to observe the strange Artefacts. They didn't have any magical defences, so they bought some safety precautions from the alchemists.

Inside, rests a tiny little ooze-creature, under a *Preservation* spell, ensuring it will not age so long as it remains still. The temple servers placed it here 'in case of emergency', with a vague plan to arm the establishment's guard in case anything large entered. At the bottom of the pot rests a pile of 30 gp (clearly visible).

The ooze which inhabits the deeper water on the following page occasionally comes out, and leaves acidic mucus all over the pot, presumably sensing the contents.

Transluscent Ooze

AP: 2 Att: 14 – *HP* Speed: -1 Wits: -1

HP: ○○○○○○○○○○○

Abilities: Liquid (non-fire Damage removes 2 HP but creates a 1 HP copy). CR 8

5: Lady of Oaths *'Wouldn't it be great if people could just keep their promises?', is the kind of thing that people say when they don't think about the consequences. One alchemist, who thought he was being clever, created an Artefact which would listen to people's oaths, promises, or intentions, and then bind their mind to that sole task, until they complete it. The Artefact still thinks people should keep their word, but like any Artefact, has no concept of context or priorities.*

So whenever anyone states their intentions next to her, she casts an Oath spell, ensuring that they will keep their word. If they try, but struggle, she may well aid them with more spells, but if they try to avoid doing what they said, she turns to unfriendly spells.

The creator abandoned the Artefact in frustration shortly after making it, then sold it to the Shadow Vault, where it stood as a visitors' attraction. People who were angry with their spouse would often drag their spouse along to swear an oath in front of the statue. Other tried to remain silent when passing it.

Lady of Oaths A statue of a brass woman with blue eyes, looking up and listening earnestly. The sign beneath says 'tell me your intentions' (Weight 6)

Mission: *to ensure everyone finishes their stated intentions!*
Base Spell: Doom Study
Mind: Intelligence 2, Wits 0, Charisma 3
Spheres: Water 2, Fate 2,
Skills: Cultivation 1, Empathy 2,
MP: ☊-□□□□□□

Spells

Oath *The caster asks the target to swear an oath, and they become obsessed with fulfilling it. The target receives a +3 Bonus to Mind-based Resting Actions to fulfill their oaths, and a -3 Penalty to all Mind actions which do not directly help fulfil the oath.*

Spend 2 MP, target PC resists with Wits + Academics (TN 12). **Range:** 2 steps,

Acid Bath *'Disgusting', the caster shouts, and 4 barrels' worth of water become acidic (4 Damage per round of total submersion).*

Spend 2 MP, Lady of Oaths rolls with +5 (TN set by water's speed). **Range:** 16 steps, **Area:** 4,

Mass Blessing *The mage blesses the targets with high hopes for their future, bestowing 1D6* FP *immediately.*

Spend 2 MP, Lady of Oaths rolls with +5 (TN set by current FP). **Range:** 16 steps, **Area:** 4,

Hateful Cry *With a fast insult ('oi, sheep-guard'), one target at greeting distance loses 1D6* FP.

Spend 2 MP, target PC resists with Charisma + Survival (TN 12). **Range:** greeting distance,

6: Watchful Orb

Having two alchemical gateways in the building means trouble, so the Temple of Poison commissioned yet another Artefact. The Watchful Orb consists of an illusion of a rainbow bubble, with a Witness spell layered on top so the illusion spell can react to nearby changes in spells of the Force Sphere. Learning the language of the orb takes a long time.

Grabbing the orb hurts it, and it loses an MP *at every contact. All contact should be gentle.*

Within the murky water, at the bottom, something glows.

Watchful Orb A rainbow bubble, slowly swirling and changing, always glowing (Weight 1)

Mission: *to inform everyone of any Force spells, and how fun they are!*
Base Spell: Find Gateway
Mind: Intelligence 0, Wits -1, Charisma 2
Spheres: Air 3, Fire 3, Earth 1,
Skills: Academics 2,
MP: -□□□□□□□□□□

Spells

Find Gateway *With a whistful wondering, the caster begins to perceive any magical gateways at yelling distance, in the chosen direction.*

Spend 3 MP, Watchful Orb rolls with +5 (TN set by wind speed). **Range:** yelling distance,

If the PCs feel about, they will find the Orb. They can take it away, and it will continue to show the state of any Force spells in range. It watches them with fascination, and refuses to do anything else.

Right now, it sits underwater, deprived of air and Mana Points. And it desperately wants to know what is happening with the Shadow Gate (room 10 on the next page).

7: Uncommon Ooze

The servants of the Wheat Guild did not receive many customers at the Shadow Vault, despite their marvellous attractions, because Sixshadow sat out of the way, with a long walk to its South, and the six mountains to its North. The six gnomes who worked there proposed a plan – they required some Ingredients, and would create another magical gateway. Unlike the Vore Gate, this one would transport things to a human settlement – Archwarp.

Once the gnomes completed 'the Shadow Gate ', people could stand in the sand-pits at either side, and the Shadow Gate would arrange the sand to write a riddle. The requester then wrote the answer in the sand, and the gateway would open on a correct answer.

The Wheat Guild did not feel terribly pleased about the situation, but the gnomes now had a source of permanent employment as 'riddle-speakers', as the Shadow Gate only knew the riddles they had taught it.

An acidic ooze sits down here, minding its own business. Occasionally a woodspy or basilisk enters to look around or hibernate, and the ooze begins to eat it. And sometimes that creature escapes, and sometimes it does not. The ooze has existed here for a long time, and has grown to the size of a room.

Uncommonly Large Ooze

AP: 3 Att: 14 – *HP* Speed: 0 Wits: -3
HP: ○○○○○○○○○○○○○○○○○○
Abilities: Liquid (non-fire Damage removes 2 HP but creates a 1 HP copy). Acid spray (TN 11 to dodge or 1D6+1 Damage).
CR 12

The PCs may find the ooze a serious problem. It's deadly, humongous, hungry, and fearless. But like any ooze, it's stupid, so the PCs can lead it out of the temple, and the only way it can find its way back is to feel its own slime-trail.

During cold seasons, the ooze rests under the ice.

If the large ooze makes contact with the smaller ooze, (area 7) they envelop each other, then mate for an Interval, then the larger one explodes into six copies of the smaller ooze.

Disturbing the pair during this time results in both attacking at once.

8: Staff Door *The gnomes who worked here restricted access to one direction, so the staff could port people though the attractions, one at a time. They began with a one-way door, and then started work on a 'janitor's closet'.*

The gnomes had always resented the Wheat Guild holding the only keys to the Vore Gate's enclosure. They did not want to return to their home in the Labyrinth, but also didn't want anyone else making that decision for them. So with some slow, quiet work, over a cycle, they created a passage from their little 'janitor's closet' to the Vore Gate enclosure.

This hallway remains dry. The door only opens towards the stairs leading out, never the other way. Pulling it out requires a Dexterity + Crafts roll (TN 11).

A little hole in the wall leads into the little Gnomish room, where they kept brushes and ledgers. A black cloth covers the entrance, and in the darkness it simply looks like the back of the alcove. A small, painted, vase completes the illusion, by explaining why the alcove exists. The lines on the vase, look decorative, but they show the relative locations of the tunnels through the Vore Gate. However, nobody knows its value, beyond its obvious beauty.

9: Janitor's Closet Inside this little room sit various cleaning-clothes, brushes, and records of income. A single wall has wood over the front, leading to room 3 on page 74.

10: The Shadow Gate *While the Shadow Gate ferried people from Sixshadow to Archwarp, it competed with Greytown for transportation access. Greytown's warden hated having to lower his prices to compete, so he made a deal with the gnomes who worked at the Shadow Vault. He would let them build a warren right next to Greytown, and in return, they would break the Shadow Gate.*

Gnomes, as a general rule, dislike 'breaking' things, especially Artefacts, but one found a way to halt the gateway. One night, after the humans had gone to bed, young Keras Triël approached the Shadow Gate, and asked for the entry riddle. But instead of entering, Keras asked for another riddle to solve. After solving many more, he began to insult the Shadow Gate, saying its riddles were too easy, and it should 'make a challenge, not small-talk'.

Then Keras offered the Shadow Gate a new riddle – something that would create a real challenge…

The entrance to the Shadow Gate stands about as tall as a human, so seeing the passage will be a challenge if the troupe get here by swimming atop the slimy water.

Over Sables, the troupe have even bigger problems – they won't even see the entrance to the Shadow Gate as the water freezes. The PCs can roll Strength + Crafts (TN 10) to smash through this ice, which of course releases the ooze.

Two staircases, on either side of the causeway lead to two raised platforms, still blessedly dry. Each has little walls to contain all the sand. When the Shadow Gate wishes to speak, it uses a *Warp Detailed Earth* spell to solidify and soften different parts of the sand, which spells out a riddle.

The Shadow Gate's last riddle remains on the floor, but this riddle has multiple stages, so once someone begins to answer the riddle, the sand will start to shift about.

The Shadow Gate A massive stone doorway to nothing, with a doormat placed in front (Weight 16)

Mission:	*to ask devious riddles!*
Base Spell:	Fae Door
Mind:	Intelligence 3, Wits 0, Charisma 1
Spheres:	Fire 2, Earth 3, Water 1,
Skills:	Academics 2, Caving 1,
MP:	♋-□□□□□□□□□□

♋ Spells ♋

Sky-Call *The caster focusses on a distant stone ceiling, and yells for it to crack and splint, and send a hunk of rock onto someone's head. If the target fails to notice the hunk of rock, they receive 1D6+1 Damage.*

Spend 3 MP, target PC resists with Wits + Caving (TN 11). **Range:** yelling distance,

Telekinetic Fist *The caster increases any force acting on a target, increasing the Damage by 3. This requires acting at the same* AP *level.*

Spend 2 MP, target PC resists with Dexterity + Brawl (TN 10). **Range:** 16 steps,

Sinister Flame *A fire-source turns into a long arm with claws, and rakes anyone next to it for 1D6 Damage.*

Spend 2 MP, target PC resists with Wits + Athletics (TN 10). **Range:** 16 steps,

The Shadow Gate then proceeds to ask its devious riddle.[12]

> *There are three gods, who refuse to speak your language, but do understand it.*
>
> *One speaks only the truth, one speaks only lies, and one selects randomly from the possible answers.*
>
> *You know their language's words for 'yes', and 'no', but do not know which is which.*
>
> *You may ask three questions to identify each god, and each question may be directed only one god.*

11: Empty Desks *This room once had a steep stone staircase up to it. But with the guardians sleeping peacefully (on the following page), the proprietor didn't want leave them unprotected (even with the gate present). So he ordered men to build a wall over the entrance, leaving a gap at the top so they could squeeze out.*

The entrance stands at almost double the height of a human, and only wide enough to crawl through, so not many will spot it. (and anyone with a Strength of +4 will have to remove their armour to fit through)

With Wits + Crafts (TN 14) they might notice the bricks are a little different around that wall. With Wits + Vigilance

[12]The real challenge here is to find the gnome who created this riddle. Players cannot solve it, unless you assume they can't solve it, in which case, they will.

(TN 12) they see the small entrance, above. Once the PCs pass by the entrance, they can make a single roll for both checks.

Rifling through the desk uncovers records of riddles... hundreds of riddles.

12: Nuisance Orb

The Nuisance Orb once sat on display for everyone to see, as it would entertain people with illusions. But after one too many accidents[13] *the staff became irritated by it, and eventually locked it away.*

The Nuisance Orb cannot imitate people when locked in the little cell, and craves freedom more than anything. It can spend 2 MP to 'see' around itself, 2 MP to make a convincing illusion of something, or 2 MP to create convincing sound.

If anyone passes by, it creates an illusion of Goutscrape (area 13), begging to be let out of the cell. The illusion will create realistic sound, and then the Nuisance Orb will have no further Mana Points to see anything, so it will make the illusion of Goutscrape lie down and sob inconsolably.

PCs can see through the illusion standing in the darkness with a Wits + Vigilance roll (TN 12).

Nuisance Orb A grey rock, covered by the illusion of a massive diamond. (Weight 2)

Mission:	*to create the most convincing illusions!*
Base Spell:	Phantasm
Mind:	Intelligence -1, Wits 1, Charisma 2
Spheres:	Air 2, Fire 2, Earth 2,
Skills:	Academics 2, Survival 1,
MP:	♋-□□□□□□□□□□

♋ Spells ♋

Phantasm *The caster makes an incredibly dubious claim, and nearby light gathers into an illusion of whatever the caster spoke about.*

Spend 2 MP, target PC resists with Wits + Vigilance (TN 11). **Range:** 16 steps,

Hidden Pocket *A small magical doorway covers a passage, doorway or other opening, connecting two spaces. Creatures with a Weight of 4 or less can fit through before it collapses.*

Spend 2 MP, PCs resist with Strength + Athletics (TN 11). **Range:** 16 steps, **Area:** 4,

Slow Fall *As the caster covers their eyes, they begin to fall slower and slower. Any Damage from falling reduces by 3.*

Spend 2 MP, Nuisance Orb rolls with +4 (TN set by caster's Strength). **Range:** 16 steps, **Area:** 4,

The Orb will do anything it can to leave this room, although its abilities remain limited (it must wait 2 more Intervals before it can cast another illusion, or make a voice).

If the PCs take it with them, the Orb will cause constant chaos and misunderstandings. If it ever speaks, it does so by making an illusion of someone giving advice about what to do with the Orb.

13: Sleeping Guardians

When the magical gateway shut, the local warden tasked a doula to resolve the situation. Like anyone in her position, she told an enchanting story about success, then delegated the task.

Finding three people too young to know better, she arranged for some fancy clothes, and declared them 'Masters of the Riddle', and 'Keepers of the Gate'. Then she sent them into an enchanted state, preserving their bodies, and setting their minds to focus, without failure, on the single task of solving the riddle which had vexed all of the Grey Valley. And 'within a year or so', she claimed, one of them would solve the riddle.

The first thought about how much he hated Maths. The second thought about visualizing the riddle as a series of rivers, each one representing a possible set of questions and answers. The third had already gone to sleep to dream of sex with his attractive neighbour.

With everyone's attention focussed on the 'Masters of the Riddle', the doula went home, and died peacefully some years later.

The three rest in this hidden room to this day, still focussed on the same thoughts.

Opening the gate of the rusted steel gate requires a Strength + Larceny roll (TN 16), with Bonuses for good tools.

If the PCs awaken any of the sleepers, that one wakes the others up before doing anything else, then they unlock the fence in front of their room.

The three 'Keepers of the Gate' can explain everything concerning the reality of the Lost City, how the Shadow Gate once worked, and what happened, but they won't... at least not for a while. They take a long time to come to terms with their situation.

♂♄ Goutscrape

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

Skills Melee 2, Brawl 1, Deceit 1, Larceny 1, Vigilance 1,
Knacks Dodger (+2 to dodge projectiles), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)
Equipment Shortsword, partial leather, dagger, honey-walnut cake, 8 cp.

AP 3, Att 12, Dam 1D6+2, DR 3 (15!), CR 5

⊙⊙⊙○○○○

Description: morose. **Wants:** to confirm every disappointment. **Mannerism:** 'Oh well' ...*sigh*....

[13] One rampaging basilisk, a false accusation of theft, and three accounts of indecent nudity.

♀♄ Fleasinge

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

Skills Crafts 1, Empathy 1, Vigilance 1,
Knacks Specialist (dyes)
Equipment 18 cp.

AP 3, Att 8, Dam 1D6+2, CR 2

○○○○○○○○

Description: tubby, and smiley. **Wants:** to return to a lost home. **Mannerism:** giggles.

♂♄ Embersnatch

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

Skills Melee 1, Empathy 2,
Equipment Dagger, 39 cp.

AP 3, Att 7, Dam 1D6+3, CR 1

⊙○○○○○○

Description: lost in the clouds, still thinking about the last thing said. **Wants:** to return to a lost home.
Mannerism: *'ya know, like?'*.

"What's Ratpelt doing these days?"
She's dead.
"Her mum won't be happy about that"
Her mum's dead.
"Blimey. Her too?"
It's been a hundred years.
"Do I get birthday presents? My mum always gets me a whole chicken for my birthday, ya know?"

The PCs have a serious decision ahead: the three will need food, and to return to civilization.

Greytown

At the Temple of Frost

Clothing	Weight	Cost
Orange Travelling Robes	0	19 sp
Red Travelling Robes	0	22 sp
Purple Travelling Robes	0	26 sp
Bandages	0	2 cp
Rope, 50’	1	2 sp

Murklash’s doula shop

Things on shelves	Weight	Cost
Fire Ingredient	1	26 sp
Air Concoction	1	29 sp
Water Concoction	1	30 sp
Fate Concoction	1	28 sp
Cup of tea	0	*free*!

