

RK 2

a short adventure module for
Dungeon World and Labyrinth Lord



Evil Wizards in a Cave

Johnstone Metzger



Evil Wizards in a Cave

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The Series

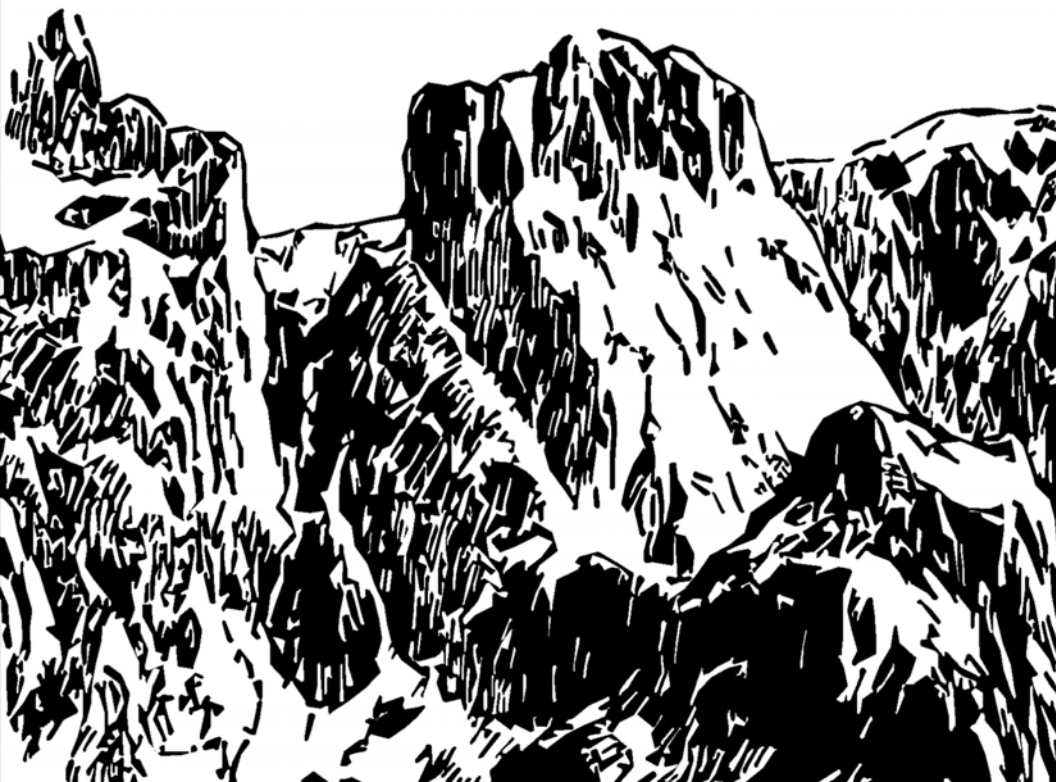
The River Knife series of modules are designed to be used with both Dungeon World and Labyrinth Lord (and by extension any other old school fantasy role-playing game). When the text references rules from one game in particular, they are noted by the game's initials: (DW) for Dungeon World and (LL) for Labyrinth Lord. There are also some new rules that should be used in both games, namely the custom moves and the grim portents and dooms.

The previous module in this series is:

RK1: Knives in the Dark

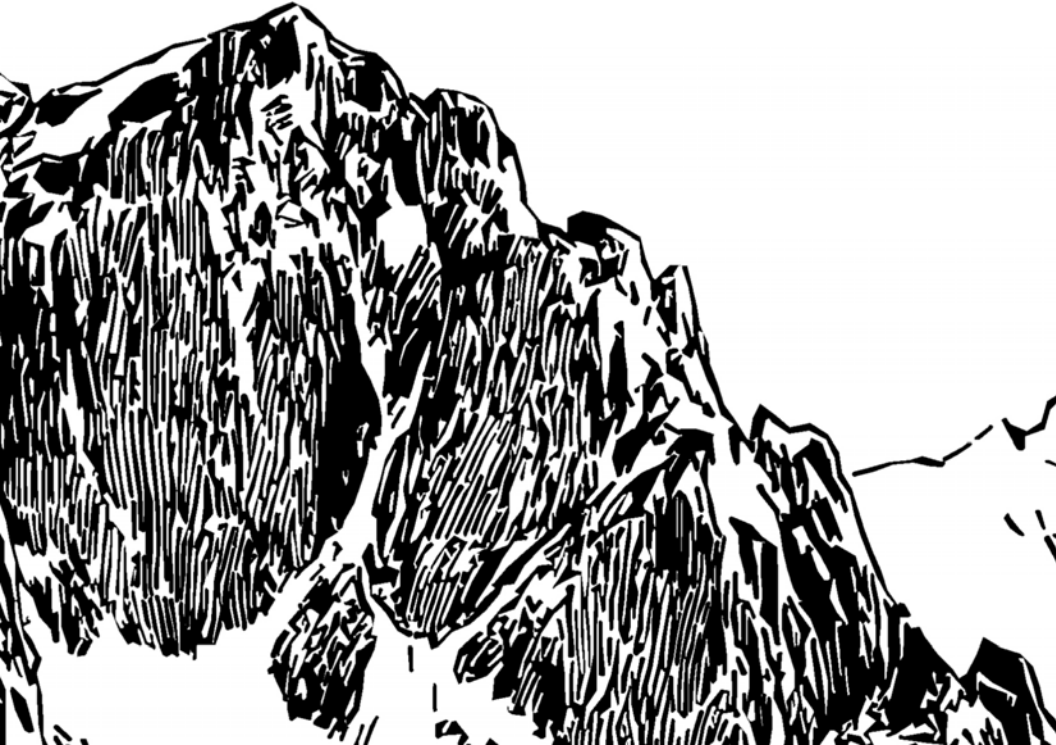
A Note

Money is referred to only as “coins” and should be read as the standard type of currency in your game, or whichever one is used to calculate experience point gains (1 coin = 1 xp).



Introduction

The Tellurine Monastery has a serious problem—a band of evil wizards have stolen their holiest relic, the helmet of Saint Anglard, and fled. The abbot, Father Layne, believes they are hiding out in one of the region's many caves, judging by the recent increase in weird occurrences. But can he find a group of adventurous mercenaries who won't be distracted? There are reports of dragons on the loose—will these prove more enticing than the monastery's helmet and the abbot's meagre reward? Will evil wizards manage to avoid the interference of outside meddlers and bring their plans to fruition inside their secret caves?



Evil Wizards!

This adventure module contains not one, but two groups of evil wizards hiding their schemes inside of secret caves. One of these groups is working on a magical ritual that will affect everyone in the region, but the PCs are left to discover this on their own, as this is primarily a sandbox adventure.