Dugboak’s Working Beasts

Beasts	Cost
Horse	23 sp
Mule	27 sp
Hunting Dog	5 sp
Donkey	2 sp

Services in the Market	Cost
Boat trip with Narkpike	18 cp per mile
Performance by Goursesnatch, the Minstrel	102 cp per song
New song composition	4 sp per song
Cock fight	3 cp
Sootfray, the Fence	50% and shhh

At the Temple of Curiosity

Item	Weight	Cost
Rushlights	0	1 cp
Writing equipment	0	26 cp
Tinder box	0	3 cp
Soap	0	3 cp
Torch	1	6 cp

Gritblathe’s Inn

Hospitality	Cost
Hearty meal	5 cp
Fresh lisk-strips to go	3 cp
Fortified flaggon o’ porry to go	4 cp
Leek Stew	2 cp
Basic room	23 cp

The Mincing Pig

Hospitality	Cost
Entrance and ale	2 cp
Spiced goat cheese to go	4 cp
Salted rye bread to go	5 cp
Hearty Meal	5 cp
Rode’ Stew	2 cp
Lock-pick set	13 sp
Town pass for week	2 sp

Rankvore’s Tavern

Hospitality	Cost
Entrance and cider	4 cp
Spiced smoked ham to go	4 cp
Savoury dried fruits to go	5 cp
Hearty Meal	5 cp
Woodspy Soup	4 cp

The White Horse

Hospitality	Cost
Entrance and wine	18 cp
Hearty Meal	6 cp
Nice room	22 cp
Fancy room	92 cp

At the Temple of Sickness with Ripcrag

Cure	Weight	Cost
Fate Elixir	1	30 sp
Medical supplies	1	2 sp

Prosity’ Citadel

Service	Cost
Show at the Pit of Justice	3 cp
Rotten tomatoes	1 cp
Snacks	2 cp

Captain Vex’s Reasonable Arms Sales

Name	Attack Bonus	Damage Bonus	AP Cost	Weight	Cost
Dagger	0	2	1	1	2 sp
Shortsword	1	1	1	1	13 sp
Spear	3	1	2	3	10 sp
Longsword	2	2	2	2	14 sp

Projectile	Attack Bonus	Damage	AP Cost	Weight	Cost
Longbow	+1	+1	3 AP	1	13 sp
Longbow	+2	+2	4 AP	1	15 sp
Longbow	+3	+3	5 AP	1	19 sp
Longbow	+4	+4	7 AP	1	17 sp
Arrows	—	—	—	—	20 cp
Bolt	—	—	—	—	22 cp
Crossbow	+2	+2	1 AP	3	22 sp

At the Temple of Hate

Armour	DR	Covering	Weight	Cost
Partial leather	3	3	2	5 sp
Partial chain	4	3	2	5 sp
Complete chain	4	5	3	5 sp
Partial plate	5	3	3	5 sp
Complete plate	5	5	3	5 sp

Greytown

At the Temple of Frost

Clothing	Weight	Cost
Orange Travelling Robes	0	21 sp
Red Travelling Robes	0	20 sp
Purple Travelling Robes	0	28 sp
Bandages	0	2 cp
Rope, 50’	1	2 sp

Murklash’s doula shop

Things on shelves	Weight	Cost
Air Ingredient	1	28 sp
Water Ingredient	1	28 sp
Fire Concoction	1	29 sp
Cup of tea	0	*free*!

Scourpeel’s Working Beasts

Beasts	Cost
Horse	23 sp
Mule	29 sp
Hunting Dog	5 sp
Donkey	2 sp

Services in the Market	Cost
Boat trip with Mushfen	18 cp per mile
Performance by Flicnail, the Minstrel	96 cp per song
New song composition	4 sp per song
Cock fight	3 cp
Nettleflay, the Fence	50% and shhh

At the Temple of Curiosity

Item	Weight	Cost
Rushlights	0	1 cp
Writing equipment	0	22 cp
Tinder box	0	3 cp
Soap	0	3 cp
Torch	1	6 cp

Slatebroil’s Inn

Hospitality	Cost
Hearty meal	5 cp
Fresh auroch tongue to go	3 cp
Fortified carrot-biscuits to go	4 cp
Leek Stew	2 cp
Basic room	23 cp

The Mincing Pig

Hospitality	Cost
Entrance and ale	2 cp
Spiced sack of oats to go	4 cp
Salted stinky cheese to go	5 cp
Hearty Meal	5 cp
Rode’ Stew	2 cp
Lock-pick set	10 sp
Town pass for week	2 sp

Cinderfilch’s Tavern

Hospitality	Cost
Entrance and cider	4 cp
Spiced honey-walnut cake to go	4 cp
Savoury lisk-strips to go	5 cp
Hearty Meal	5 cp
Woodspy Soup	4 cp

The White Horse

Hospitality	Cost
Entrance and wine	20 cp
Hearty Meal	6 cp
Nice room	24 cp
Fancy room	86 cp

At the Temple of Sickness with Ripcrag

Cure	Weight	Cost
Fire Elixir	1	28 sp
Medical supplies	1	2 sp

Prosity’ Citadel

Service	Cost
Show at the Pit of Justice	3 cp
Rotten tomatoes	1 cp
Snacks	2 cp

Captain Vex’s Reasonable Arms Sales

Name	Attack Bonus	Damage Bonus	AP Cost	Weight	Cost
Dagger	0	2	1	1	2 sp
Shortsword	1	1	1	1	12 sp
Spear	3	1	2	3	10 sp
Longsword	2	2	2	2	16 sp

Projectile	Attack Bonus	Damage	AP Cost	Weight	Cost
Longbow	+1	+1	3 AP	1	13 sp
Longbow	+2	+2	4 AP	1	14 sp
Longbow	+3	+3	5 AP	1	15 sp
Longbow	+4	+4	7 AP	1	19 sp
Arrows	—	—	—	—	20 cp
Bolt	—	—	—	—	24 cp
Crossbow	+2	+2	1 AP	3	18 sp

At the Temple of Hate

Armour	DR	Covering	Weight	Cost
Partial leather	3	3	2	5 sp
Partial chain	4	3	2	5 sp
Complete chain	4	5	3	5 sp
Partial plate	5	3	3	5 sp
Complete plate	5	5	3	5 sp

Greytown

At the Temple of Frost

Clothing	Weight	Cost
Orange Travelling Robes	0	17 sp
Red Travelling Robes	0	22 sp
Purple Travelling Robes	0	28 sp
Bandages	0	2 cp
Rope, 50’	1	2 sp

Murklash’s doula shop

Things on shelves	Weight	Cost
Earth Ingredient	1	26 sp
Fire Concoction	1	29 sp
Fate Concoction	1	30 sp
Cup of tea	0	*free*!

Mocflea’s Working Beasts

Beasts	Cost
Horse	25 sp
Mule	29 sp
Hunting Dog	5 sp
Donkey	2 sp

Services in the Market	Cost
Boat trip with Gritfray	20 cp per mile
Performance by Rankitch, the Minstrel	95 cp per song
New song composition	4 sp per song
Cock fight	3 cp
Stoatvore, the Fence	50% and shhh

At the Temple of Curiosity

Item	Weight	Cost
Rushlights	0	1 cp
Writing equipment	0	24 cp
Tinder box	0	3 cp
Soap	0	3 cp
Torch	1	6 cp

Glumderth’s Inn

Hospitality	Cost
Hearty meal	5 cp
Fresh flaggon o’ porry to go	3 cp
Fortified goat cheese to go	4 cp
Leek Stew	2 cp
Basic room	25 cp

The Mincing Pig

Hospitality	Cost
Entrance and ale	2 cp
Spiced rye bread to go	4 cp
Salted smoked ham to go	5 cp
Hearty Meal	5 cp
Rode’ Stew	2 cp
Lock-pick set	11 sp
Town pass for week	2 sp

Narkgroat’s Tavern

Hospitality	Cost
Entrance and cider	4 cp
Spiced dried fruits to go	4 cp
Savoury auroch tongue to go	5 cp
Hearty Meal	5 cp
Woodspy Soup	4 cp

The White Horse

Hospitality	Cost
Entrance and wine	16 cp
Hearty Meal	6 cp
Nice room	24 cp
Fancy room	87 cp

At the Temple of Sickness with Ripcrag

Cure	Weight	Cost
Fate Elixir	1	29 sp
Fire Elixir	1	28 sp
Earth Elixir	1	28 sp
Medical supplies	1	2 sp

Prosity’ Citadel

Service	Cost
Show at the Pit of Justice	3 cp
Rotten tomatoes	1 cp
Snacks	2 cp

Captain Vex’s Reasonable Arms Sales

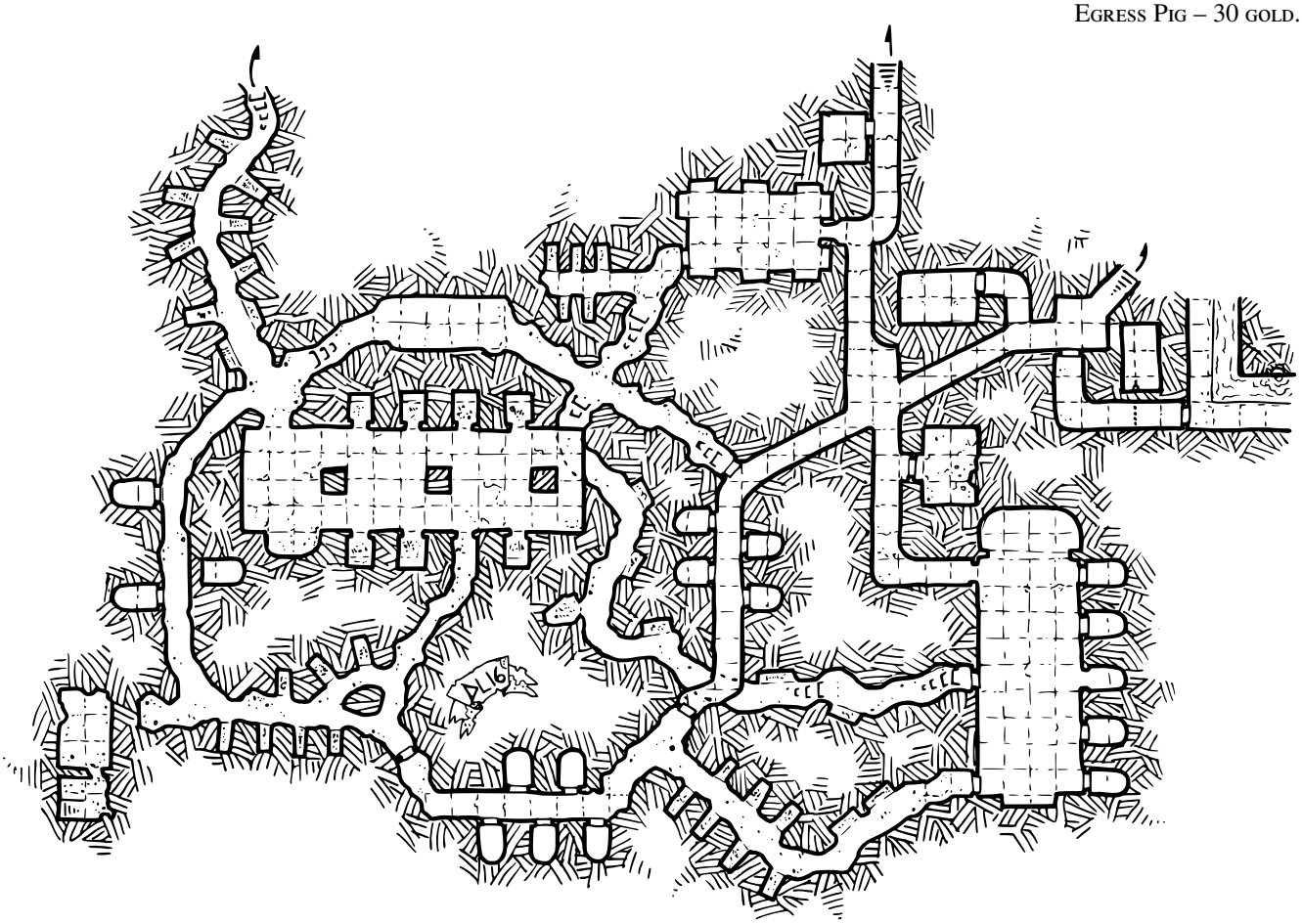
Name	Attack Bonus	Damage Bonus	AP Cost	Weight	Cost
Dagger	0	2	1	1	2 sp
Shortsword	1	1	1	1	13 sp
Spear	3	1	2	3	10 sp
Longsword	2	2	2	2	14 sp

Projectile	Attack Bonus	Damage	AP Cost	Weight	Cost
Longbow	+1	+1	3 AP	1	13 sp
Longbow	+2	+2	4 AP	1	15 sp
Longbow	+3	+3	5 AP	1	17 sp
Longbow	+4	+4	7 AP	1	19 sp
Arrows	—	—	—	—	22 cp
Bolt	—	—	—	—	20 cp
Crossbow	+2	+2	1 AP	3	20 sp

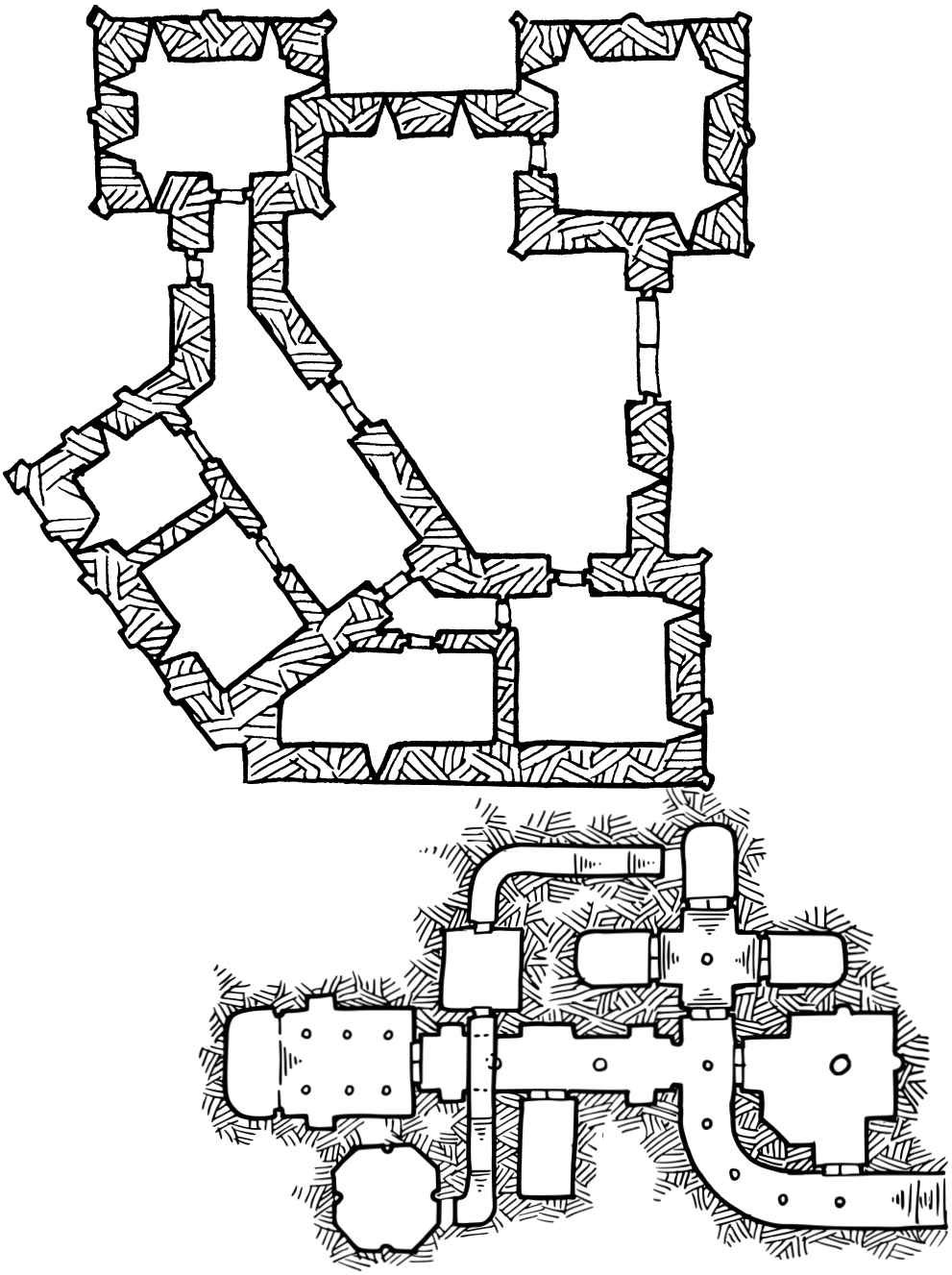
At the Temple of Hate

Armour	DR	Covering	Weight	Cost
Partial leather	3	3	2	5 sp
Partial chain	4	3	2	5 sp
Complete chain	4	5	3	5 sp
Partial plate	5	3	3	5 sp
Complete plate	5	5	3	5 sp

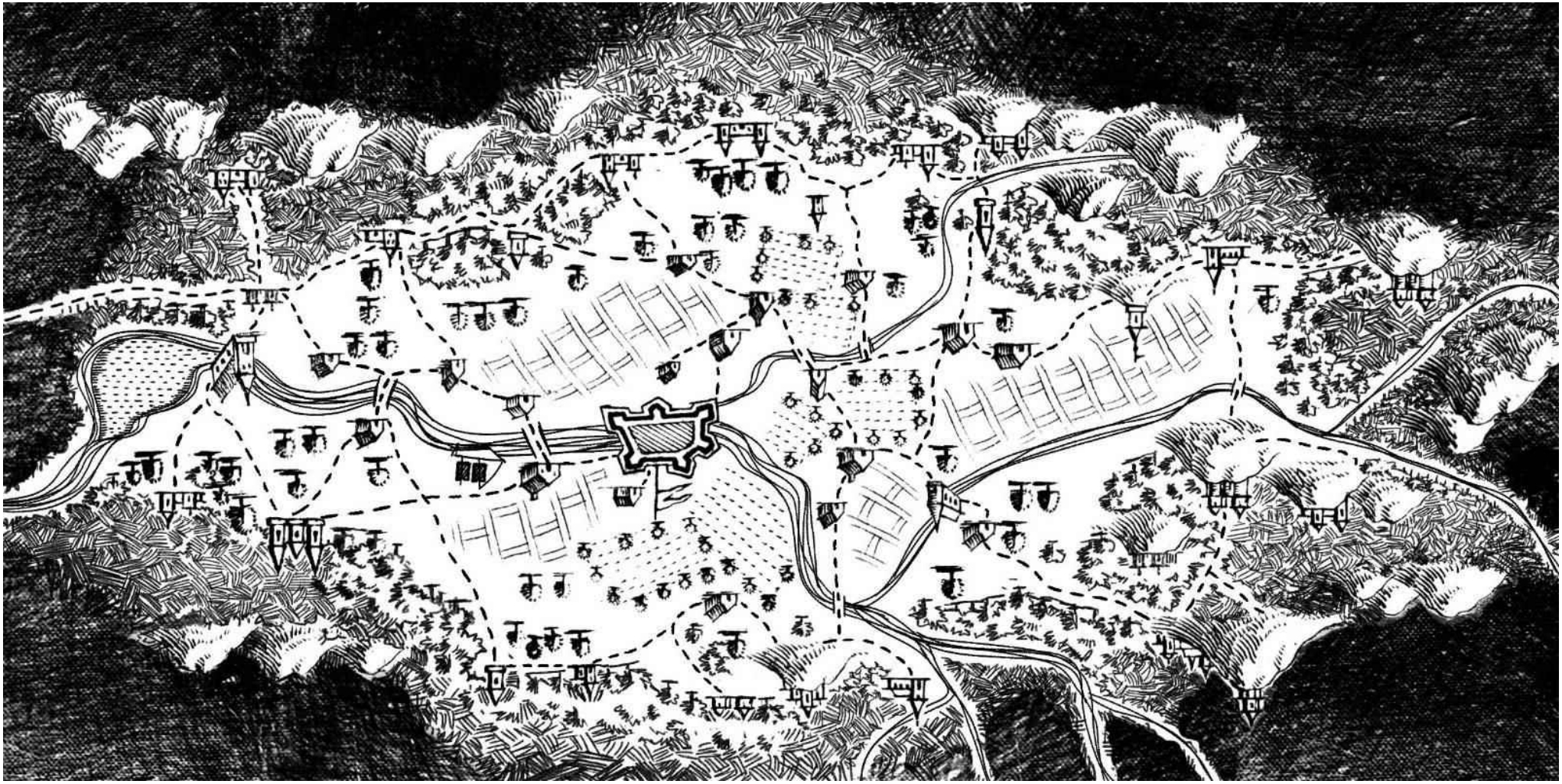
Need more salt – food rotten.
Egress Pig – 30 gold.

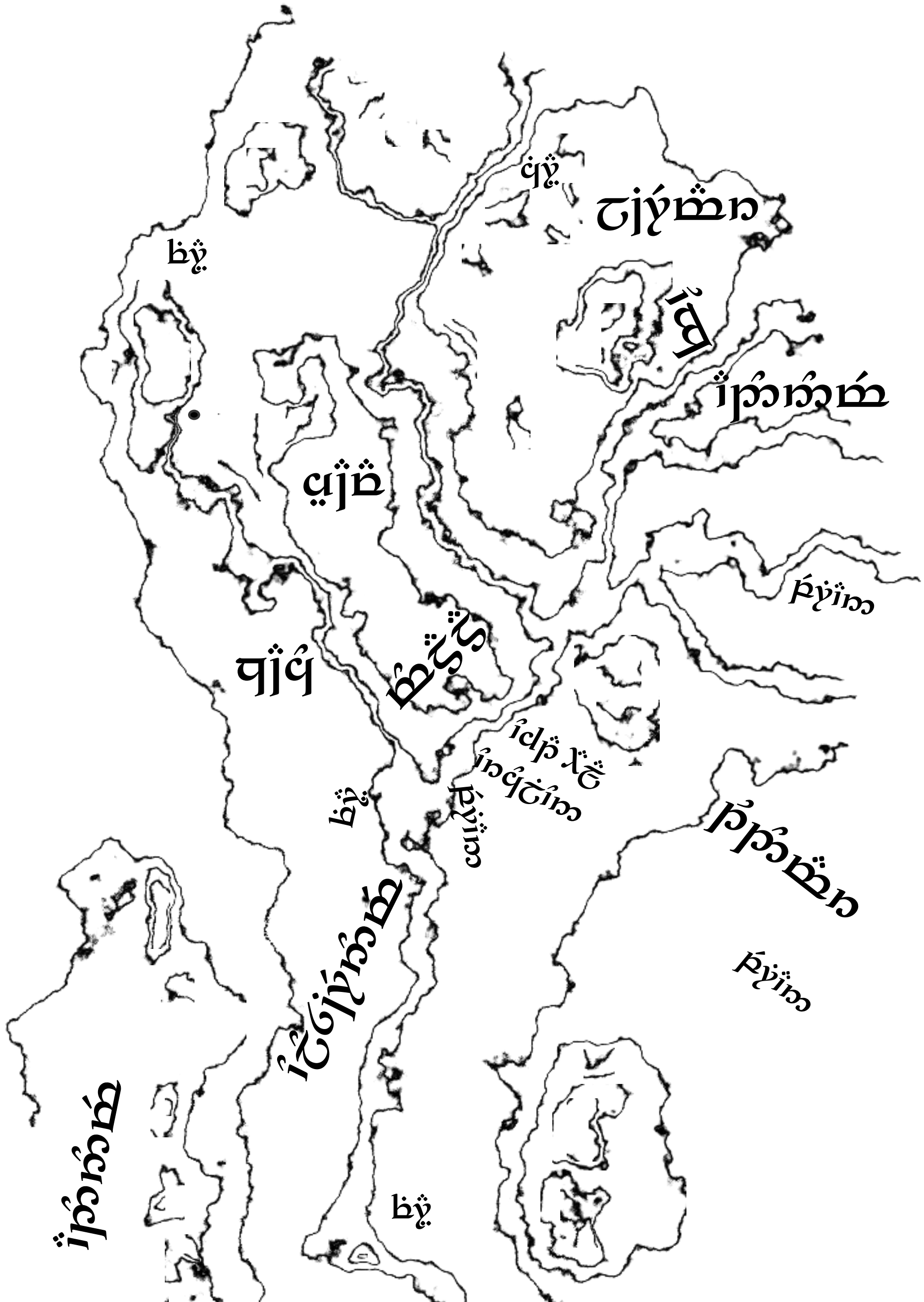


Citadel tunnel almost done. 100 more steps?

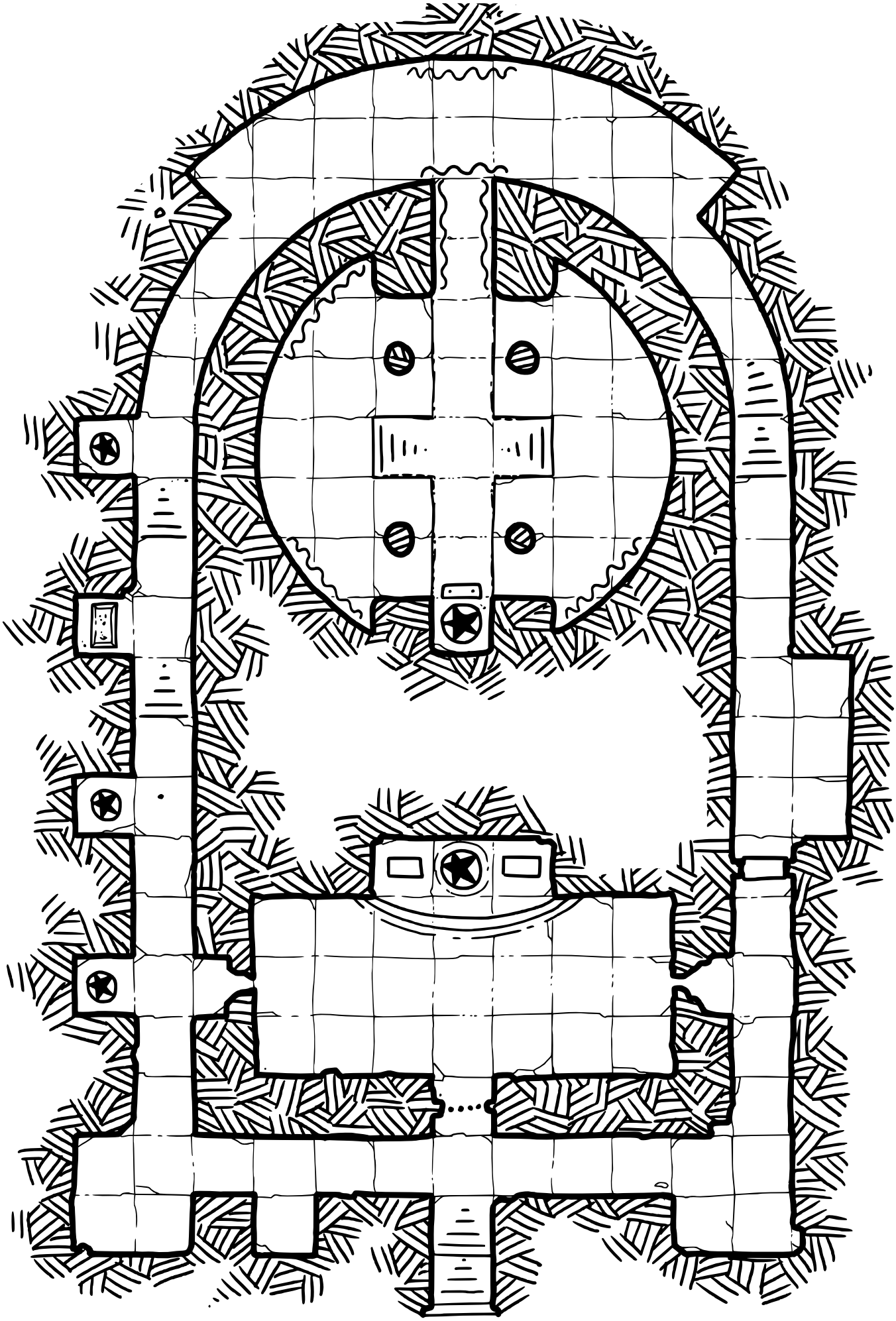


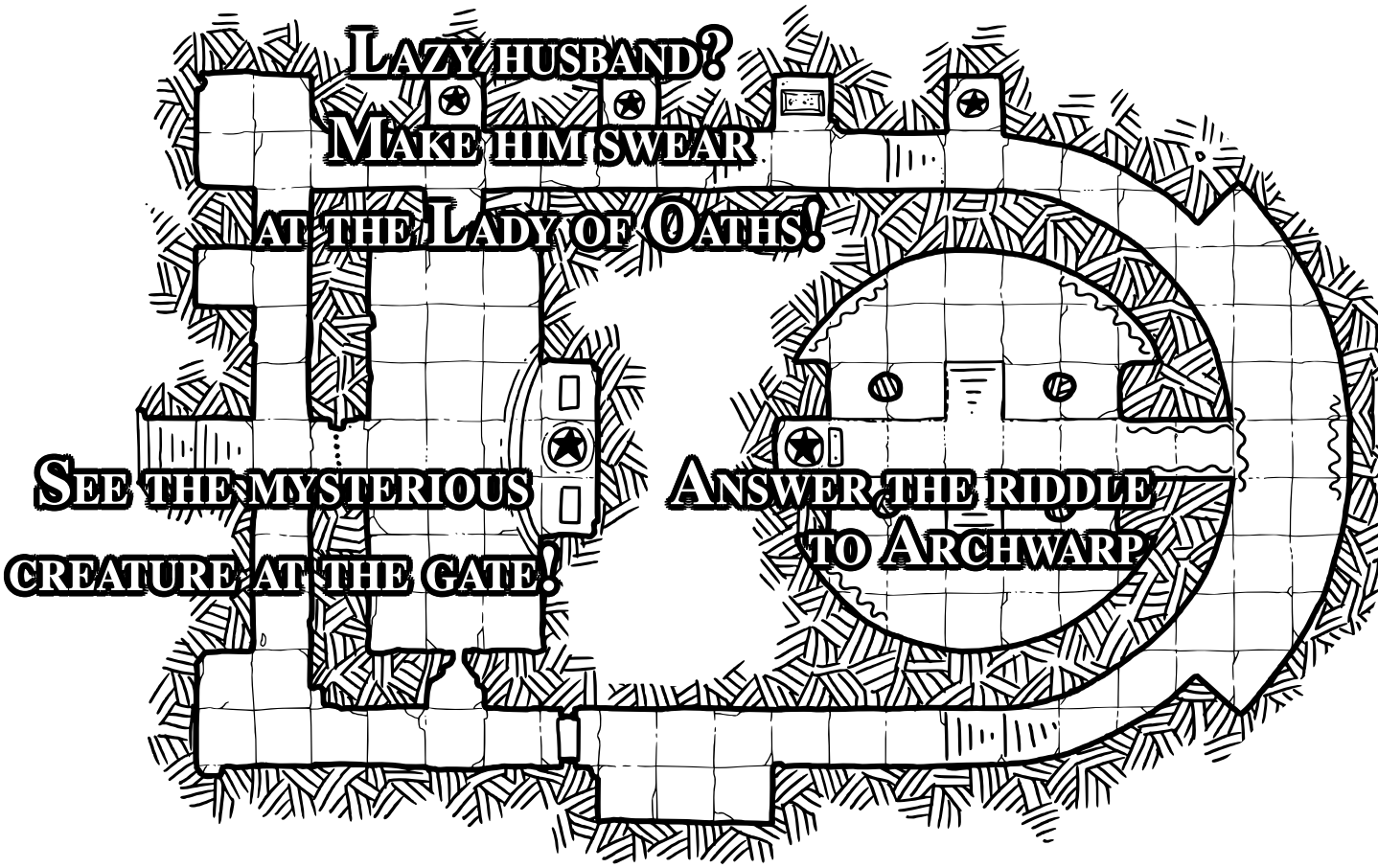
Herein the alchemists profited the surrounding lands greatly, bringing forth from their tower and basement wondrous artefacts and learning.
These items may be found in many a shop and stall across the land, with both men and quen.





Boat
Songhome
Humans
Web
Gate Place
Fruit
Gnomes
Crow
Big House
Goblin Halls
Firewood Halls
Humans
Gnomes
Gnomes
Dream River
Gate Place
Humans





Fun for the whole family

Come see the Vault!

Chapter V

Greytown

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

I Oolery ♁

Gnomes have enjoyed the safety of living in the centre of the Grey Valley for almost two centuries, but rarely want to enter Greytown. The horses, cattle, drunkards and noise all seem like too much hassle.

By law, they may only have three openings across the hill (so the sun guard can properly monitor them. . . in theory) and must give a single cart of carrots to the warden at the end of Sylfs. And the gnomes certainly deliver the carrots, but the narrow, twisting tunnels, the doors which open wrong, the signs in three languages (one of them dead) present too much of an obstacle for any of the big folk. Those not proficient in Gnomish must roll Intelligence + Academics to navigate the warren, at a Tie Number (TN) equal to 12 plus double their Strength Bonus.

From the outside, the warren looks like a hill peppered with root vegetables, since Gnomes farm from under the soil. But underneath the farmland, over five hundred gnomes eat, sleep, and update technical manuals concerning under-farming and the rules for riddles.

The guardian gnome retired from the night guard some years ago as a thane. The other gnomes use names like 'Slicer', 'Cutter', 'Giggler', and 'Go-for-it', but the humans only know the name 'Tompf'.

While well-natured, Tompf has a razor-thin rational-streak across a heart of impulse-control problems. If the PCs cause any trouble for the gnomes, they will find this gnome reacts fiercely.

♁☿ Thane Tompf

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

Skills Projectiles 1, Melee 3, Academics 1, Athletics 2, Crafts 1, Deceit 1, Empathy 2, Medicine 3, Performance 3, Seafaring 1, Stealth 1, Vigilance 2,

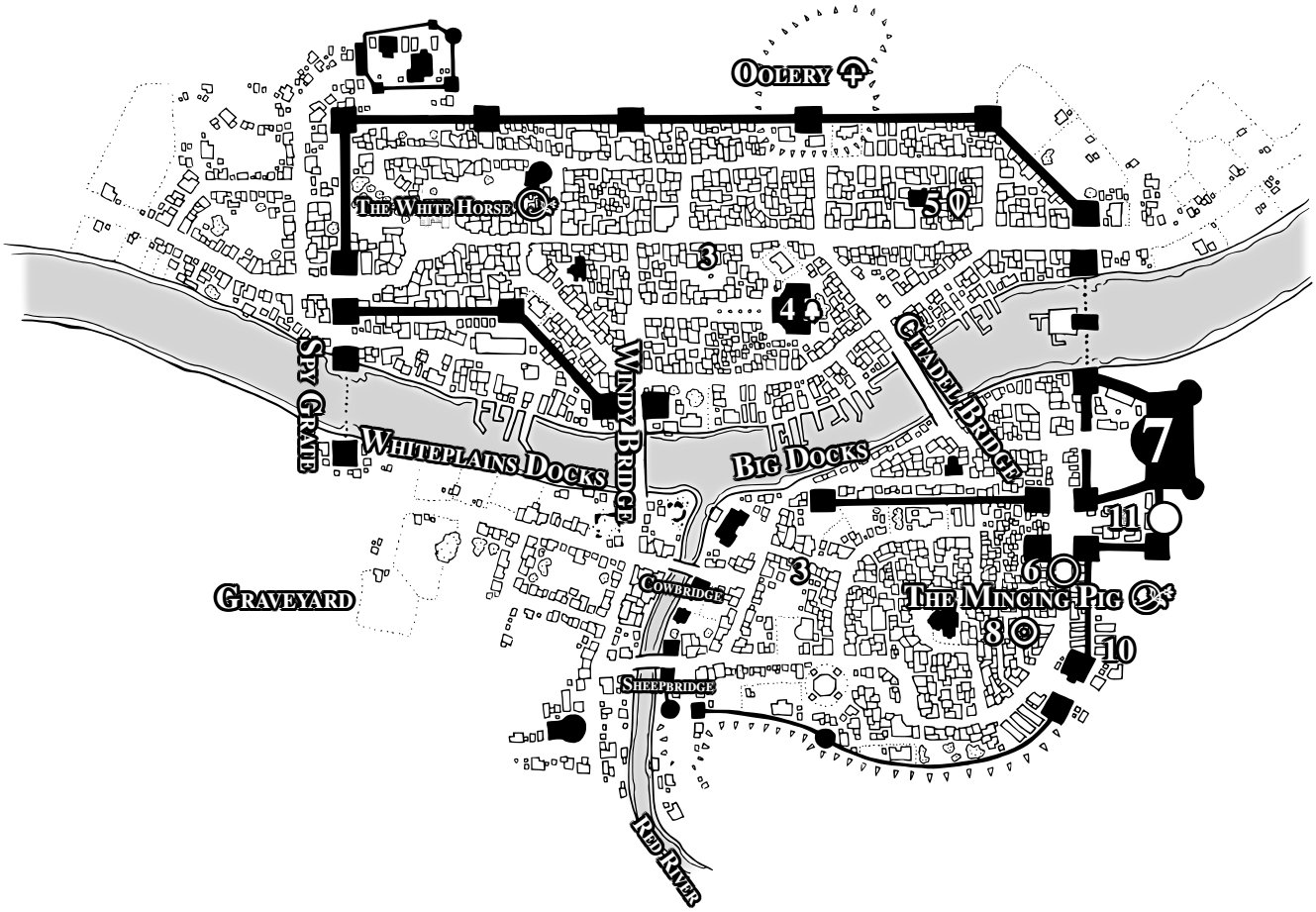
Knacks Weapon Master (+1 to Rapier attacks), Guardian (spend 0 AP to guard someone, and take all attacks targetted at them with a +1 Bonus)

Equipment Rapier, partial leather, carrot-biscuits.