The principle adventure hook is at the monastery. A party in need of a mission and some small reward will be asked by the abbot to recover their sacred helmet. The monks do not know exactly where the thieves are hiding, but have some idea. This gives the PCs a reason to explore the map.

It is not the only reason they can find to go adventuring here, though. These wizards are also responsible for the fantastic beasts roaming the countryside—a dragon, a wyvern, and the unlikely duo of beastman and unicorn. They could be asked to investigate these strange sightings before they ever get to the Tellurine Monastery, since the Palace plantation is encountered first by anyone travelling downriver.

The Time Limit

However, there should be *some* sort of time limit to the PCs' activities. The four wizards hiding in a mountain cave are preparing for a ritual that will affect every single person in the surrounding regions. Whether or not the PCs find out about this before it happens depends on their activities and how long you decide it will take before it happens.

The PCs could be tipped off to it beforehand by way of prophetic dreams, local rumours, or an impending supernatural feeling that washes over the land during the last day or so of the ritual, pointing towards the mountains where it is being performed.

Or give the PCs a time limit and stick it to them if they can't find the wizards. Why not? Maybe they'll look harder next time!

Getting Started

There are a number of ways to get the PCs involved in either exploring this area or looking for the monastery's holy helmet. If you want to get right to the action, start with them having already been hired by someone—this could be the Palace Plantation, the monastery, or even the church itself. If you want to begin the game with the PCs entering this area with no specific agenda, however, they need to hear rumours that will get them to stick around and check things out.

If the whole party has been hired by someone use the Sent by the Church or Travelling Mercenaries hooks, but have one player roll for the whole party. Multiple parties (or individuals) can be hired separately by the same employer, though if they band together later, treat it as if they are only whichever group got the better deal in the first place.

You can use any of the following four hooks to get your players started on this adventure, or write your own. If you are rolling dice, add an ability modifier, not the whole score, abbreviated as follows: Charisma (CHA), Constitution (CON), Dexterity (DEX), Intelligence (INT), Strength (STR), Wisdom (WIS).

Dragon-Hunters

If you have come to hunt dragons, you know the following four things for sure:

- A dragon and a beastman have plagued the Palace Plantation to the north, but descriptions of these monsters vary. Jacob Palace has talked about a reward for anyone who can stop them.
- A dragon has been sighted flying through the air. Most—but not all—reports put it to the south of the natural stone bridge.
- A unicorn has been sighted in and around the north-western forest and the plains to the east, and dragons eat unicorns.
- Few strange occurrences have been reported to the east of the River Knife.

Just Passing Through

If you are just passing through, by road or by river, you know the following four things for sure:

- There have been many sightings of fabulous beasts hereabouts: dragons, unicorns, beasts in the shape of men. The carcasses of these beasts can be sold to wizards for great sums of money, it is said.
- There is a haunted house up in the mountains somewhere around here, full of treasure.
- There is a toll booth somewhere around here, but you can't get a straight answer from people as to how much they charge or if they aren't just bandits in disguise.
- Thieves have stolen something from the monastery and the monks want to get it back.

Sent by the Church

If you were sent by the Church of Law to aid the Tellurine Monastery, roll 2d6+WIS. •On a 10+, they have sent a relic-finder with you. This is a magical, single-chain thurible that will indicate whether or not a powerful arcane object is located within two miles of the direction you are facing, when you suspend it in front of you with one hand. It pulls forward gently if it senses another magical item, but does not indicate its type or nature. It must be returned to the church after the helmet is returned to the monastery. •On a 7+, the church has also offered you a reward of 500 coins to solve the monastery's problems. •On a 6 or less, this mission is your last chance to atone for your crimes and transgressions. If you do not retrieve the helmet, you will be excommunicated permanently.

Travelling Mercenaries

If you are a travelling mercenary, approached by Father Layne, the abbot of the Tellurine Monastery, roll 2d6+CHA. •On a 10+, he offers you 500 coins, or the equivalent in beer and cheese, to retrieve the helmet of Saint Anglard, and will allow you to stay the night at the monastery, instead of the hostel, when you are not camping out in the wilderness. •On a 7-9, he offers you 50 coins, some beer and cheese, and the monastery's gratitude if you agree to retrieve the helmet. You can also stay the night at the monastery before setting out. •Additionally, on a 7+, he is willing to bargain, now or later, and may offer use of the nearby farmland or incomes from them, instead of, or in addition to, beer, cheese, and coins. •On a 6 or less, he offers you 50 coins or a supply of beer and cheese and is unwilling to negotiate until you have the helmet.

If you are a travelling mercenary, approached by Jacob Palace, owner of the Palace Plantations, roll 2d6+STR. •On a 10+, Jacob Palace offers you 50 coins in advance and 500 coins for each local monster slain. If asked, he will happily loan you the use of a horse, a couple of men, and some dogs for the hunt. •On a 7-9, he offers no money in advance and 200 coins for each monster's carcass. •Additionally, on a 7+, he will also let you sleep and eat on the plantation, with the other workers. •On a 6 or less, Jacob Palace does not trust you, and wants to see you prove yourself before he offers you hospitality. You can only negotiate some kind of deal with him after you slay a monster.



Monastic Vows



A Monk's Life

The Tellurine Monastery is built on top of a large stone hill, jutting dramatically up out of the earth. It was founded a thousand years ago, after the Church of Law destroyed a fearsome vampire count, whose castle sat upon this very spot. The count was destroyed and his fortress razed to the ground, but this victory did not come cheap—many were slain in the final battle, with Saint Anglard chief amongst them. He was found locked in a death grip with the vampire count, both their bodies charred and blackened, pieces of their arms and armour scattered all around them. He gave of his life so that the countryside could be free of evil tyranny, and so his magic helmet—the only piece of equipment left unharmed—became the centrepiece of a new monastic citadel. His ashes were mixed with those of the vampire so he could ensure this evil was vanquished for eternity.

In the meantime, the monastery has flourished, steadily producing high quality beers and cheeses, while taking in those men who wish to leave the vagaries of the material world behind. It is currently home to some three dozen monks under the guidance of the abbot, Father Layne.



A Monastery's Need

Father Layne has a request to make of any capable-looking adventurers who stop by the monastery's coach house. The sacred helmet of Saint Anglard—all that is left of the monastery's founder!—has been stolen by a group of evil wizards. Layne will tell them how two of his monks, **Brothers Hessengall and Santosian**, were investigating rumours of witchcraft nearby, and they encountered these wizards. Once they learned that the monks suspected them, they used magic to attack the monastery and steal the most sacred relic the monks have.