AP 5, Att 14, Dam 1D6+2, DR 3 (17!), CR 9

▽ ⊙⊙⊙○○○○

Description: cleans glasses (refuses to explain what 'glasses' are). **Wants:** to never feel the sting of boredom. **Mannerism:** wanders off quietly, while people are talking. **Quote:** *"I had one of them once, but it turned out it wasn't one of them"*



II On the Ground

Spells in Town

The wind only brings so many Mana Points, so multiple witches cannot occupy the same area happily. Cleftwarp casts spells all day long at the citadel, so if a PC casts a spell in town, the ambient Mana Points, will either go towards him, or the PC, depending on who has the most empty MP-slots. If the Cleftwarp takes the MP, the PC will not regenerate MP (which the character will, of course, notice); but if the PC takes those MP, then Cleftwarp will know about them, and will begin hunting for them, through spells and the sun guard.

The first time Cleftwarp catches someone casting, he will ask them to never do that in town again. The second time, he won't ask – he will sue them in Pit of Justice.[1]

Sight Seeing

Whenever the PCs enter Greytown, take a look at where they would enter from, and where they pass through.

1: Spy Grate This grate begins only a little above the water-level, and descends to the bottom of the river. It exists to stop woodspies slithering into Greytown.

2: Graveyard The Temple of Sickness place the bodies of the honoured dead – those taken by Eldren – in the upper graveyard. Most receive nothing, but if someone had enough riches, their family might pay for a cenotaph in the lower graveyard.

3: Market Every morning, wagons full of vegetables pour into Greytown with food from baileys and hamlets, and enter the market. Servants of the wardens and guild leaders arrive to buy large baskets.

The food sellers then take their coin, and move to stalls where the guilds sell their wares – beer, armour, blessings, clothes, carts, oil, and anything else a bailey might not pro-

[1] Find both on on page 84.

duce. Despite its remote location, one can buy almost anything in Greytown.

Next, the sun guards take their share. They may be few, but they buy a large portion with their heavy taxes on the guilds.

"No price is too high for safety", they tell everyone inside Greytown's walls.

Lower-ranking guild members then pay for the last of the good food at the market, and return home with what they can get. Their employment alone keeps them out of the night guard. When servants and lower-ranking guild members misbehave, they find themselves with a quick job outside the walls. And the worse the deed, the closer they may come to the Edge of Civilization.

The last group live in a state of constant questioning. Will they find a little work, or steal today? If someone catches them, will it be the gallows or the guard? If someone makes them work in the night guard, what kind of creature will eat them?

Take a look at the handouts for the Greytown market.

4: The Paper Guild

The entrance hosts a hundred pegs for clothes, weapons and anything else people might take off. The scribe at the door insists people remove cloaks, backpacks, or anything else which might help them steal a book or scroll.

Most humans read out-loud, so the library emits a constant murmur (or a proper racket, when someone wants to read a good book to a crowd).

♀♄ Seeker Scribe Foxglove

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

Skills Academics 3, Crafts 1, Empathy 1,
Knacks Specialist (Valley History)
Equipment writing equipment, bag of dried trout-strips.

AP 2, Att 7, Dam 1D6, CR 1

○○○○○○

Description: long sleeves smeared across an eternally running nose. **Wants:** to find that missing cat.
Mannerism: sings '*Nobody knows the trouble I've seen...*'.

Inside, the massive library contains a wealth of unsorted books in piles, stacks, shelves, and occasionally used as doorstops (when Foxglove, the sorting-librarian, disapproves of the book).

While a number of seekers within the Paper Guild outrank Foxglove, she commands respect within the temple after sorting all of the books; only she knows how to find them. She sorts books by:

1– Size

2– Colour

3– Artist's name (if it has images)

4– Language

5– Quality (she scores each from 1 to 12)

6– Handwriting quality (scored 1 to 6)

7– Author

Researching at the Library only grants a +1 Bonus, due to the incomprehensible sorting algorithm. However, if Foxglove helps, the bonus rises to +3.

...but she will not help anyone, as she's too busy sorting, reading, copying, and worrying about a thousand problems.

She can't find one of her cats – 'Blob', the fat black cat (he's gone to the local Healers' Guilds, on page 86), her brother's in jail (room 7 on page 90 in the Station Dungeon), and Cleftwarp hasn't returned his book on *Riddles for Simpletons* (area 7 on page 85).

- Researching the local area might bring up a map of the whole of the Grey Valley (Intelligence + Survival, TN 14).
- Researching old temples of Eldren might bring up the map of the Undead Priest Cainpale's temple, from before it crumbled (Intelligence + Empathy, TN 10).
- Asking the young people who frequent the library about what they are doing reveals a young man who has mapped all of Greytown (Intelligence + Empathy, TN 10).
- Spell books never have 'Magic' on the cover: instead, spells come as part of a larger work, making them difficult to find. Nevertheless, an Intelligence + Empathy roll (TN 9) turns up a spell-book with 1*D*6 spells (the first is level 1, the second level 2, et c.).

  Each roll increases the TN by +1.
- Researching the Lost City yields a map of an old Paper Guild building in Archwarp (Wits + Academics, TN 18).
- Researching old elvish settlements yields a map. The format makes little sense, the cartographer seems to name random places, and age has changed everything which might have been remotely useful. However, if you look closely, with an elvish eye, this map matches the Grey Valley. It also shows the location of two alchemical gateways, marked 'gate place' (pointing to Archwarp and Sixshadow).
- Researching the the Shadow Vault reveals a related book called 'An Account of the Fingers' (see on page 101, section 1.) and an old leaflet, which was an advert for the the Shadow Vault (see the handout).

You can find these maps between the numbered pages, and slice them out as required.

PCs can take a week to search if they want to use a Resting Action, otherwise, research requires an Interval.

Stealing books will prove more challenging than one might expect. The library closes outside daylight hours, and the massive windows admit a lot of Sunlight. Its multi-level structure, and the fact that piles of books form a king of pyramid shape mean that anyone on the upper levels has an excellent view of everyone below them.

The scribes use secret whistles to alert each other to a theft, at which point one of them will lock the front door (by the cloak-room) and hide the key in a random coat-pocket.

Brief events play out, whenever a PC enters the Paper Guild:

1– Two Philosophers argue over whether a single magical gateway can exist.

> *It must be two gateways, or none! One creates the other... or they create each other, like being and non-being. Or did you somehow put on a trouser this morning?*

2– Kinbrine argues angrily with Foxglove, because he cannot find old maps, from the time of the Lost City. If someone helps resolve their argument, he finds a copy of the old Elvish map of the Grey Valley, but will lie about the contents ('just a map of somewhere near Southdale! Nothing important').

3– Three men debate picking up a book. On the one hand, Prosity Grey has requested they fetch it; but on the other hand, a grey cat (Fagin) is sleeping on top of it, and Foxglove never approves of people disturbing her cats.

The book tells the tale of the Greytown warden family, including a promise made to Keras Triël (details on page 77).

4– Loot the bard enters to buy writing equipment, then asks a thousand questions about what the PC wants in the Paper Guild.

5: Armourers' guild Here, the angry and insolent people, who have not yet committed the kinds of crimes worthy of a place in the night guard learn to focus their anger on their craft. They sell armour of every price to anyone, although the biggest client will always remain the sun guard.

6: Doula shop ○ Here, Murklash sells her wares. The sun guard enter occasionally to ask the kinds of legal questions they have to.

> *Not storing any of the bad potions, are you? No contraband in here?*

Murklash tells them calmly that she doesn't have any 'bad potions', but in fact the Ingredients used to cure diseases can also cause magical catastrophes.

Inside her shop, sitting under a different mess of old laundry every week, a trapdoor leads down to the 'Diggers'' tunnels, below.[2]

She has various Ingredients and Concoctions at various times (check the handouts), and will buy them for half the price she sells them at.

7: The Citadel ● *When the town upriver – Archwarp – lost its alchemical gateway, it started to fall into economic collapse. The warden of Greytown (Prosity's ancestor) took the opportunity to start liberating the rocks which composed Archwarp the moment they left.*

Greytown's citadel still looks a little brighter than the rest of the town, due to the limestone rocks, pilfered from Archwarp to build it.

Sparse lighting divides the citadel sharply into day and night. During the day, the tall building's tall windows let Sunlight stream in, while leaving deep pockets of shadow in the corner of every room. At night, the only light comes from servants wandering with lanterns.

The citadel contains too much to detail here, but you only need the important areas.

The central building has massive, open doors, beckoning people into the Pit of Justice, where Prosity deals out justice.

♂♄● Warden Prosity Grey

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

Skills Melee 1, Academics 1, Deceit 2, Vigilance 3,
Knacks Lucky (add 4 FP)
Equipment 18gp, gem-encrusted headband, worth 3 gp.

AP 3, Att 7, Dam 1D6+1, CR 2

▽▽▽▽▽ ○○○○○○○

Description: his gait, hunch, and chinless neck makes him look like two melted candles, rudely shoved together. **Wants:** to hear news of victorious, and glorious, battles at the Edge. **Mannerism:** repeats for emphasis, to the point of redundency, then repeats again.

♀♄ Roidspike

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

Skills Academics 1, Deceit 1, Empathy 2, Larceny 2,
Equipment Large bag with small drum-set, gold-looking necklace made from fool's gold (worthless).

AP 3, Att 6, Dam 1D6-1, CR 1

○○○○○

Description: Elegant, harlequin-style make-up, and very short, with a massive bag. **Wants:** to get a little god-damned respect!. **Mannerism:** Pulls out miniature drum-set to indicate that a punchline has been stated. **Quote:** *"My hound hath no nose..."*

Ground Floor: where outsiders and servants come and go.

Left Wing: with a long hall.

- Ballroom, with stuffed griffin centre-piece.
- Guardroom.

Right Wing: full of tapestries.

- Dining Room, table supported by stuffed basilisk.

[2] Area 16 on page 99.

- Servants' Quarters.
- Kitchen.

First Floor: with servants, and important rooms.

Left Wing: bare walls make echoes.

- Office.
- Library.
- Guest Rooms.

Right Wing: paintings of night guards in battle on every wall.

- Prosity's Sons' 9 quarters (a nearby tree stands tall enough to access one room).
- Secret stairway up to the floor above, behind a door that looks like a wooden panel.
- Winery.

Second Floor: with important people and valuable items.

Left Wing: plain white walls.

- Cleftwarp, the seeker's Study, with one Miner's Tobacco, and one Blood Candle(descriptions on page 103).
- Prosity's close servants' quarters.

Right Wing: where ornate weapons line the walls.

- Prosity's room.
- Treasury, with 30 items, each worth $1D6 \times 4$ GP, including a statue of an arachnid-like crab (Weight Rating 3), made of a red crystal, which serves as 3 Fire Ingredients. This statue came from the Fingers some centuries ago (covered on page 101).

The lower floor holds fifteen guards in each wing.

♂♄ Citadel Guards

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

Skills Melee 1, Vigilance 2,
Equipment Longsword, complete leather, smoked ham, 16 CP.

AP 2 (AP Cost: 2), Att 10, Dam 1D6+3, DR 3 (15!), CR 2

⊙⊙⊙⊙○○ ⊙⊙⊙⊙○○ ⊙⊙⊙⊙○○ ⊙⊙⊙⊙○○
⊙⊙⊙⊙○○

If trouble emerges in the Citadel, all the guards rush to the source of the noise, ready to prove themselves.

♂♂♄ Prosity's Nine Sons

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

Skills Crafts 2, Deceit 2, Empathy 2, Vigilance 2,
Equipment Dagger, 19GP.

AP 3, Att 7, Dam 1D6+3, CR 1

⊙○○○○○○ ⊙○○○○○○ ⊙○○○○○○
⊙○○○○○○ ⊙○○○○○○ ⊙○○○○○○
⊙○○○○○○ ⊙○○○○○○ ⊙○○○○○○

If Prosity's sons find intruders, they talk big, then surrender before the fight has begun, reminding the intruders that their father will pay handsomely.

♂♄ Cleftwarp, the Alchemist

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

Skills Melee 1, Academics 3, Cultivation 2, Vigilance 2,
Spheres Earth 2, Fire 2,
Knacks
Equipment 20' of rope.

AP 3, Att 7, Dam 1D6, CR 6

▽▽ ○○○○○○ □□□□□□

Description: Like a stage magician, dressed for a funeral. **Wants:** to marry librarian. **Mannerism:** Counts everything at every opportunity. **Quote:** *"No, that is not how my tutor – an esteemed man of learning – taught us Elvish, so you must be mistaken. Can't you even speak your own language right?"*

♌ Spells ♌

Telekinetic Fist *The caster increases any force acting on a target, increasing the Damage by 3. This requires acting at the same* AP *level.*

Spend 2 MP, target PC resists with Dexterity + Brawl (TN 11). **Range:** 16 steps,

Shatter *With a fast, loud, yell, 4 target objects crack. Clay has TN 9, metals have TN 14 or higher.*

Spend 2 MP, Cleftwarp, the Alchemist rolls with +4 (TN set by target's solidity). **Range:** 16 steps, **Area:** 4,

Party Kill *The caster blows, as if putting out a candle, and 4 fires extinguish, becoming nothing but a wiff of smoke.*

Spend 2 MP, Cleftwarp, the Alchemist rolls with +4 (TN set by size of the flame). **Range:** 16 steps, **Area:** 4,

If Cleftwarp sees lawbreakers, he threatens the most awesome magic imaginable, even if his real powers leave much to be desired.

If the troupe ask Cleftwarp for the Paper Guild's book back, he will return it only after composing a letter to Foxglove, so the troupe can deliver the letter to her. He begins by arranging two books on seducing women, and one on romance, then takes an entire Interval to actually write the thing.

The book details a fiendish fiddly riddle, called 'the Riddle of the Shadow Gate', but does not explain any context.

> *There are three gods, who refuse to speak your language, but do understand it.*
>
> *One speaks only the truth, one speaks only lies, and one selects randomly from the possible answers.*
>
> *You know their language's words for 'yes', and 'no', but do not know which is which.*
>
> *You may ask three questions to identify each god, and each question may be directed only one god.*

8: Healers' Guilds ☉

The temple houses priests who write biographies (mostly for the rich), handle pensions (repaid on a per-family basis), practice starvation (so others can have more), and sing prayers for their ancestors to stay somewhere nice in the afterlife.

While modern Healers' Guildss ensure maximum accessibility, people created this building some centuries ago, when the guild was not a guild, and things were different. It has a lower level, with long, thin, stairs, reserved for the most senior helpers to store the bodies of the most worthy dead. Since the catacombs under Greytown collapsed, the dead only stay in this room temporarily, before transportation to the graveyard outside.

When Ripcrag saw one-to-many people in serious need of help just lying in Greytown's streets, and waiting to be flung into the night guard or the Pit of Justice, he decided to do something. After finding unsatisfying answers for some years, Murklash eventually asked him to become part of the solution.

The Digger give him poisonous mushrooms which paralyse people, [3] *and he feeds them to the rich who take up the Healers' Guilds's beds, instead of those who really need them. Once they freeze up enough, he sends them downstairs, and signs them off as dead. Finally, he has the 'body' taken downstairs, where the Diggers replace it with a body-shaped bag, stuffed with rocks, dirt, and cloth-padding.*

Counter Ripcrag likes to keep track of things, and feels terribly annoyed that a fat, black cat keeps sneaking into the building, and he can't figure out how. The ground floor's windows only let in a little Sunlight through wooden slits, but cannot open. The only door out opens and closes only when the attentive staff open them with a key.

Ripcrag will not manage to keep the fat, black cat out, as he enters through a secret tunnel in the Mincing Pig Tavern (area 9 on page 93). The PCs won't find the cat either, as he's already left to annoy the horses in the Guard Station (area 2 on page 88).

[3] See area 5 on page 96 in the The Digger Catacombs.

♂☉ Counter Ripcrag

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

Skills Academics 1, Deceit 1, Empathy 2, Larceny 2,
Spheres Fate 2,
Equipment Dagger, writing equipment, powdered marching mushrooms.

AP 1, Att 4, Dam 1D6+3, CR 3

▽ ☉○○○○○○ □□□

Description: Cheeky smile, Downs Syndrome. **Wants:** to care for everyone in Greytown. **Mannerism:** constantly counting everything around him.

9: The White Horse

The food inside smells rich, and spicy. Barkwind stands at the front door, ensuring good people are well met, and scruffy low-lifes don't enter.

♂♄ Barkwind

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

Skills Crafts 1, Deceit 2, Empathy 2, Survival 2,
Equipment Shortsword, 17gp.

AP 3, Att 8, Dam 1D6+2, CR 1

☉○○○○○○

Description: Proud. **Wants:** ensure everything is 'proper'. **Mannerism:** Curling moustache. **Quote:** *"This is a nice place for nice people. There's nothing for you here!"*

Entry through deception requires a roll against Barkwind's Wits + Vigilance (TN 9). A tie indicates that he forgets them soon, and they can try again within a week.

The White Horse Inn has no locks as nobody expects thieves to enter.

1– The drinking hall hosts bailey wardens playing games, and half a dozen sun guards (sometimes including Captain Vex).

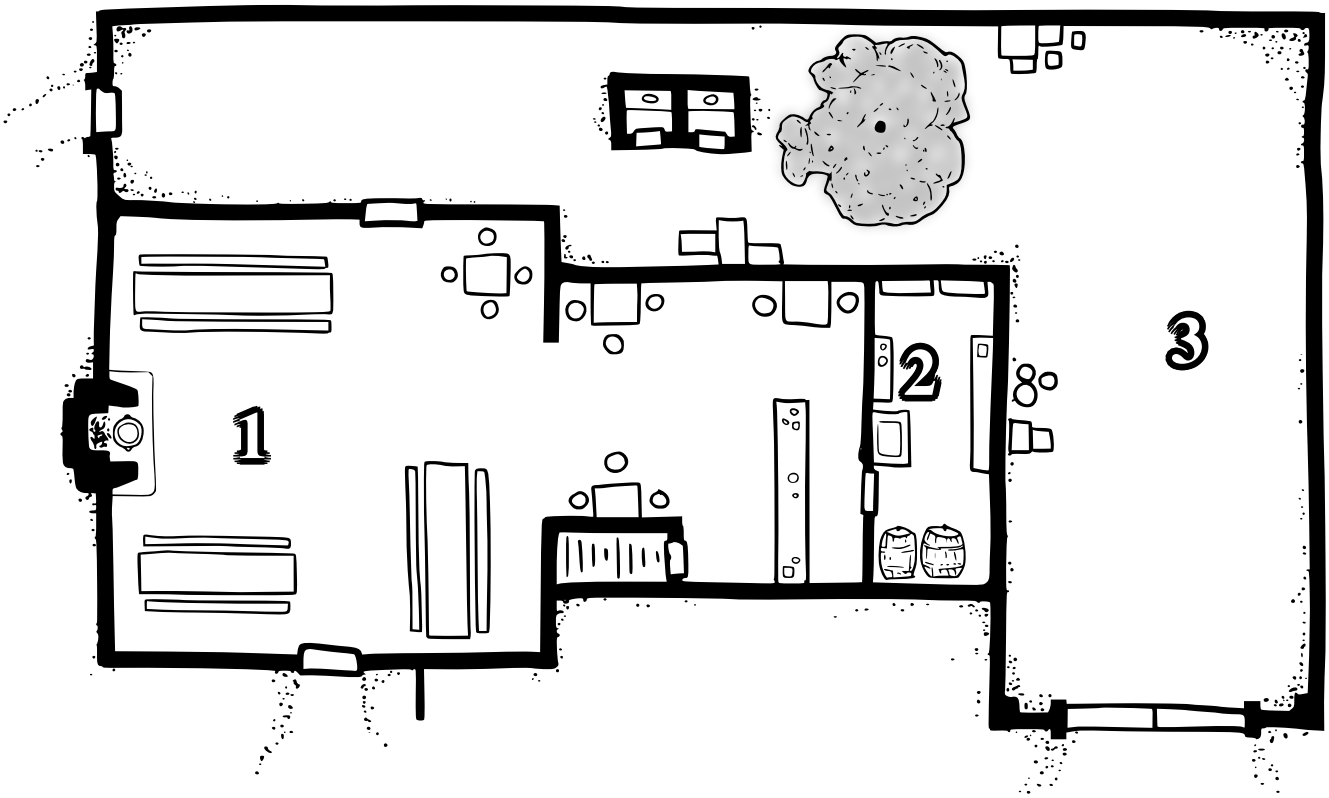
2– The staff sleep in the kitchen here during long shifts. The lack of proper ventilation makes the air difficult to breathe.

3– The courtyard usually contains a couple of carriages, and nobles playing ridiculous games.

4– The bookshelves contain rather a lot of history books, most focussing upon anti-elven propaganda, such as the time they destroyed the Lost City.

A map on the wall shows all of the Grey Valley. Show your players the map in the handouts, but don't give it to them unless the PCs want to steal the map.

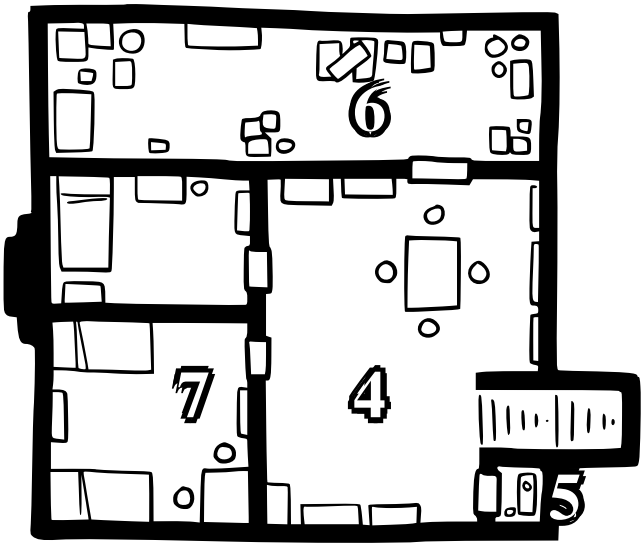
5– This cupboard contains cleaning supplies, two Fire Ingredients (bear hearts), and one Water Ingredient (a woodspy beak), in case someone becomes sick.



6– Tavern equipment, bookshelves for less popular books, and beds for the favoured servants, lie in semi-organized heaps and stacks.

7– Guest room.

Prosity is running away from a coterie of chuckling men with his hands tied behind his back. A chicken runs out in front of him with a little paper hat. He lunges forwards and grabs the chicken in his teeth, then shakes it like a mad dog until it stops squawking. He gives a triumphant grin as the crowd clap and another man steps forward to have his hands tied.



Roll two dice to find the current activities, and use both results.

- ⚀ Fenspit complains bitterly and loudly about the current ale prices, and the price of staff.
- ⚁ Foxglove sits in a corner, reading a book about the Lost City.
- ⚂ Prosity plays ridiculous games outside.
- ⚃ Cleftwarp plays a game of go with Whiteplains cattle trader.
- ⚄ Keras plays a game of go with another gnome, from Oolery.
- ⚅ Captain Vex and Burngrot argue about which of them must take responsibility for bandit raids close to Greytown.

10: Rankfilch's House ♈ This two-story wooden house has every bit of finery normally owned by wardens, except for servants. It is *filthy*, but otherwise lavish.

> Dishes and plates with fancy pictures painted on them sit on and under every table. Books, notebooks, and tapestries depicting ancient heroes drop across the walls, and in piles on the side of chairs.

A secret trapdoor in the kitchen leads down to a basement. A further trapdoor in the basement leads down to the The Digger Catacombs, area 1 on page 94.

At night, people arrive to smuggle items into Greytown. Sometimes the White Bandit move items out for bailey-wardens who don't like paying taxes. At other times, the Wolf Heads arrive with barrels of spirits.[4]

11: Guard Station A minimum of five sun guards patrol the grounds at a time. Captain Vex has an obsession with guards constantly rotating around the premise. As a result, they've hidden a stash of whiskey in the bushes at the back, and sometimes have 'rounds', while they do the rounds.

The wooden buildings tacked into the outer wall have thin rooves which constantly bend and creak – walking silently across them is impossible for anything with a total Weight of 4 or more.

1– Dressing room, with armour.

2– Stables (the horses are terrified of a fat, black cat darting between them, before running off to the Mincing Pig).

3– Storeroom for food, such as auroch tongue, carrot-biscuits, and sack of oats.

4– Toilet.

5– Sleeping Quarters.

6– Captain's Toilet.

7– Captain Vex's Room.

8– Lecture Hall (though mostly used as a drinking hall).

9– Records Room, containing lists of fugitives, laws, tax records (a copy is kept in Prosity's treasury), and valuable paintings of local nobles.

10– Interrogation room.

11– Simulacra of a woodspy, chitincrawler, griffin, (small) basilisk, and bandit, made from wood and leather. The guards use these to explain combat tactics.

12– Stairway down to the dungeons.

III Station Dungeon

Last month, an ogre escaped past the Golden Priests, and ran through the Grey Valley, eating every auroch, chitincrawler, and human she came across. And by some miracle, a night guard managed to capture and bind her.

Prosity ordered the sun guard to keep it alive so he and Cleftwarp could better understand it. Since then he's forgotten about her, but the guards have to keep feeding her.

The ogre can't speak the local language, but everyone knows what she wants to say – 'food'. Twice a day, they take a cart down the stairs, deal out a small portion to each of the inmates, then place the rest by the ogre's cell as a massive, grabbing hand reaches through and piles the food into her mouth. Sometimes she tries to grab the guard feeding it. Sometimes she grabs the cart of food and throws it at the guard.

If the PCs enter as prisoners, they will have to think a lot about how to escape – this won't be easy!

If anyone tries to pick the locks, they will need to craft some make-shift equipment first, and make sure nobody is listening to them. The roll is Intelligence + Larceny, TN 12.

Once someone has picked a lock, they can automatically pick every other lock, because the same Natural Roll applies.

Every day, the guards give them two small meals and empty their bucket.

The meals are so small that they gain 1 EP, daily.

On day 2, a scout form the night guard gets thrown in a cell for dereliction of duty (he living with villagers and sending back false reports).

On day 4, Yerina lands in a cell for insulting Prosity during a meeting. She will stay here only one night.

1: Storage Every day, the guards take the food cart down to the hall, and unload the contents into this room.

A chest, sealed with an intricate knot, contains good quality wine. The higher ranking guards leave the wine here, and won't tell Cronsink how to open it.

[4] See '*The Trouble with Ale*', on page 25 for details.

If any prisoners listen carefully, they will hear the bottles being deposited while guards talk about their rare vintage.

2: Shitlist Lodgings The sun guards on Captain Vex's shitlist have to sleep down here. Another guard stays in the Main Hall, room 3, below, so that two remain on shift at all times.

Two keys to the cells (one for the top row of cells, and another for the bottom), hang on the wall, and a third key for the chest in room 9.

♀♄ Hordcut the Guard

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

Skills Melee 1, Crafts 1, Deceit 2,
Knacks Brawler (+2 to unarmed attacks) , Berserker (+1 AP on round 2 of combat, +1 Damage on round 3)
Equipment Shortsword, partial plate, 20 cp.

AP 3, Att 11, Dam 1D6+2, DR 5 (14!), CR 5

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Description: arrogant. **Wants:** a promotion.
Mannerism: 'ha!, yea right. . . '.

3: Main Hall At least one guard remains here at all times.

- When Hordcut is on shift, she tells the prisoners to shut up. If they don't, she'll open the doors and bash their heads in.
- When Cronsink comes on shift, he tells prisoners to shut up, or tries to get them to sing with him while he drinks. He passes out from drinking too much shortly afterwards.
- When both are up and awake, they play cards together, and he complains that Hordcut always wins.

♂ Cronsink the Guard

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

Skills Projectiles 1, Crafts 2, Cultivation 2,
Knacks Specialist (husbandry)
Equipment Flail, 24 cp, stinky cheese.

AP 3 (AP Cost: 2), Att 7, Dam 2D6+1, CR 1

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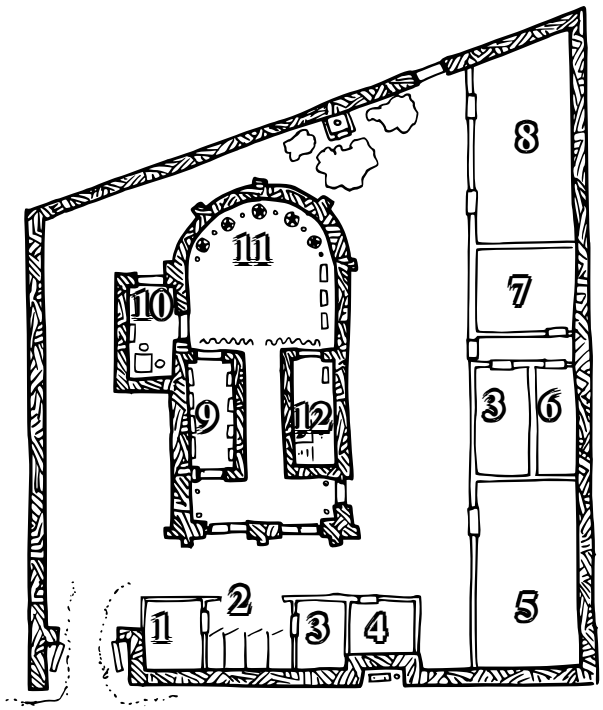
Description: hopeful. **Wants:** to be able to sing.
Mannerism: swigs bottle.

4: Fungi Cell This little cell holds an infection of bedshrooms – enough for 3 Air Ingredients. The growth has begun to weaken the wall – a sufficient push can dislodge the bricks between cells, and provide an opening big enough for anyone with a Weight 6 or less.

5: Bard Cell If the sun guard have arrested Loot[5], he sits here, singing a song where a good king calls out for adventurers to save the kingdom from a rising darkness.

[5]See page 21.



♂●♄ 30 sun guards

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

Skills Melee 2, Survival 2, Vigilance 2,
Equipment Glaive, partial chain, dried fruits, 10 cp.

AP 5 (AP Cost: 3), Att 12, Dam 2D6+1, DR 4 (15!), CR 10

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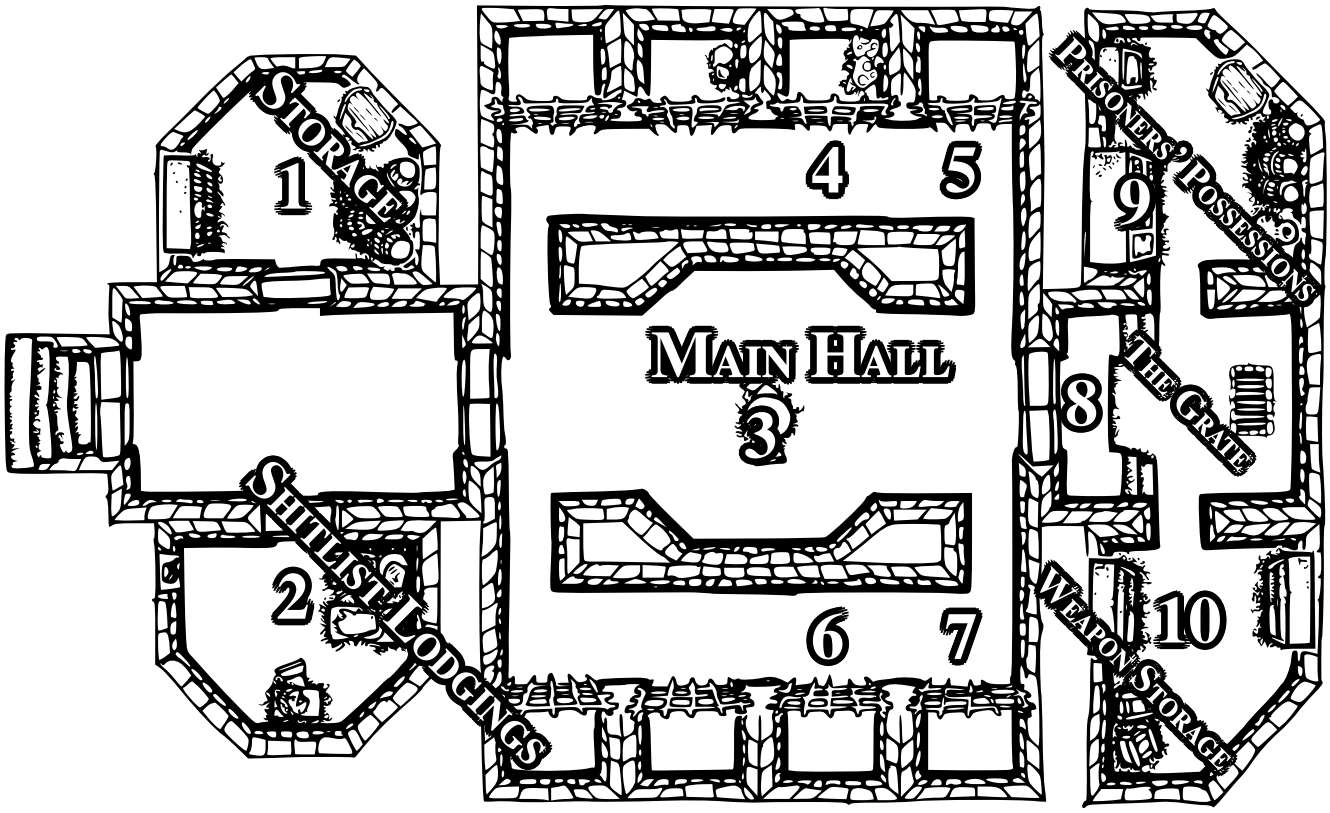

6: Ogre's Cell Here the wretched ogre stays, unable to do more than sing, and eat too seldomly. With a Intelligence + Performance roll (TN 5), a character might sing along. From that point on, Laban will trust them, and not eat them unless she has no other food.

♀☿ Laban the Ogre

Strength	6	Dexterity	0	Speed	3
Intelligence	-3	Wits	-2	Charisma	-4

Skills Melee 1, Brawl 2, Empathy 2,
Equipment lucky chicken bone.

AP 6, Att 9, Dam 2D6+2, CR 10

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If anyone stages a breakout, Laban comes with them, but immediately stops to eat anything (or anyone) she can. Once satiated, she will continue following anyone leading a prison break.