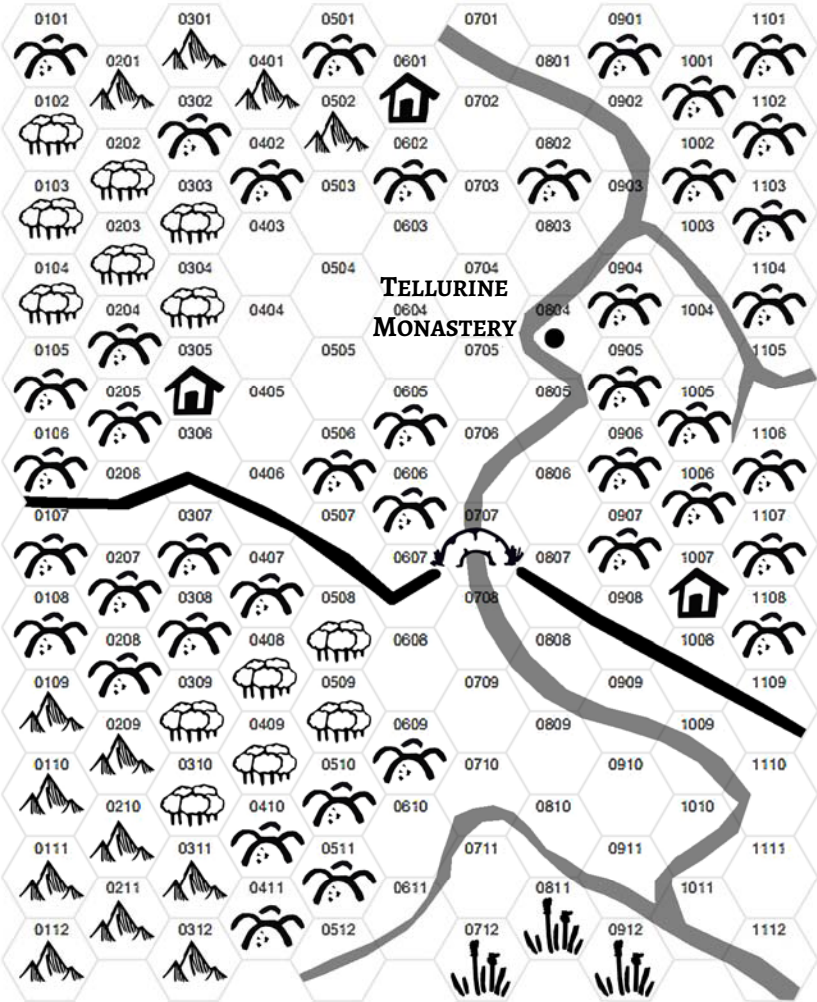
If the PCs wish to speak to Brothers Hessengall and Santosian, the pair will confirm the abbot's story. They say these wizards transformed themselves into animals, attacked the pair, and then kidnapped a child from a small village some thirty miles away. Before the pair could make it back to the monastery to warn them, the wizards had been there already.

Layne would like a group of adventurers to find these evil wizards and retrieve the helmet. He suspects they are hiding in a cave to the west or southwest, as there have been strange rumours of monsters in these areas recently. The hills and mountains around here are riddled with caves and tunnels—and Hessengall and Santosian originally found them camping in a cave, so it makes sense to them.

The abbot cannot offer them much in the way of a cash payment—a thousand coins is the best he can do, and even that is an act of desperation. He will try to offer a few hundred at first. If the PCs are willing to accept other rewards, he can offer them hundreds of coins worth of beer and cheese, future incomes derived from surrounding farmlands, or grants of land to the west of the monastery or downriver, past the stone bridge where a village used to be.

Map of the Region

1 hex = 2 miles.



Key



FARM



MOUNTAINS



FOREST



NATURAL BRIDGE



HILLS



SWAMP

A Hilltop Fortress

The monastery is built on top of a high stone crag that juts out of the earth next to the River Knife. Below the monastery there are numerous small buildings where the brewing and the cheese making operations are housed, along with a hostel for boatmen and other travellers. There are only two ways up to the monastery: the thin trail that leads up to the front door of the foyer, and a small staircase leading up from the main brewery. This brewery can also be accessed from below, but the route is treacherous and the monks rarely use it anymore. Some of the more notable sections of the monastery are detailed below:

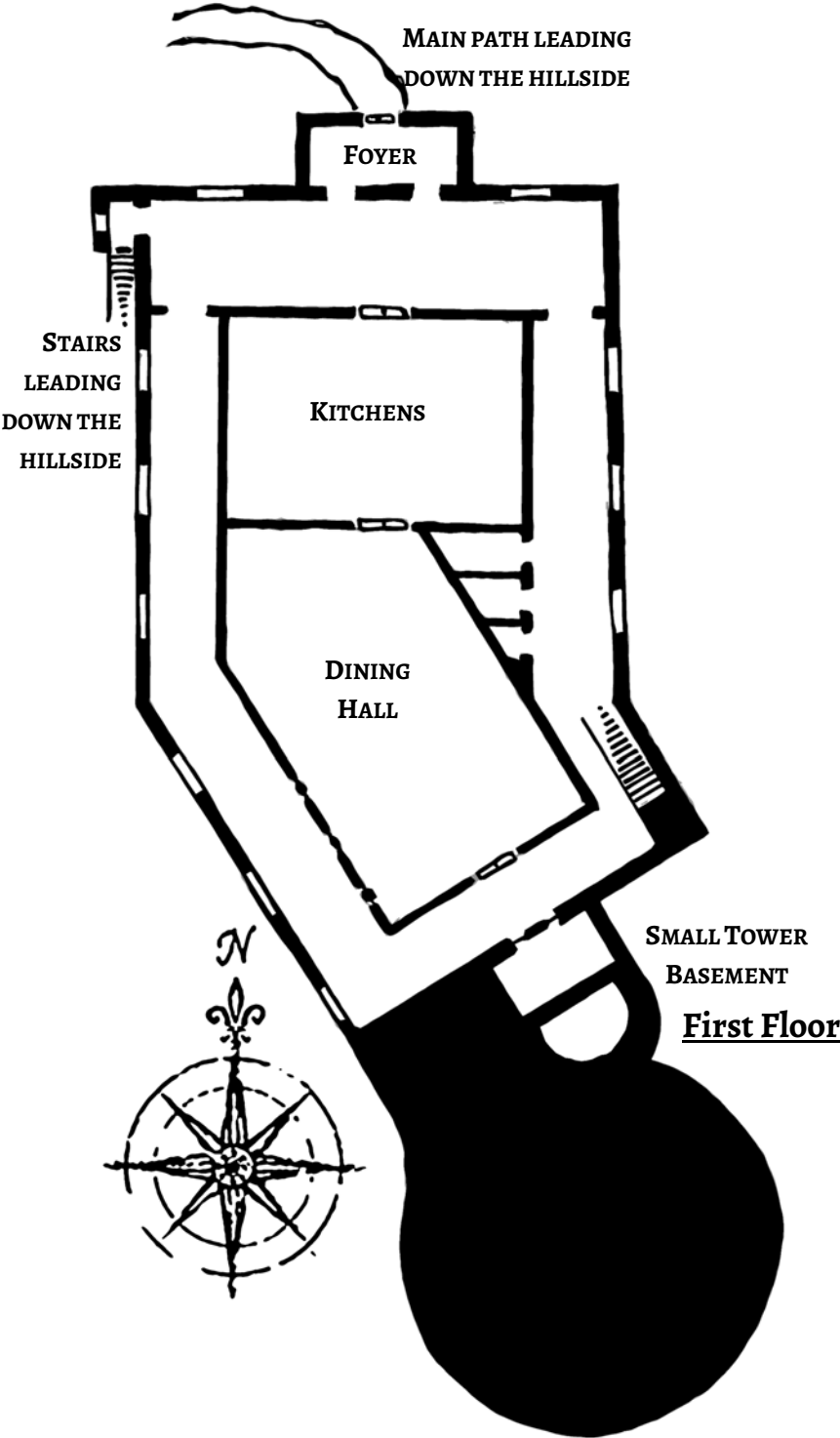
Dining Hall

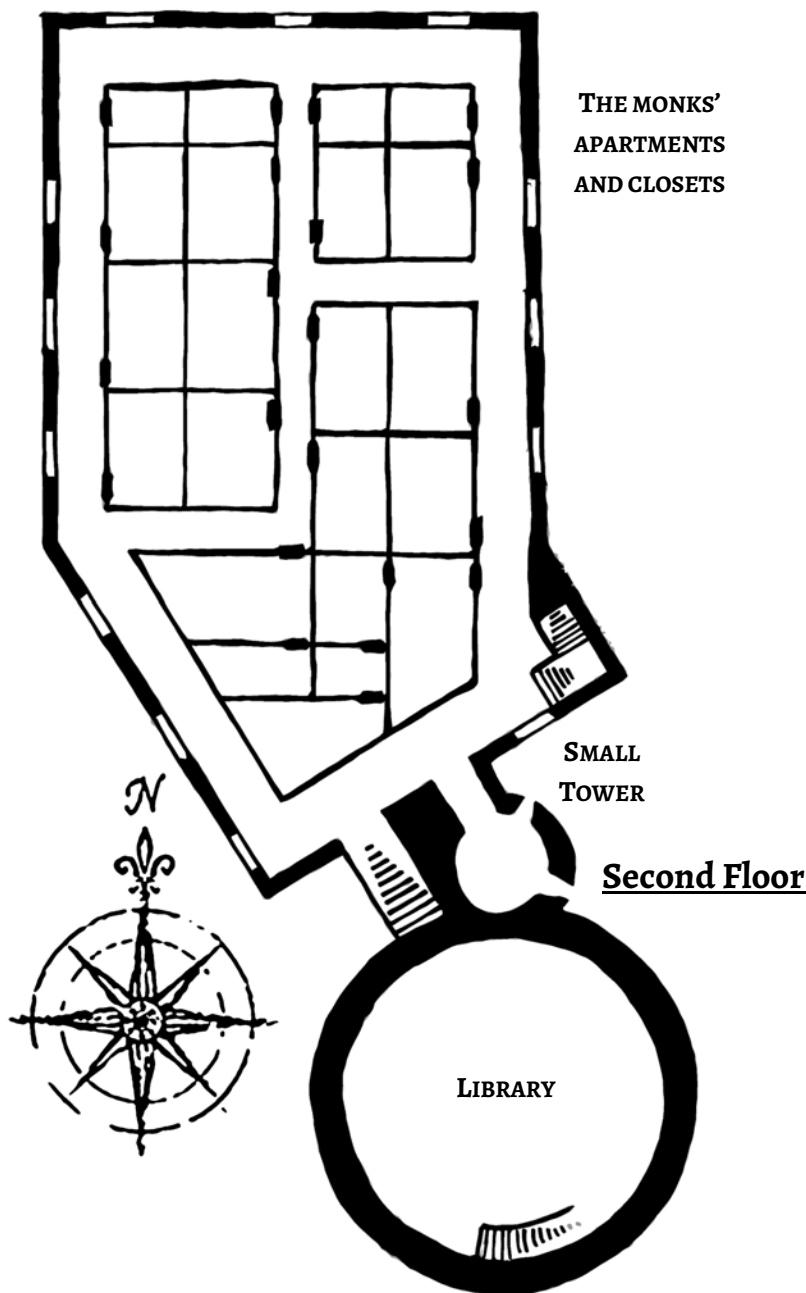
This is a large, irregularly-shaped hall, with large double doors leading to the kitchens at the north end and to the hallway at the southeast end. There are also several small doors to the southwest hallway that are usually only opened in the summertime. Normally, Saint Anglard's helmet is displayed here, in the northwest corner, but it is now missing.

The floor is made of dark, cobbled flagstones, well worn from centuries of use. In the centre of the hall, there are what look to be faint and scattered bloodstains on these stones, and some of them seem chipped and scratched. This is caused by the fighting that happens here, twice a week. The monks wave off any inquiries about the floor. They admit nothing.

Foyer

The original monastery had separate entrances for men and women, but two centuries after its founding, women were barred from visiting altogether and the single-story foyer was built. It is sturdier even than the rest of the monastery, as there were fears of war at the time, but fortunately has never been tested. The current policy with regards to female visitors is much less strict.



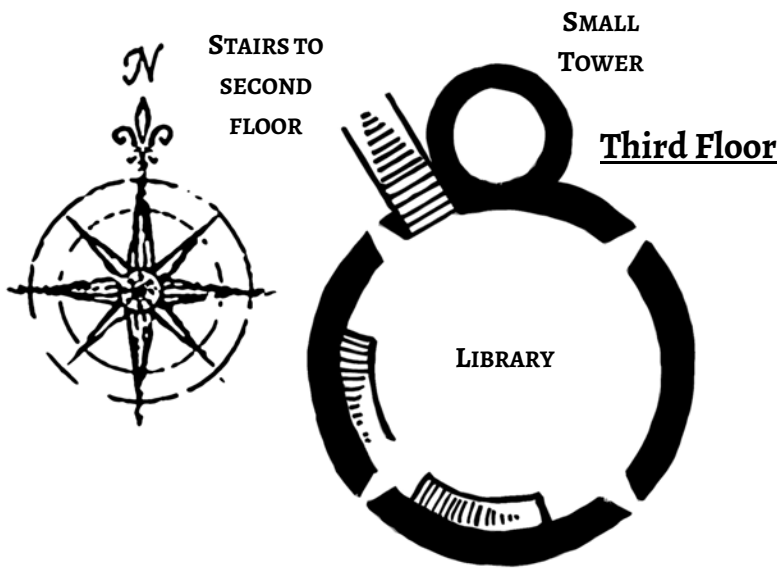


Library

The large tower has been given over entirely to the monastery’s library. There are many rare and valuable books here, but they are mostly religious, medical, or scientific in nature. They are notable more for their antiquity than for any secret information they might contain. There are also a few instances of literature and travel accounts, but only in ancient languages that are still important today. There are no magic books—those have been hidden away in the secret caves below.