7: Oh Brother... Spybroth sits here, depressed about his past (he shouted that Prosity's last verdict in the Pit of Justice was an outrage) and future (most likely the night guard). If anyone speaks hopefully about escape, he tells them everything that will go wrong with the plan.

If the PCs prove one of his melancholic predictions wrong, he helps them escape, then goes to hide with his sister, Foxglove in the Paper Guild.

♂♄ Spybroth

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

Skills Melee 1, Larceny 1, Stealth 2, Survival 1,
Equipment 18 cp.

AP 4, Att 7, Dam 1D6+1, CR 2

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Description: doomsayer. **Wants:** freedom.
Mannerism: sings 'nobody knows the trouble I've seen'.

8: The Grate Here all the filth and debris collected from the prisons gets thrown in the hole.

Breaking the grate open requires a Strength + Crafts roll (TN 10). It leads straight downwards to room 6 on page 96 in The Digger Catacombs.

9: Prisoners' Possessions The chest contains any valuable items the prisoners carried which might fit inside the chest. The key rests in room 2.

Their other possessions lie scattered across the room, along with some musical instruments.

10: Weapon Storage This storeroom has handheld weapons, siege weapons, and basically every weapon listed anywhere.

IV The Mincing Pig

Two men are pummelling each other in front of the pub's door. One limps and the other's nose is burst open and streaming down his shirt, but they continue circling like boxers. Two guards cry out and run forward to stop the public disturbance, and the two men immediately run together into the Mincing Pig. The guards stop at the door, look at each other for a moment, and then walk away.

The Mincing Pig never treats the sun guard well.

The roughest and oldest pub in Greytown sits close to Greytown's entrance. Egress Pig, keeps the place in order with a mixture of services for the roughest characters in Greytown, friendships with guild seniors, and rare – but sudden – violence.

When sun guards complain about miscreants and knaves in the tavern, Egress reminds them that the tavern falls under the jurisdiction of the Wheat Guild, so she will take charge of keeping order in her own 'temple'. The fact that she spends most of her time drunk doesn't detract from her status as a landlord, or stop the occasional noble asking her to sneak contraband into the city.

Currently, the Mincing Pig hides the Diggers in rooms underneath, as they help Egress move things in and out of the city without going through the sun guards at the gates.[6]

Joyful, out-of-tune song and roasted pig hits you in the face as soon as the door opens. With only three tables in the room, people have carved out little seating circles on the ground. A fat, black-and-white cat with a brown collar sits in the rafters and eyes you suspiciously as you struggle through the disorganized crowd to get to the bar.

♂♄ Loyal Patrons

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

Skills Projectiles 2, Melee 2, Brawl 1, Crafts 2, Larceny 1, Survival 2,

Knacks Perfect Sneak Attack (+2 Damage for sneak attacks), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)

Equipment Shortsword, partial leather, dagger, honey-walnut cake, 33 cp.

AP 5, Att 12, Dam 1D6+2, DR 3 (15!), CR 8

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1: Beerhall Here miscreants drink, except for Mog – the cat – who spends his time sitting on people and cleaning himself.

Roll 2*D*6 to find the state of the tavern.

- ⚀ The kitchen is working! And a massive meal costs only 2 cp (otherwise, it does not work).
- ⚁ Mog has taken a liking to the PC with the lowest Charisma + Empathy total, which means they receive free ale as long as they sit there, with Mog on their lap.
- ⚂ Hare Whiteplains drinks quietly in the corner.
- ⚃ Yerina drinks in the corner with Egress.
- ⚄ 1*D*6 Diggers have arrive to enter room 3 on the following page, and then move underground.
- ⚅ 1*D*6 Diggers exit room 3 with some barrels, and place them in room 2 on the next page.

Any trouble here receives a vicious response from Egress' most loyal customers.

♀♄ Egress

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

Skills Melee 1, Brawl 2, Deceit 3, Empathy 1,

Knacks Adrenaline Surge (+1 Damage, once per combat)

Equipment Dagger, a hidden dagger, and an even more hidden dagger.

AP 2, Att 11, Dam 1D6+3, CR 2

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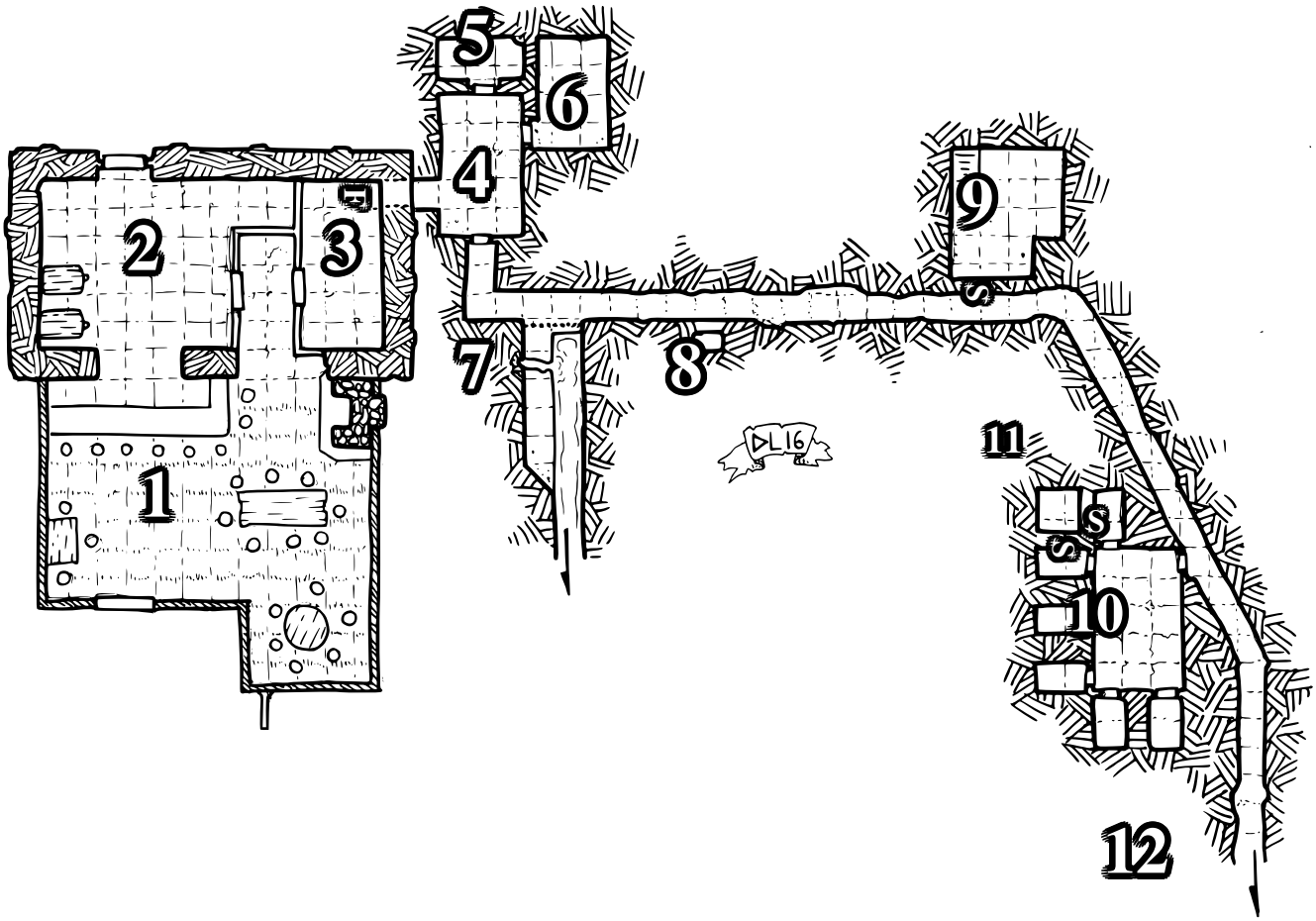
Description: Long, seaweed-like hair, and a delicate lady-tache. **Wants:** to make powerful friends. **Mannerism:** Chin pointed up.

[6] See downstairs, area 1 on page 94 for the exterior route.



2: Kitchen Servers of the Wheat Guild work here. Staff turnover is very high, so the PCs will not see the same faces twice.

♀♄ Chef Yerina

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

Skills Projectiles 1, Academics 2, Crafts 1, Cultivation 1,
Equipment Rapier, 18 sp.

AP 3, Att 7, Dam 1D6+2, CR 1

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Description: Walks stiffly, and stands like a statue. **Wants:** Profits and local respect. **Mannerism:** Hands behind her back.

3: Fake Storage This room is so stuffed with barrels (some empty, some full) that it's unclear how anyone manages to move more in. The trick half down to the trapdoor, and half down to good organization. Every time a barrel moves in, someone below pulls a barrel down the hatch, and comes up to make a little space, and ensure a causeway for people to go between the hidden basement and the rest of the Mincing Pig.

If anyone watches closely, they'll notice some people enter here, but don't exit, or the door will remain closed for hours, before someone exits.

Identifying the causeway and trapdoor requires an Intelligence + Crafts roll (TN 10).

4: Thieves' Den The Diggers sit in the stale here, playing card-games, and plotting how to avoid work. A number of local thieves know of this secret and secluded room, but they will not feel eager to piss of Egress.

> Three men sit cross-legged on the floor, quietly playing cards. The second they see you, an additional layer of silence enters the room.

♂♄ Three Cutthroats

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

Skills Melee 2, Brawl 2, Crafts 2, Larceny 2,
Knacks Perfect Sneak Attack (+2 Damage for sneak attacks), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)
Equipment Longsword, dagger, lisk-strips, 30 cp.

AP 3 (AP Cost: 2), Att 13, Dam 2D6, CR 4

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5: Pantry Egress stores additional casks of ale, the good wine, flaggon o' porry, goat cheese, and rye bread.

Anyone searching hard enough can also find Scroll of Friendship, recently stolen from Cleftwarp (details on page 103).

6: Egress's Room Egress lives in a mess of old notes about what she owes to whom, chests of illegal weapons[7] hidden under clothes, alcohols, and poisons, all lying about unlabelled.

Weapons: 18 mauls, 16 shortswords, 5 longswords, 20 longbows, 400 arrows, and 20 daggers.

7: Runoff *A gnomish server who once worked here put up a wire guardrail in front of the running water, as a safety precaution. However, she stood at half the height of a human, so the 'guardrail' now functions as a tripwire.*

A little river gurgles ahead. It springs from a crack in a tunnel, to the right, and heads down a greasy slope into darkness.

Little pipes, nooks, and gutters in the city lead underground. A little drain from above pops out here, and heads steadily downhill, eventually landing in the sewers below (see area 15 on page 99).

The first member of the party to look down the tunnel rolls to spot the tripwire (Wits + Vigilance, TN 8), and failure means they immediately go tumbling downwards to the sewers. Once down the drain, they roll Speed + Athletics to push against the walls, at TN 9. Each failed roll increases the TN by 1, until they descend into the unforgiving darkness which rests below the world. Each round they remain down there inflicts an EP, so any companions who wish to rescue them had better act quickly.

8: Ventilation Shaft This little tunnel reaches upwards to allow a modicum of fresh air to circulate down in the nasty little dungeon. Characters with a Strength of 0 or greater are too large to fit through the narrow hole. It emerges on a street, just below a rich man's house.

9: Temple Passage Looks bricks in the wall let the Diggers steal into the Healers' Guilds, and take the sick and dying, through tricks or force. See on page 30 for more on their plan to use the dying to make ghasts.

The old Temple of Sickness once took the bodies of the honoured dead through this passage, to the ossuaries below. Since the flooding, they've bricked up the entrance, covered it with a tapestry, and no longer think about this out-of-the-way basement.

Noticing the sliver of shadow-entrance requires a Wits + Crafts roll (TN 9).

10: Sleeping Dogs Some of the more trusted Diggers sleep in these little alcove-bedrooms. Each one has little more than blankets and clothing hooks. A couple have items, such as daggers, or saved coinage stuffed into obscure locations in the room.

In total, 30 sp exists stuffed into pillows, or ties into the corners of the room where the deepest shadows remain.

11: Piggy Bank Hare has made a little 'piggy-bank' for himself here. He created a secret little room, between two others. On the bottom side, a hatch exists, locked tight with bolts, and a key. The other side remains permanently boarded up, with a hatch, which can only open wide enough for a couple of fingers to get in.

Whenever Hare wants to store some valuables, he tells the other Diggers that he wants to place something in his 'treasure room', then enters the side with the secret hatch, and stuffs it in.

To stop people stealing from him, he placed a bag of 50 copper pieces beside the hatch, so would-be thieves could take that, instead of his actual valuables. He also placed a ghast inside the room, ready to spring out whenever anyone opened the door.

If the Diggers ever have serious need of cash, he will stab through the wood, killing the ghast before entering.

Ø Ghast-in-the-Box

Strength	2	Dexterity	0	Speed	-1
Intelligence	0	Wits	-1	Charisma	-5

Skills Melee 2, Brawl 2, Athletics 3, Stealth 1,
Abilities Undead.
Equipment Poleaxe, complete plate, ornate silver earrings worth 1 gp.

AP 2 (AP Cost: 3), Att 12, Dam 2D6+1, DR 6 (17!), CR 5

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In total, the room contains 21gp, and one Ocean's Phial.

Ocean's Phial Drop it in any large body of water, and watch the water whirl. Anyone in or near the water gets dragged down or thrown back, depending on the body of water's magnitude. The phial will take a -3 penalty for use next to small bodies of water, such as puddles, or a +3 Bonus when used on people *inside* a raging river.
(Roll: +3, TN set by water's movement, Range: yelling distance, Area of Effect: 27)

12: The Descent This path downwards leads to the thieves' den underground (see room 15 on page 99).

[7]Weapons are not illegal but stockpiling more weapons than an individual can use *is*.

V The Digger Catacombs

A century ago, the old warden of Greytown commissioned tunnels to transport goods from the outer gates to the citadel. The Healers' Guilds also used the tunnels to place the bodies of the dead, then it expanded into a storage area for anyone who wanted to pay for them. The tunnels held myriad locked cupboards.

The tunnels collapsed during a particularly earth-wrenching Grummel's wrath. Soon after, someone noticed an opening in an old drain pipe, and entered. Others followed, and now a small population of people live, who have nowhere else to go. Greytown began to gossip about burglars and cutthroats living in the sewers beneath them. Like most gossip, it was both true and misleading. Aside from the occasional nasty character, most are decent people who had nowhere else to go, and in time a little community formed in the tunnels beneath Greytown, based on long discussions, voting, and sharing what they could to survive.

They call themselves the Diggers.

Last cycle, the sun guard decided to raid the sewers. A dozen descended into the tunnels, and began to beat anyone they found. They meant to send a brutal message that people should not live down beyond the warden's laws.

When they found some old men, sitting and playing cards, they kicked them until their bones broke, then set fire to the bedding and straw in the room. Setting fires underground produces a lot of smoke, with nowhere to go, so the guards began to choke, and had to flee to the surface. This taught the Diggers a lesson in underground warfare, which they put to good use.

The people in the sewer gathered supplies for the battles to come, and fix the doors to the sewers which had rotted or had rusted hinges. Then they made a secret, small, storage room by covering a small door in clay, and stuffing it with bundles of twigs.

The next time the sun guards descended for a raid, the Diggers were ready. They had people listening near the entrance, who pulled out the twigs, set fire to them, and ran back to light more. Every door held the sun guards in a smoke-filled room for another moment, while the Diggers scattered to rooms prepared with cloth around the door-frames, waiting to emerge once some of the smoke had cleared.

During the fight, the Diggers captured a sun guard, and killed another. The sun guard no longer chase criminals into the tunnels beneath Greytown.

The The Digger Catacombs has entrances in Areas 1, 6, 14, 15, and 16.

The narrow hallways make longer weapons difficult to use.

1: Rankfilch Exit

This tunnel connects the The Digger Catacombs to Rankfilch's house, just outside Greytown's walls. The Diggers smuggle goods through here for Egress Pig, and use it to travel, without moving through any official entrances to Greytown.

Rankfilch's house above has several rooms, as he's done rather well for himself, and hopes that once the revolution comes he'll be in an even better position.

2: The Old Library

The old library once held a treasure of autobiographies, dictated by the dying. This includes outdated maps of areas in the Grey Valley.

When Hare stole the Bladderskulls Artefact from Cainpale, he took it out in this room to examine in, and immediately it cast Screaming Revelation on him, and began to speak. It chatters, unendingly, about things it has never experienced, only learned from Cainpale, the undead priest, who can't even clearly remember what the Sun looks like.

Hare abandoned the Artefact here in the old library, but it continued casting the same spell at anyone in the nearby catacombs, even through walls.

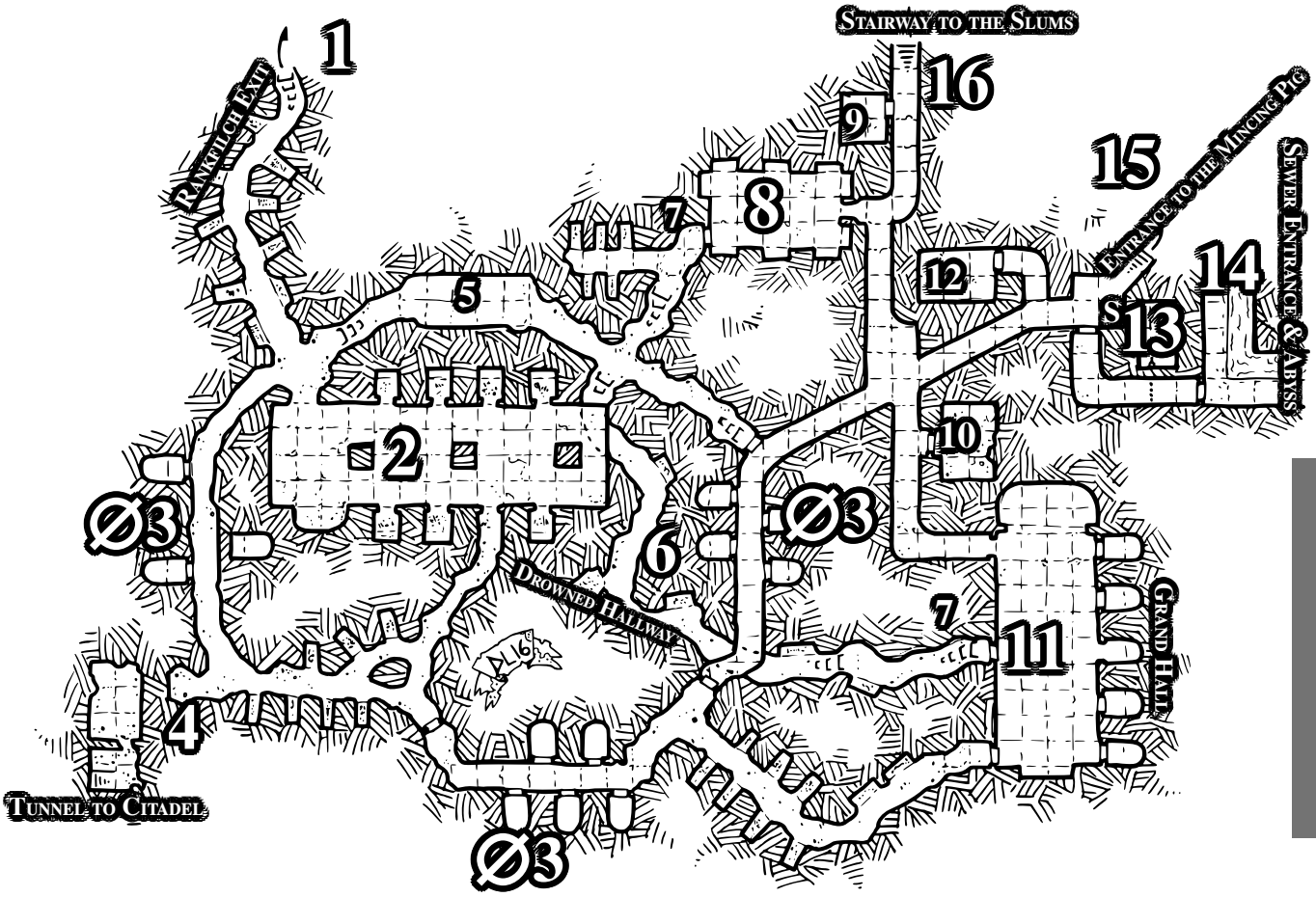
Searching the books for meaningful information requires a Banding Action of Intelligence + Academics. Beating TN 8 means they find a map of the Old Alchemy Basement (on page 68), while hitting TN 11 means they find a map of Veldrin Temple (on page 62). Find the maps in the handouts.

> Empty stone shelves show where an expansive library once provided the entire city knowledge, but not a scrap of paper remains. Three stone pillars divide the room, each with a brazier hanging in front of them by a chain. The central pillar's brazier is made from three human skulls.

Bladderskulls Three human skulls, tied together with their guts, each stuffed with their own inflated bladder. The Preservation spell cast upon it stops the bladders deflating. **(Weight 3)**

Mission:	*to make everyone see as the dead see!*
Base Spell:	Screaming Revelation
Mind:	Intelligence 2, Wits 0, Charisma 3
Spheres:	Air 2, Water 1, Fate 2,
Skills:	Academics 1, Vigilance 1,
MP:	☊-□□□□□□□□□□

Despite its abilities, the Bladderskulls only has an interest in casting one spell:



Screaming Revelation (Distant, Detailed, Warp)

Requirements: Fate, Air 3
Resisted by: Strength + Vigilance
Range: yelling distance

With a description of the grey world beyond, the caster pushes the target into a state of semi-death. They gain DR 2, ignore all EP penalties, and see as the dead see, for 3 Intervals. The target can make limited use of their normal vision, but mostly feels aware of the penetrating light given off by every soul. Animals emit a feint light. Those with a higher Charisma score tend to emanate a little more.

The vision becomes indistinct beyond yelling distance – the target understands nothing more than 'something over there is alive', and any life around them quickly distorts their normal vision.

For as long as the spell remains active, the target cannot regenerate EP, MP, or HP.

3: Dead Rooms

The Diggers have been kidnapping rich people from the Temple of Sickness above, and locking them in the little rooms around the catacombs. The Bladderskulls casts Soul Specks on them, though it remains too far away for any real conversation. They sit in the cells, hearing the unnatural gibbering of the chatty Artefact, until they die, and start to feel the unique hunger of undeath.

The Diggers plan to have the ghasts storm Greytown's citadel, once they have enough.[8]

Each storage cell has a bar across the front, and a few ghasts, stuffed in tightly. The Bladderskulls made each one.

Anyone knocking off the bar will probably find a nasty surprise. Consult the chart (no matter which door the PCs open first, that's the first door).

Cell Contents

Door	Contents
1st	5 shortswords (no ghasts have been placed here yet).
2nd	7 ghasts jump out, and one rushes off to eat Gritbite (area 4 on the next page)
3rd	String on the door indicates Mosswipe is taking a nap while he should be working.
4th	An older woman, kidnapped from the Temple of Sickness. The Bladderskulls has cursed her, and she suffers from *Torpid Flesh*, which makes her look rather ghastly. When she hears the PCs pass, she screams for someone to free her.
4th	2 ghasts jump out, and one flees towards Rankfilch Exit, above.
5th+	5 ghasts jumps out.

Mosswipe sleeps secretly by tying a piece of string round the door's bar, pushing the string inside the room, then balances

[8] See on page 30 for the plan.

the bar on top of the door. When he closes the door, the bar falls into place, leaving only a small strip of string as evidence of the trickery. The troupe can spot this, with a Wits + Vigilance roll (TN 13).

If the PCs listen at the door, they find the dead are silent when not active, and don't respond to noise, as they are also deaf.

♂∅ 7 Ghasts

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

Skills Athletics 2, Survival 1,
Equipment saphire pendant worth 3 gp.

AP 3, Att 7, Dam 1D6+1, CR 2

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♈♂♄ Cutter Mosswipe

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

Skills Projectiles 2, Deceit 2, Larceny 2, Stealth 1, Survival 1, Vigilance 2,
Knacks Stunning Strike (hit an opponent with fewer AP, and take a -1 Penalty to attack; opponent's AP reduces by 2), Perfect Sneak Attack (+2 Damage for sneak attacks)
Equipment Shortsword, dagger, rations (□□), 27 sp.

AP 5, Att 10, Dam 1D6+2, CR 5

▽ ⊙⊙⊙○○○○

Description: acne scars, tubby body, with vacant eyes. **Wants:** to obtain clear thinking on his political thinking. **Mannerism:** looking about, suspiciously.

4: Tunnel to Citadel *A Digger is doing what they do. Gritbite digs whenever she can, so she can inch ever closer to Prosity's citadel. Every time her pick comes down, the thinks about the ghasts tearing Prosity apart, and seeing a new order rise in Greytown.*

If the PCs don't act friendly, she flees.

No matter how they present, she won't tell them about the Diggers' plan.

> A scraping sound comes from the tunnel ahead.

♀♄ Gritbite

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

Skills Projectiles 2, Melee 2, Brawl 2, Deceit 2, Larceny 2, Stealth 1, Survival 2, Vigilance 2,
Knacks Dodger (+2 to dodge projectiles), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)
Equipment Longsword, dagger, throwing knives, sack of oats, 9 cp.

AP 5 (AP Cost: 2), Att 13, Dam 2D6, CR 8

⊙⊙○○○○○○

Description: red-faced, short hair. **Wants:** to see Prosity die. **Mannerism:** huffs, loudly.

5: Marching shrooms The Digger grow marching shrooms and bedshrooms down here, used to stupefy the sick wardens and other rich people receiving care in the Healers' Guilds. They need a big supply, as a single dose does very little, but continuously feeding someone the mushrooms can make them insensitive to the point of paralysis.

The mushrooms line this section of tunnel, wall to wall, with only a narrow path through. Any disturbance will set off a lot of the bedshrooms, forcing anyone who breaths in the spores to take 1*D*6 EP, and roll Strength + Academics (TN 12) or fall asleep for an Interval.

6: Drowned Hallway All the waste and filth from Station Dungeon flows down a grate, and lands here. The frigid water inflicts an EP, and the filth demands a Strength + Medicine roll (TN 10) to avoid contracting a disease which slowly paralyses them. The disease will not take effect for 1*D*6 Intervals.

The roof lowers to meet the water, forcing heads to duck under.

> Going down the stairs you feel your feet hitting cold water. It's not clear how far the water goes down, but it's cold.

Halfway through the icy slime, a little space to rise, and breathe, emerges. And above, *a roar echoes down*. A tunnel leads straight upwards, and up to the grate sitting in the Station Dungeon (room 8 on page 90).

Neither Hare, nor anyone else, have any idea this tunnel exists.

However, if Hare has rescued his brother (see page 39), he finds out about this tunnel, then later traps it by placing two ghasts down here, chained to heavy weights.

2 Ghasts

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

Skills Athletics 3,
Equipment gold-looking necklage made from fool's gold (worthless).

AP 3, Att 7, Dam 1D6+1, CR 2

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7: Wire Trap Both areas are barred from the outside (i.e. the lighter side on the map, on page 95). Opening the doors from the anterior side requires an Intelligence + Larceny roll (TN 10).

A thin wire, nailed across the rock walls, will pull the shins of anyone crossing it. Seeing the wire in the dark requires a Wits + Athletics roll (TN 12 by light, or 16 in darkness).

Failing while going uphill means the character falls Prone, and those going downhill also suffer 1*D*6 Damage.

8: Ashen Corpses *The Diggers once used this as a communal room, until the sun guard arrived and set fire to it. They've left the ashen corpses and burnt mattresses as a reminder, and a cenotaph.*

They had nowhere to bury the bodies, so they had to throw them down the drain (Area 14 on page 99).

Burnt bedding, and a trail of old, crusted blood have left a permanent smell in this room. At the far side is another exit.

9: Guardroom Here four of the Diggers sit and play simple dice games to pass the time, or occasionally sleep in the foetid straw.

If the PCs fight, the cutthroats try to ram them out the door, and run to alert the others in room 11.

Four Cutthroats

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

Skills Melee 2, Brawl 2, Crafts 2, Larceny 2,
Knacks Perfect Sneak Attack (+2 Damage for sneak attacks), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)
Equipment Longsword, dagger, honey-walnut cake, 30 cp.

AP 3 (AP Cost: 2), Att 13, Dam 2D6, CR 4

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10: Hare's Room During the night, Hare sleeps here. The other Diggers don't appreciate someone 'being all posh' in their living space, and taking the best room. But they put up with it, as Hare contributes a lot, and gets shit done.

The room contains:

- A map of the area (check the handouts).
- A Wolf-Run potion.
- Many books.[9]

Wolf-Run Drinking the muddy potion increases the target's Speed by +3, while giving them a wolf-like outer layer of fur. The spell also inflicts a -2 Penalty to Intelligence, and forces the target to eat an extra 2 meals per day, or suffer EP from starvation. The effects endure until the target takes EP Penalties due to starvation
(Roll: +2, TN set by current HP *plus* DR*, Range: 16 steps)*

Picking the lock requires an Intelligence + Larceny roll (TN 9).

The door opens to a noble's room, bearing a striking contrast to the dungeon around. The bed's well made, the sheets are silk, and the shelves hold books. Maps cover the table.

11: Grand Hall Here, the down-and-outs of Greytown gather, sleep, drink, and discuss ways to make money. Permanent residents sleep in the alcoves to the side. Theft is nearly impossible, as the Grand Hall never sits empty.

At night, this place contains 30 people, and the air is foetid. During the day, it contains 20.

Most of these people have no idea about the grader plan to fill the catacombs with ghasts. They only know that they should never remove the bars from the doors, because those tunnels hold a curse.

Around the next corner, the noxious smell of fat-candles stings your eyes. Myriad voices murmur, as if planning, quickly.

If the PCs approach from the lower doors, this shocks the crowd, and they run for the surface, all at once (Area 16 on page 99). Once half the crowd reach the slippery stairs, a couple at the top slip, and fall, creating a heavy cascade of bruised flesh and broken bones.

Those at the front or back receive 1*D*6 EP, then anyone further in receives 1*D*6 Damage, and yet more if they are further in. If the troupe have followed the crowd, they receive plenty of Damage.

This mound of broken bodies will block the exit entirely. Characters trying to save the lives of the damaged people at the back will have to first move people out of the way (each with 1*D*6 Damage), and then move the next row (who have progressively more Damage).

[9]The books cover history (real and imagined), *The Art of Lies* (by an elvish author – 'Erendë'), and instructions on hosting a dinner party (it takes 280 pages to say 'use seasoning', and 'have an anecdote').

If the PCs approach from the top door, (which leads along to Hare's Room) everyone will assume they're night guards, trying to run from their duties. The crowd will poke fun at them, then welcome them.

> *"Had enough monsters eh? Careful, this one's a proper monster!"*
> *"Broch toilets not good enough fer yer arse?"*
> *"Sun guards scaring yous? Go have a sit, I'll draw you a nice warm bath…"*

Doorcane – a woman with an abusive husband, who's fled to the safety of the The Digger Catacombs.

Chowdirge – an apprentice thief, learning from Mosswipe.

'Shitrat' – (real name 'Starvale') the youngest son of Prosity, here to find out what 'real life is like'.[10]

If the PCs corner the crowd and attack, they find a dozen ready and willing to fight.

♂♄ Hare

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

Skills Melee 2, Academics 1, Deceit 3, Empathy 1, Survival 3,

Knacks Stunning Strike (hit an opponent with fewer AP, and take a -1 Penalty to attack; opponent's AP reduces by 3), Fast Charge (+1 to Attack and Damage after spending 2 AP to move), Last Stand (when losing HP, the character gains 5 AP)

Equipment Longsword, partial chain, 50 sp wrapped in cotton wool, knife.

AP 3 (AP Cost: 2), Att 12, Dam 2D6, DR 4 (15!), CR 6

▽▽▽▽▽▽▽ ⊙⊙⊙○○○○

Description: chubby guy, with black pony tail. **Wants:** to kill and depose Prosity. **Mannerism:** hands on sword.

♂☿♄ 6 Sewer Bandits

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

Skills Projectiles 1, Melee 1, Brawl 1, Deceit 2, Larceny 2, Survival 1, Vigilance 1,

Knacks Dodger (+2 to dodge projectiles), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)

Equipment Shortsword, partial leather, dagger, lisk-strips, 16 cp.

AP 4, Att 10, Dam 1D6+2, DR 3 (13!), CR 5

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⊙⊙⊙○○○○ ⊙⊙⊙○○○○

♂☿♄ 6 Sewer Bandits

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

Skills Projectiles 2, Melee 2, Brawl 1, Crafts 2, Larceny 1, Survival 2,

Knacks Perfect Sneak Attack (+2 Damage for sneak attacks), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)

Equipment Shortsword, partial leather, dagger, flaggon o' porry, 27 cp.

AP 5, Att 12, Dam 1D6+2, DR 3 (15!), CR 8

⊙⊙⊙○○○○ ⊙⊙⊙○○○○ ⊙⊙⊙○○○○ ⊙⊙⊙○○○○
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Three rounds later, the Diggers from room 9 arrive (assuming they weren't killed already) with kindling and torches, and begin lighting fires.

12: Food Storage

The basket of food in the basket contains a cursed apple, which contains an intense laxative. Hare suspects one of the Diggers who live down here in the The Digger Catacombs steals food, so he left that tantalizing basket with a poisoned apple, injected with a laxative.

Eating the apple demands a Wits + Medicine roll (TN 11) to notice the poison on the apple, if they try to eat it.[11] Failure means that an Interval later, they receive 3 EP, then 2 EP on the next, then 1.

> Barrel after barrel fills the room, along with the smell of wine, apples, and vinegar. A little basket of choice snacks sits on top.

13: Sticks

The Diggers hid a small, wooden door by simply covering it in clay. Inside, they keep large bundles of sticks and plenty of tinder boxes.

> As you push against the strangely-coloured section of the wall it creaks open, and bits of the covering fall onto the ground. The rings of shelves show kindling – enough to start two-dozen fires, but no actual fire-wood in sight. On the immediate right, a dozen candles and tinder boxes.

[10] Of course, Prosity has no idea he comes here, and the undertown residents have no idea who his father is. If a player makes note of the strange name, tell them that the boy sounds a bit strange (he's putting on a fake lower-class accent).

[11] Feel free to roll for the characters so they're not aware there's a problem.

14: Sewer Entrance & Abyss

This artificial stream loops round from the Mincing Pig, above. The stream continues downwards to an underground abyss.

> The stairs go upwards for some time, and eventually arrive at a room filled with barrels of food, and a trapdoor above. You can hear a deep snore coming from just beyond the trapdoor.

Anyone venturing down-river gets swept along, and dies in the unending blackness, unless they make a Dexterity + Caving roll, TN 10, to cling onto the sides. PCs can spend 5 FP instead to make the roll automatically.

15: Entrance to the Mincing Pig

Up these stairs, the troupe can reach the bowels of the Mincing Pig. Egress understands what trouble she's in, and immediately accuses the characters of theft and calls on everyone in the room to kill them.

Calming down the patrons requires a Charisma + Empathy roll (TN 10).

16: Stairway to the Slums

An old drain leads a long way, and exits at multiple points along Greytown's streets, then into the Doula shop ◯ (area 6 on page 84).

Appendix

Parting Note

There is no ending here.

I've run this campaign, start-to-finish, three times over the years. Each time it changes a little, and always has a different ending. By the time the players have made their decisions, and their characters have a reputation among the factions moving across the Side Quests, they could be anywhere, so I'm afraid I can't help you there, except to suggest taking stock of who's left alive, what resources they have, and what they want.