Monks’ Apartments

Most of the monks live three-to-a-room on the second floor of the main building. A few monks have the privilege of a smaller, single room, including the abbot, but there are not many of these. Monks are allowed a few simple personal items, their choice of bedding, and their own religious possessions. They do not have individual clothes aside from their monastic robes.



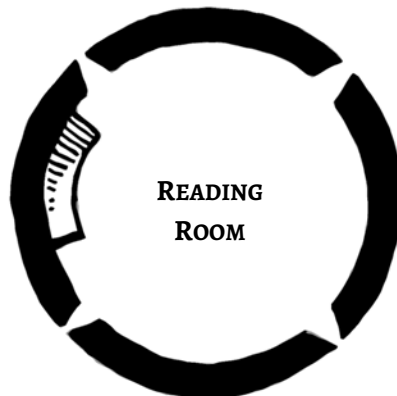
Small Tower

Only the middle floor of the small tower is accessible from the main building. The other two stories are reached from here by a thin flight of stairs, not pictured on the map. The upper story is full of supplies, spare furniture, and dry goods, many of them having been moved there from the tower's basement. The floors below it are bare.

In the basement, there are many marks on the square stones that make up the floor, as if they have been pried open by crowbars many times. They have been, too—beneath them lie a network of secret caves that the monks have only discovered recently. If these marks are mentioned to the monks, they deny everything and mumble something about “repairs” if necessary.



Fourth Floor



A Monastery's Secret

Those who found the fallen Saint Anglard made a terrible mistake that day, for the helmet they thought was his belonged in fact to the dreaded vampire lord. Instilled within this helmet is an intimate magical connection to the land and the beasts that dwell upon it. It can be used to activate a place of magical power, and to call spirits forth from the ground. The current leadership of the Tellurine Monastery have been using it to conduct obscene rituals.

Brother Hessengall

The son of a bookbinder, Joseph of Hessengall chanced upon a magical tome as a young boy. He was captivated, and vowed to do whatever he had to do in order to learn more. He became a charlatan and a swindler as well as a collector of occult tomes, but no matter how hard he tried to study, he was never more than a mediocre magician. With the law closing in on him, he repented his former life and joined the holy orders of monks.

And yet, he could not deny the lure of the arcane. He became a scholar of magic and a hunter of witches in order to justify his obsession, but it was not until he joined forces with Brother Santosian that he finally found a kindred spirit.

Tactics:

If they discover the truth: Deny everything, attack by stealth.

If they recover the helmet: Be gracious but formal.

DW:

BROTHER HESSENGALL	<i>Intelligent, Magical, Organized.</i>
Knife (1d6 damage, hand)	12 HP 1 Armour

Instinct: To obtain more magical power and live forever.

- Call other monks for assistance.
- Cast a spell from his spellbook.
- Fake remorse to trick foes.

LL:

Brother Hessengall is a 3rd level Neutral Cleric turned Chaotic by the helmet's influence. He has 12 HP, leather armour, and the spells *Cause Light Wounds* and *Detect Magic*. Using his spellbook, he can summon fire, a swarm of lights, or a corrosive black cloud that deals 1d6 damage per round. He can also attack with a knife if the situation is desperate. His morale is 10.





Brother Santosian

The second son of a noble bloodline, Stefan Santosian joined the priesthood after his parents were killed by a drunk and blundering street magician playing with powers beyond his command. With his brother's grandson the current head of the family, Santosian has lost all connection with his old life. The church is his only home. But magic is his true calling, even though he has dedicated his life to tracking down and punishing criminal wizards and demon summoners.

Working alongside Brother Hessengall, the pair have been able to pool their knowledge. They began examining various holy relics of the church, and found the helmet of Saint Anglard to be particularly powerful. Father Layne allowed them to conduct experiments in order to enhance the holiness of the artifact and to bring out the essential characteristics of the land below the monastery. The results were not what any of them expected.

Tactics:

If they discover the truth: Invite them to try it before they judge it; if they balk, capture them and make them gladiators.

If they have magical knowledge: Try to take it, first by stealth, then by force if necessary.

If they recover the helmet: Allow others to thank them, say nothing.

DW:

BROTHER SANTOSIAN	<i>Intelligent, Magical, Organized.</i>
Sword (1d8+2 damage, close)	14 HP 1 Armour

Instinct: To obtain more magical power and live forever.

- Attack savagely with his magic sword.
- Cause fear to bloom in the hearts of foes.

LL:

Brother Santosian is a 3rd level Neutral Cleric turned Chaotic by the helmet's influence. He has 14 HP, leather armour, and the spells *Cause Fear* and *Detect Magic*. He wields a +2 sword that can glow like fire in the dark. His morale is 11.

Father Layne

Colin Layne has been the abbot of the Tellurine Monastery for over a decade, and a monk within these walls since his early teens. He has dedicated his life to nourishing, defending, promoting, and



expanding this monastery. When Brothers Hessengall and Santosian proposed using magic to examine the monastery’s holy relics, Layne jumped at the chance to get more out of Saint Anglard’s legacy. If they could discover holy properties inherent in the helmet that had gone overlooked for a millennia, who knew what heights the monastery could aspire to?

Tactics:

If they discover the truth: Beg, plead, scheme against them, but never admit the truth in words.

If they recover the helmet: Thank them profusely, but die inside a little more.

If violence occurs: Give up, cower, and fall into despair.

DW:

FATHER LAYNE	Intelligent, Magical, Organized.
	6 HP ○ Armour

Instinct: To defend the monastery.

- Call upon the monks and command them to take action.
- Issue denials and make excuses.

LL:

Father Layne is a 2nd level Lawful Cleric. Once per day, he can either cast *Cure Light Wounds* or use the magic of the helmet. He has 6 HP and no armour. He does not fight and his morale is 6.

The other monks are either 1st level Clerics or zero-level monastics.

The Missing Helmet

Instead of holiness, the helmet awoke the hungers of a vampire inside the hearts of these poor monks. It brought out the spirits of blood and death and savagery that lie inside the rocky hill beneath the monastery, and led these holy brothers to the secret caves that reach all the way down to the River Knife itself. But worst of all, it showed them the way to immortality.

The monks now use their money to buy slaves—mostly criminals and foreigners—in order to make them fight to the death in secret gladiatorial combats, normally held twice a week. For each combat, a pair of fighters is chosen at random from the surviving prisoners, held captive in the caves below. Usually Hessengall or Santosian presides over the ceremony, wearing the helmet and strange arcane robes, but Father Layne has stood in this role as well. All the monks gather around the two gladiators and force them to fight until one is dead. The winner is celebrated, then returned to his cell below the earth, while the loser is roasted and consumed by the monks. The bones they take down to the lowest cave, where the river flows, and throw them into the water. This feast reinvigorates the diners, reversing the effects of aging, making them feel stronger and younger.

All the monks have secret reservations about this practice, no doubt, but the magic of the land compels them. The helmet awoke a deep and vicious bloodlust and a desperate need to rule over others without end, and the excitement it has caused inside these monks has shocked them into blind compliance. If taken away from the monastery, the spell will break. Any one of these monks will be wracked with horror and the unbearable weight of guilt, shame, and remorse—except for Hessengall and Santosian. At this point, they no longer care about the cost to their souls or to the souls of others. They have finally achieved arcane power and neither man is willing to give it up.

The Caves Below

The ancient caves below the monastery are a mix of hand-carved and natural caves. Whether they were carved by the vampire count or existed long before he rose to power it is hard to say. They have been sealed up since the monastery was built here—that is, until recently, when Brothers Hessengall and Santosian used the helmet to awaken the bloodlust in the earth, and in these strange caves specifically.

1. ENTRANCEWAY

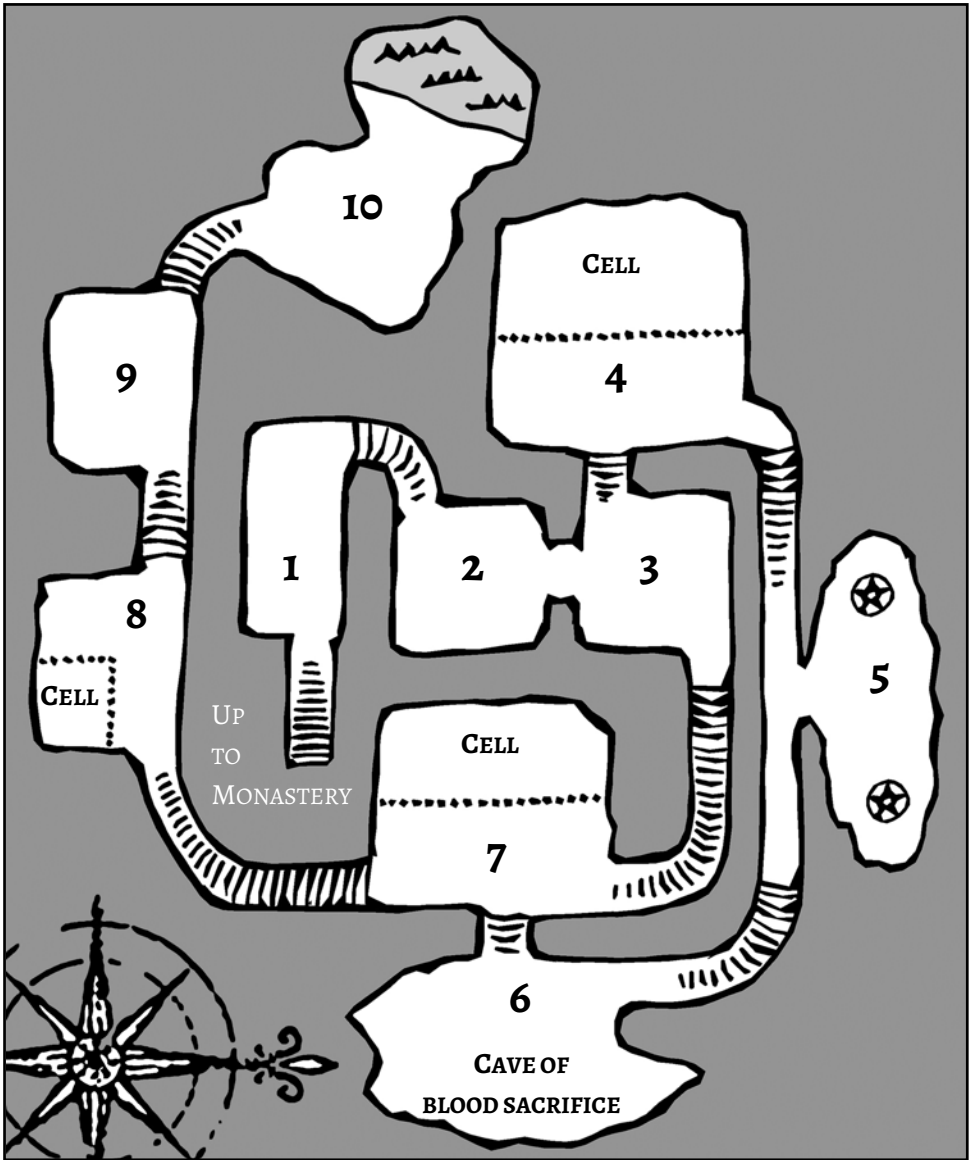
This cave has been carved out of the rock by hand. Stairs to the east lead up to the basement level of the small tower, and stairs to the north lead further down. There are some **supplies** here, sitting on wooden benches: whips and clubs, some manacles, strange-looking ceremonial robes, and some buckets.

2. CAVE OF FRESCOES

The monks have begun painting **frescoes** on the walls of this man-made cave. Deep down they feel guilty for the blasphemy they are committing, and try to make up for it in whatever small ways they can. The frescoes show Saint Anglard performing miracles.

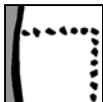
3. GUARD ROOM

There are always **two or three monks here standing guard**. There are some cots set up though, and they do not see anything wrong with sleeping on the job, as it were. At regular times during the day, other monks come to patrol, bring food, empty the chamber pots, and pray with the brothers who are on guard duty.



Key

Halls = about
four feet wide.



CELL BARS



RIVER



STAIRS



STATUE

4. THE FIRST CELL

Half of this cave has been fashioned into a **jail cell**, with a wall and door made of iron bars. The bars are slightly rusted but still sturdy and the lock is brand new. The monks in the guard room have the keys. Some of the prisoners are kept in manacles, depending on how many there are in each cell. Choose prisoners from the list on pages 32-33 or invent your own.

5. CAVE OF STATUES

This natural cave has two demonic-looking **statues** at either end, carved from large stalagmites. The monks have **covered them up with sheets and rugs**, however—more evidence that they secretly regret what they are doing and wish to repent. But they are too weak to resist.



6. CAVE OF BLOOD SACRIFICE

This natural cave has a high ceiling and it is obvious that water runs through it, from north to south, at least some of the time (primarily in winter). The rock here has also been deeply and profoundly stained by years of regular bloodletting when the vampire count ruled this place, centuries ago. The stains remain, though the count is long gone.

7. THE SECOND CELL

This cave has also been fashioned into a **cell**, just like the first. Choose prisoners from the list on pages 32-33 or invent your own.