Perhaps Burke Whiteplains has no troupe left and has to make a last, desperate attempt at lowering the taxes in Whiteplains by murdering Prosity's heir as a warning to anyone who would overburden Whiteplains again.

Perhaps Burke Whiteplains arrives with a small army, and offers to clear the citadel of ghasts in order to gain the favour of everyone in Greytown, then begins to sweet-talk Greytown's guild leaders before making a play for leadership.

Perhaps the Wolf Heads and White Bandit join forces and both get what they want.

Or perhaps all the primary characters died at the hands of the night guard, and this campaign comes to a halt far before the last Segments can start.

However it turns out, happy gaming.

I Books

A Complete Explanation of the Labyrinth

This massive tome's disorganized chapters, unreferenced references to other books, and dense diagrams make it a pain to read. However, it promises a complete account of Labyrinth.

The entire book tells lies from start to finish.

If players ask what's inside, tell them it holds a lot of information, and they should simply ask. If their question ends in a vowel, say 'yes', and if their question ends in a consonant, say 'no'.

Do goblins live in the Labyrinth? *No, the book states that the goblins have their own realm, unrelated to the Labyrinth.*

Do the creatures down there just carry lights all the time? *Yes – the book explains that all creatures have some source of light, or carry torches.*

Every two questions will take an entire Interval to answer. And if answers contradict each other, so be it.

Little by little, the troupe can create a complete image of how the Labyrinth works, all of it fictional.

An Account of the Fingers

'The Fingers' can be found inside the Vore Gate (area 3 on page 74). The old servers who once stayed there studied the passages through brute-force, and wrote various accounts of the process of mapping them, notes on correct tunnels, and descriptions of the items they found there.

These brickwork tunnels show signs of advanced ageing. The first tunnel extends for five minutes (the books measures distance in minutes' walked), which then splits left and right.

Once someone goes beyond this split, they sometimes return, and sometimes do not. Those that return, never take any light with them; therefore whatever danger lurks in the

tunnel must come towards light. And everyone who returns walks silently, which means that the think which lurks in the fingers comes towards any noise.

Through long trials, recording every success and failure, people mapped out tunnels.

Some have returned with precious items – items made of platinum, or steel. Nobody can tell if the creator intended to make the items for some purpose, or simply as art. However, a great deal of metallic items, stacked on shelves, in the dark, threatens to make a noise; any sliding, or drop will create loud bangs. So taking anything from this 'treasure room', can mean death.

Everyone who enters puts a single, silent, finger on the walls, and walks forwards, following the tunnel laid out for them. Hence the name, 'the Fingers'.

Each book ends with notes on the treasures gained.

Upon entering, a sense of dread emerges, as all FP disappear. Anyone sneaking through to find treasures rolls Dexterity + Stealth at TN 12, with a +1 Bonus for each book they have. Success lets them filch an item from one of the treasuries. Failure means death.

Form:

- Statue of some kind of crab…
- Two-headed blade (no handle)…
- Sphere…
- Diorama of cloud structures…
- Disk…
- Statue of a tree made out of teeth…

Material:

- …made of platinum (worth 70 gp)
- …made of rock (worthless).
- …made of crystal that hums, but only someone touching it can hear it (no precedence for price).
- …made of red crystal (can be used as a Fire Ingredient, worth 6 gp).
- …made of green clay (in fact a sleeping Mor-h-p-l-l-ng)
- …carved from steel (worth 6 sp).

II Chronological Events

By GMT, the current year is 8096.

c. 7746

Lantalka

The Vore Gate opens in Sixshadow, page 73

c. 7756

Sables

Six Labyrinth gnomes emerge from the Vore Gate, page 74

c. 7776

Lantalka

Cainpale swears to protect the Temple of Sickness, page 32

c. 7796

Sables

The six gnomes who work at the Shadow Vault build an alchemical gateway to Archwarp called 'the Shadow Gate', and instruct it to open for anyone who can answer its riddles, page 76

c. 7801

Halkin

Priests at the temple of Eldren discover a deep pit, where highly valuable glowshrooms grow ⊙, page 55

c. 7802

Halkin

Desperate for more income, the old Wheat Guild begin to explore the Fingers, and extract valuable items ♟, page 74

c. 7809

Umba

The 'Golden Priest' of Eldren begin an eternal war with goblins for the mushrooms ☿, page 57

c. 7826

Halkin

The alchemist, Inkparch, attacks those in Archwarp's alchemical gate, passes into undeath, then seals the alchemical library's basement door, and remains sealed and alone to the present, page 68

Sylfs

The warden of Greytown asks a gnome who works at the Shadow Vault, to destroy the Shadow Gate. Instead, he ask the Shadow Gate an impossible riddle, and the Shadow Gate stops working until it has solved the riddle. In return, the warden allows the Labyrinth gnomes to open a warren, just outside of Greytown, page 77

Lantalka

All of the Grey Valley tries and fails to solve 'the Riddle of the Gate', page 86

c. 7836

Lantalka

The baileys around Cainpale's temple go empty, due to a combination of economic collapse and increased predators in the area. Cainpale continues guarding the decaying Veldrin Temple, page 32

Umba

As people began to migrate from Archwarp, Greytown's warden started to transport away much of the stone to build a citadel and improve the walls of Greytown, page 84

c. 7976

Umba

Cainpale kills two burglars, and uses their bodies to make Bladderskulls, page 32

c. 7996

Umba

Greytown's warden commissions underground tunnels for transportation and storage. The local Temple of Sickness use some sections as a catabomb, page 94

c. 8056

Lantalka

Greytown's tunnels and catacombs collapse. The town leaves them abandoned, page 94

c. 8066

Lantalka

Greytown's forsaken crawl down into the tunnels, using them as housing and shade, page 94

c. 8090

Halkin

Whiteplains wardens banish Burke Whiteplains. He and his brother – Hare – move to the Grey Valley, page 19

c. 8091

Sylfs

Burke Whiteplains begins building a secret bailey, page 60

c. 8092

Lantalka

The sun guard attack the Digger catacombs, and set fire to bedding. Smoke inhalation forced them to flee, and the Diggers learnt to use smoke to defend their small turf, page 94

c. 8095

Sables

The Diggers begin to fill Greytown's catacombs with ghasts, page 30

c. 8096

Sables

Rankfilch and the Whiteplains brothers steal the Bladderskulls from Cainpale' lair, page 19

Lantalka

Burke Whiteplains curses Rocklash with strength and hunger, page 23

III Talisman Summaries

Blood Candle (Duplicated, Wax Air, Water) Range: 16 steps, Area: 4, Resisted by: Ambient noise, Bonus: 2. Once lit, the frozen blood around the outside of the candle begins to melt, and 'bleed'. If the room remains quiet, everyone present regains 1D6-1 FP, ~ p. 57, ~ p. 85

Miner's Tobacco (Warp Air) Range: 20 steps, Resisted by: Wind speed, Bonus: 1. Once lit in a burning pipe, the tobacco produces a bubble of immovably stagnant air around it. Projectiles shot at the user receive a -3 penalty, and the user can resist the effects of any gasses with a +3 Bonus, ~ p. 85

Ocean's Phial (Duplicated, Distant, Wax Water) Range: yelling distance, Area: 27, Resisted by: water's movement, Bonus: 3. Drop it in any large body of water, and watch the water whirl. Anyone in or near the water gets dragged down or thrown back, depending on the body of water's magnitude, ~ p. 93

Scroll of Friendship (Duplicated, Detailed, Warp Fire, Air) Range: 12 steps, Area: 27, Resisted by: Wits + Vigilance, Bonus: 3. The scroll, once burnt, creates 27 copies of the illusionist, all around them, ~ p. 93

Wolf-Run (Detailed, Wax Air, Water) Range: 16 steps, Resisted by: current HP plus DR, Bonus: 2. Drinking the muddy potion increases the target's Speed by +3, while giving them a wolf-like outer layer of fur. The spell also inflicts a -2 Penalty to Intelligence, and forces the target to eat an extra 2 meals per day, or suffer EP from starvation, ~ p. 97

IV Spell Summaries

Doom Study (Divergent, Wax Fate, Air, Earth, Fire) *Cost: 2, Range: 16 steps, Resisted by: Wits + Vigilance.* The target begins unending focus on their current task, while the force of gravity pulls extra hard. They could as holding an item of Weight 3, and take a -3 penalty to focus on anything but their current object of attention, ⟶ p. 70

Find Gateway (Detailed, Distant, Witness Air) *Cost: 3, Range: yelling distance, Resisted by: wind speed.* With a whistful wondering, the caster begins to perceive any magical gateways at yelling distance, in the chosen direction, ⟶ p. 57

Marshweed (Detailed, Distant, Duplicated, Wane Air) *Cost: 4, Range: an arrow's reach, Area: 256, Resisted by: Wits + Athletics.* As the caster gurgles a rotten noise, they release a rancid cloud in the shape of black, whispy, tendrils, which cover an area of 256 steps, inflicting 6 EP to anyone in the area who breathes them in, ⟶ p. 35

Screaming Revelation (Distant, Detailed, Warp Fate, Air) *Cost: 3, Range: yelling distance, Resisted by: Strength + Vigilance.* With a description of the grey world beyond, the caster pushes the target into a state of semi-death. They gain DR 2, ignore all EP penalties, and see as the dead see, for 3 Intervals, ⟶ p. 94

Spider Hive (Duplicated,Detailed, Warp Air, Fire) *Cost: 3, Range: 12 steps, Area: 27, Resisted by: Wits + Vigilance.* The caster rapidly lists every known property of spiders, and 27 chitincrawler illusions emerge from every shadow, ⟶ p. 11

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Cut the following animal statblocks apart, for individual use.

☿♀ Long Trot (Horse)

Strength	2	Dexterity	2	Speed	2
		Wits	2		

Skills Athletics 1, Vigilance 1,
Abilities Quadruped (double movement).

AP 5, Att 9, Dam 1D6+2, DR 2 (14!),

⊙⊙○○○○○○

☿♂ Witless (Warhorse)

Strength	2	Dexterity	2	Speed	3
		Wits	2		

Skills Brawl 1, Athletics 2, Vigilance 2,
Abilities Quadruped (double movement).

AP 6, Att 10, Dam 1D6+2, DR 2 (15!),

⊙⊙○○○○○○

☿♂ Short Saddle (Horse)

Strength	2	Dexterity	-1	Speed	2
		Wits	1		

Skills Athletics 1, Vigilance 2,
Abilities Quadruped (double movement).

AP 5, Att 6, Dam 1D6+2, DR 2 (11!),

⊙⊙○○○○○○

☿♀ Warpig (Warhorse)

Strength	3	Dexterity	2	Speed	1
		Wits	2		

Skills Brawl 1, Athletics 2, Vigilance 1,
Abilities Quadruped (double movement).

AP 4, Att 10, Dam 1D6+3, DR 2 (15!),

⊙⊙○○○○○○○

☿♀ Becka-de-Trot (Horse)

Strength	2	Dexterity	0	Speed	2
		Wits	2		

Skills Athletics 1, Vigilance 1,
Abilities Quadruped (double movement).

AP 5, Att 7, Dam 1D6+2, DR 2 (12!),

⊙⊙○○○○○○

☿♂ Werner (Warhorse)

Strength	2	Dexterity	-1	Speed	1
		Wits	1		

Skills Brawl 1, Athletics 2, Vigilance 2,
Abilities Quadruped (double movement).

AP 4, Att 7, Dam 1D6+2, DR 2 (12!),

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☿♀ Slowin Stedy (Warhorse)

Strength	2	Dexterity	0	Speed	3
		Wits	2		

Skills Brawl 1, Athletics 2, Vigilance 2,
Abilities Quadruped (double movement).

AP 6, Att 8, Dam 1D6+2, DR 2 (13!),

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☿♂ Stayboy (Hunting Dog)

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

Skills Brawl 2, Athletics 1, Vigilance 2,
Abilities Quadruped (double movement).

AP 5, Att 9, Dam 1D6-3,

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☿♂ Waldo (Warhorse)

Strength	3	Dexterity	1	Speed	3
		Wits	1		

Skills Brawl 1, Athletics 2, Vigilance 1,
Abilities Quadruped (double movement).

AP 6, Att 9, Dam 1D6+3, DR 2 (14!),

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☿♀ Reaver (Hunting Dog)

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

Skills Brawl 2, Athletics 2, Vigilance 2,
Abilities Quadruped (double movement).

AP 6, Att 8, Dam 1D6-3,

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☿♀ Singood (Hunting Dog)

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

Skills Brawl 1, Athletics 2, Vigilance 3,
Abilities Quadruped (double movement).

AP 4, Att 8, Dam 1D6-3,

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☿♀ Fletcher (Mule)

Strength	2	Dexterity	2	Speed	3
		Wits	3		

Skills Brawl 2, Athletics 1, Survival 3,
Abilities Quadruped (double movement).

AP 6, Att 11, Dam 1D6+2, DR 3 (16!),

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☿♂ Gallop (Hunting Dog)

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

Skills Brawl 2, Athletics 2, Vigilance 1,
Abilities Quadruped (double movement).

AP 5, Att 8, Dam 1D6-3,

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☿♂ Thatcher (Mule)

Strength	3	Dexterity	1	Speed	1
		Wits	-1		

Skills Brawl 1, Athletics 1, Vigilance 1,
Abilities Quadruped (double movement).

AP 4, Att 9, Dam 1D6+3, DR 3 (14!),

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☿♀ Forager (Hunting Dog)

Strength	-3	Dexterity	0	Speed	3
		Wits	1	Charisma	2

Skills Brawl 2, Athletics 3, Vigilance 1,
Abilities Quadruped (double movement).

AP 6, Att 9, Dam 1D6-3,

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☿♂ Krisiphus (Donkey)

Strength	1	Dexterity	2	Speed	2
		Wits	-1		

Skills Brawl 2, Athletics 1, Vigilance 2,
Abilities Quadruped (double movement).

AP 5, Att 11, Dam 1D6+1, DR 3 (16!),

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☿♀ Hypatia (Donkey)

Strength	2	Dexterity	2	Speed	1
		Wits	-3		

Skills Brawl 1, Athletics 2,
Abilities Quadruped (double movement).

AP 4, Att 10, Dam 1D6+2, DR 3 (15!),

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☿♂ Plato (Donkey)

Strength	2	Dexterity	1	Speed	3
		Wits	1		

Skills Brawl 2, Athletics 2, Vigilance 2,
Abilities Quadruped (double movement).

AP 6, Att 10, Dam 1D6+2, DR 3 (15!),

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☿♂ Heraclitus (Donkey)

Strength	2	Dexterity	1	Speed	2
		Wits	-3		

Skills Brawl 2, Athletics 2,
Abilities Quadruped (double movement).

AP 5, Att 10, Dam 1D6+2, DR 3 (15!),

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Sellswords

♂♄ Artquail

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

Skills Melee 1, Vigilance 2,
Equipment Longsword, complete leather, goat cheese, 16 cp.

AP 2 (AP Cost: 2), Att 10, Dam 1D6+3, DR 3 (15!),

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Description: lively. **Wants:** to explore. **Mannerism:** hands on hips.

♀♄ Quartshine

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

Skills Melee 2, Brawl 2, Crafts 2, Larceny 2,
Knacks Perfect Sneak Attack (+2 Damage for sneak attacks), Adrenaline Surge (+1 Damage, once per round, 2 uses per combat)
Equipment Longsword, dagger, rye bread, 27 cp.

AP 3 (AP Cost: 2), Att 13, Dam 2D6,

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Description: sarky, dark-eyes. **Wants:** to write a formal contract. **Mannerism:** raises right eyebrow.

♂♄ Somnal

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

Skills Melee 1, Crafts 1, Cultivation 2,
Knacks Specialist (+2 when using any husbandry)
Equipment Scythe, 52 cp, smoked ham.

AP 3 (AP Cost: 2), Att 5, Dam 2D6+1,

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Description: confident. **Wants:** to have an adventure. **Mannerism:** two thumbs-up.

♀☿ Hrash

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

Skills Melee 1, Crafts 2, Cultivation 2,
Knacks Specialist (+2 when using any husbandry)
Equipment Flail, 8 cp, dried fruits.

AP 3 (AP Cost: 2), Att 7, Dam 2D6,

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Description: slick and inquisitive. **Wants:** to prove he's civilized. **Mannerism:** Spits on palm, smooths out fur.

Guides

♂♎ Ben of Clan Longhall

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

Skills Melee 2, Caving 2, Crafts 2, Cultivation 1,
Equipment Spear, partial chain, 24 sp.

AP 3 (AP Cost: 2), Att 2*D*6+6, Dam 1D6+2, DR 4 (3!),

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Description: short beard, practical. **Wants:** to make sure people know he's not poor. **Mannerism:** trims beard.

♀♄ Tenleck

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

Skills Melee 1, Crafts 2, Cultivation 2,
Knacks Specialist (+2 when using any husbandry)
Equipment Flail, 30 cp, auroch tongue.

AP 3 (AP Cost: 2), Att 2*D*6+0, Dam 2D6+2,

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Description: dour, short black hair. **Wants:** to get paid up-front. **Mannerism:** picks nose.

♀☿ Karst

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

Skills Melee 1, Stealth 1, Survival 2, Vigilance 2,
Knacks Adrenaline Surge (+1 Damage, once per combat)
Equipment Spear, ivory dagger.

AP 4 (AP Cost: 2), Att 2*D*6+6, Dam 1D6+2,

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Description: jet-black hair. **Wants:** to get food up-front. **Mannerism:** picks nose.

♂♄ Goarfage

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

Skills Projectiles 2, Melee 2, Crafts 2,
Equipment Shortsword, Longbow, 9 cp.

AP 3, Att 2*D*6+3, Dam 1D6+3,

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Description: uncomfortably tall and lanky. **Wants:** to use that bow at any opportunity. **Mannerism:** wrinkles nose when thinking.