8. THE LAST CELL

The small cell in this room is much like the others, but reserved for the winner of the last fight, and for them alone. **Barnabas** (whose real name is Ndeke Natando) is the wiry, black-skinned foreigner who occupies this cell now. He has won three fights so far—not the most of all the prisoners, but then he has not been here very long.

9. THE OTHER LIBRARY

In this small, hand-carved cave there sits a **table, two chairs, and a shelf**. Upon the table sits a lamp. Upon the chairs sits either no one, or Brothers Hessengall and Santosian, if they are doing research, for upon the shelves sits their **magical library**—a dozen or so grimoires of occult lore, dangerous alchemy, and the hokum of charlatans. Aside from the spellbook that Hessengall usually carries around, these are all the books the two monks have learned their magic from. They are worth at least 200 coins all together, but any wizard worth their salt knows everything in them already.

10. THE RIVER'S CAVE

A **part of the River Knife** flows through this natural cave. The monks take the bones of their victims down here in order to dispose of them.

Prisoners

Exactly how full these cells are is up to you, but some of the notable prisoners can include:

Andrayal is a short man with greying hair, enslaved after being convicted of murder. He has fought only one fight so far, and he won because his opponent was a weakling. He is terrified of having to fight Keffu and longs for escape.

Botaal is a muscular albino with wiry hair, large lips, and poor eyesight. His people believed he was cursed and sold him to a magician, but when he grew too large, he was sold again.

Keffu is a muscular man with very dark skin. He was selected for the first two fights after his arrival, and won both times.

Khabro Bölcheh has narrow eyes and glittery copper skin. He was sold into slavery by his traitorous brother, and he longs to escape so he can exact revenge. He is patient and cunning, but completely ignorant of the local culture.

Landrew was born into the lowest underclass of the kingdom's largest city and these streets were his whole world until he was imprisoned for theft and made an indentured labourer. He had no idea that such a punishment would lead him here, however. He has managed to win one fight so far, but broke his hand and now that it is useless he lives in perpetual terror.

Melkiyor was enslaved after his cult was broken up by the king's soldiers. His faith has only been strengthened by this trial and he longs to be chosen to fight so he can kill as many men as he can before joining his gods.

Randall is a good-looking young man who was sold into slavery because of his family's debts. When he was first put into this cell, some of the other prisoners tried to rape him and the monks put a stop to it. For this, he is strangely loyal to them. He has seen more

than a few men leave and never come back, but has yet to be chosen to fight himself.

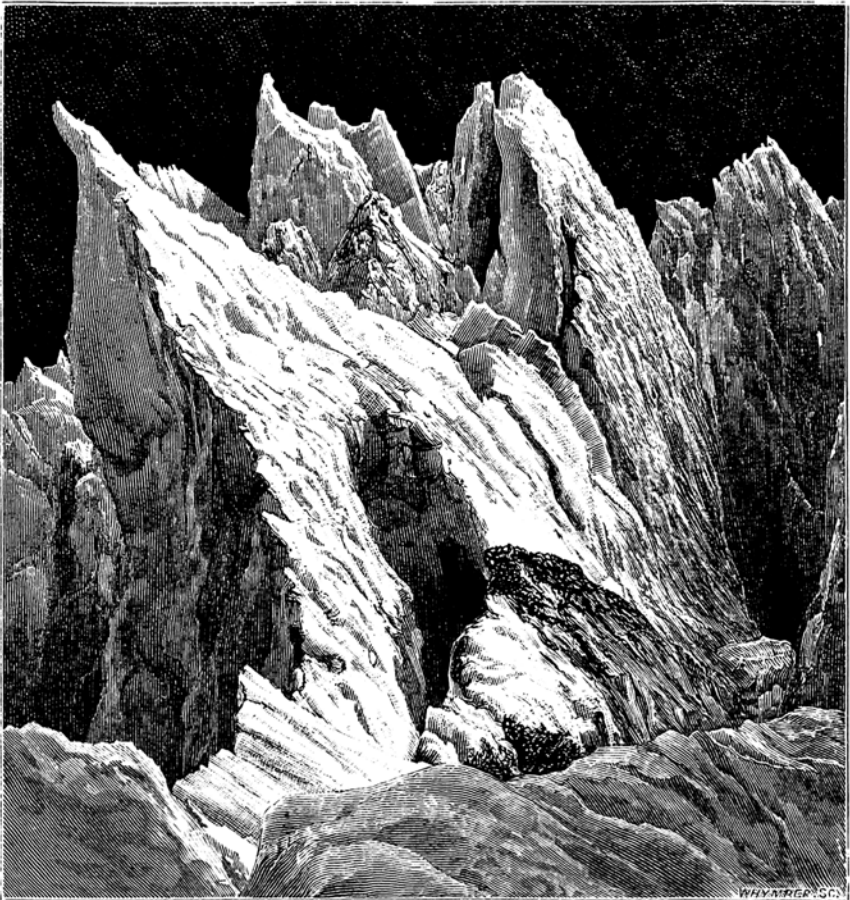
Reynold was once an indentured apprentice, but quarrelled with his master, who then sold him illegally. He has yet to fight another prisoner.

Taldan is a swarthy man with a bushy black beard, enslaved in a far-away land and shipped across the ocean. He started fighting with his cellmates immediately and is now kept in chains and manacles at all times, even though he has already won half-a-dozen fights upstairs.





Animal Magic



Thieving Wizards

The four wizards who stole Saint Anglard's helmet from the Tellurine Monastery have taken it to a cave in the mountains to the southwest, where they are planning to use it as part of a powerful magical ritual that will bring back an ancient shamanic connection between humans and animals.

Some people believe that once, long ago, every person had a magical link with a particular animal. Each person's animal was different and each gave them powers that today would seem fantastic. But then that knowledge was lost, and the only way to have that connection in this lesser age is through powerful sorceries—the art of claiming a familiar—or by bargaining with demons. And no sane person would bargain with demons. But for this group of wizards, a familiar is not enough. These wizards want to bring back that magical connection for everyone.

The Ritual

At some point in the future, these four wizards will complete their ritual. How far in the future is up to you, but it will take the PCs at least a full day of walking to get from the monastery to the cave even if they already know where it is. If they are already investigating dragon sightings and other mysteries in the region, they may not think these helmet-snatching wizards are much of a threat. When the ritual is nearing completion, however, other magic-users in the region should be able to sense it and track it down if they concentrate (and are less than a day away).

When the ritual is completed, everyone in the surrounding area, including everyone on the map and even a few dozen miles beyond, will have their souls joined with the soul of an animal from the area (LL: A saving throw vs. spells is allowed).

If you are affected by the ritual, your soul is bound to that of an animal from the region. You both get several advantages from this:

- You can't control this animal *per se*, but you can communicate with it more-or-less like another person, and both of you always know vaguely what direction the other is in.
- You gain a special ability related to whatever advantages this animal has over humans: a superhuman sense of smell, enhanced eyesight, claws, or scent glands, perhaps. The animal gets an increased lifespan, and will live as long as you do, unless killed by disease or violence.
- Your hit points are now shared with this animal. If either of you take damage, you both feel it, and your shared hit points are reduced. If either of you dies, both of you die.

Roll 1d30 to determine what type of animal you are bonded to:

1 Badger.	16 Horse.
2 Bear.	17 Lizard.
3 Beaver.	18 Mountain lion.
4 Boar.	19 Otter.
5 Cat.	20 Pheasant.
6 Chicken or rooster.	21 Pig.
7 Crow or raven.	22 Rabbit.
8 Dog.	23 Raccoon.
9 Dove or pigeon.	24 Robin.
10 Eagle or hawk.	26 Salmon or trout.
11 Elk.	26 Skunk.
12 Falcon.	27 Snake.
13 Fox.	28 Swan.
14 Frog or toad.	29 Weasel.
15 Goat or sheep.	30 Wolf.

Doyce DeQuincy

Though he dresses like a dandy, as if material concerns were his only worry, DeQuincy is actually more obsessed with other worlds, other planes of existence, and utopian visions of the future. He inherited a considerable fortune upon the death of his father and promptly spent it all on theatres and magical experiments. Now he hopes to create an alternative to the real world that is permanent, before he completely bankrupts himself.

There is only a 50 per cent chance that DeQuincy is in the cave when the PCs show up (if the ritual has yet to be completed), as he is overly fond of taking long walks so he can admire the natural beauty of these mountains. If he is present, he will likely be asleep. He wakes at the slightest disturbance.

Tactics:

If attacked: Cast a web to immobilize them, then either escape, or torture them slowly if there is no danger in doing so.

If slighted: Hold a grudge.

If someone is rather interesting: Charm her, with wit or with magic.

If someone presents a plan to increase the amount of magic in the world, by whatever means: Support it!

DW:

DOYCE DEQUINCY

Intelligent, Magical, Organized.

Long dagger (1d6 damage, 1 piercing, hand)

12 HP ○ Armour

Instinct: To increase his own power and influence over others.

- Present the appearance of a perfectly reasonable nobleman.
- Trap foes in a magical web.

LL:

Doyce DeQuincy is a 3rd level Chaotic Magic-User. He has 12 HP, no armour, and wields a long dagger (1d4+2 damage) if he has to. His morale is 7.

First Level Spells: Charm Person, Read Magic, Ventriloquism.

Second Level Spells: Web.





Esmerelda Lafontaine

A daughter of the Dulac Lafontaines, Esmerelda was drawn to the dark side from a young age. She liked it when the social stigma surrounding sorcery and the dark arts made her more fearsome, mysterious, and desirable—she liked it rather less when it caused her parents to drive her away and cut off her allowance.

She is less interested in the actual effects of the ritual itself—she already has a monkey for a familiar—but she very much wants to see the chaos it will sow. She hates the monks of the monastery, their church, and the strict social rules of local society. The more these authorities can be disrupted, the better.

There is only a 50 per cent chance that Esmerelda is in the cave when the PCs find it (if the ritual has yet to be completed). Otherwise, she will be outside, in animal form. Her monkey always stays inside the cave, and will psychically alert her if intruders arrive.

Tactics:

If they wield authority or threaten violence: Punish them.

DW:

ESMERELDA LAFONTAINE

Intelligent, Magical, Organized.

Lightning (1d6+1 damage, ignores armour, near) 14 HP ○ Armour

Instinct: To wreak havoc upon authorities.

- Cast a distracting spell.
- Cast an offensive spell.
- Command her familiar to attack (1d8+1 damage)
- Offer an alternative to being enemies, backed up by magic.
- Transform into a bird or serpent.

Seance

LEVEL 3

NECROMANCY

This spell cleaves a rift between the world of the living and the world of the dead, making the ghosts of those buried in the location where the spell is cast, as well as spirits tied to that location, visible to anyone present. You may question them and receive one answer from each spirit.

LL:

Esmerelda Lafontaine is a 5th level Chaotic Magic-User. She has 14 HP, no armour, and wields a dagger (1d4 damage) if she runs out of spells. Her morale is 10 though she prefers a strategic retreat to actual combat, which she leaves to her familiar.

First Level Spells: Charm Person, Find Familiar, Magic Missile, Read Magic.

Second Level Spells: Continual Light, Knock, Mirror Image, Seance.

Third Level Spells: Dispel Magic, Polymorph into Bird, Polymorph into Serpent (these are more restrictive versions of the higher-level Polymorph Self spell).

Gildar the Monkey Familiar

Alignment: Chaotic
 Movement: 120' (40')
 Armour Class: Chainmail
 Hit Dice: 2+1
 Attacks: 3 (2 claws, 1 bite)
 Damage: 1d6 (claws), 1d8 (bite)
 Save: F₃
 Morale: 12
 XP: 25xp

Seance

2nd level Magic-User Spell

Range: 0'

Duration: 1d6 turns

This spell allows the Magic-User to cleave a rift between the world of the living and the world of the dead. The ghosts of those buried in the location where the spell is cast, as well as spirits tied to that location, will become visible to anyone present. By questioning these spirits, the caster can compel one coherent answer every turn. Others present can also try to question the spirits, but there is a 1 in 3 chance each time that they will be tainted by contact with the spirit world.

Lady Argent

A scholar of the ancient shamanic cultures, Lady Argent believes in the glories of a lost golden age. Today, in this lesser time, people are weak and foolish, having lost the old knowledge that made them strong and proud. She genuinely believes that by bringing this magic back into the present, it will benefit people and give them real advantages they do not have now. She is not particularly interested in listening to their opinions on the matter, however. She knows what is best for others, consulting with them is unnecessary.

Her servant, Sir Willard, is utterly devoted to her and is convinced that she is doing the right thing. He has reservations about the other wizards, but if dealing with them is what it takes to see his mistress' plan to fruition, so be it.

The pair spend most of their time outside the cave, gathering plants for the ritual. Lady Argent is an expert herbalist and specializes in creating rituals that use natural ingredients.

Sir Willard

Lady Argent saved his life when he was younger and he enthusiastically entered her service. He is rather stuffy and proper, obsessed with living a pure and noble life, but he also desires a life filled with magic.

Tactics:

If the ritual is threatened: Attempt to stop them by stealth and trickery first, outright violence second.

If they would benefit from her care: Try to help them, whether they want help or not.



DW:

LADY ARGENT *Intelligent, Magical, Organized.*

 Radiant bolts (1d8 damage, ignores armour, reach) 14 HP 0 Armour

Instinct: To make other peoples lives better in ways that she approves of.

- Call to Sir Willard for aid.
- Cast a distracting spell.
- Cast a spell of revelation.
- Transform into an animal.

SIR WILLARD *Intelligent, Organized.*

 Sword (1d10 damage, close) 14 HP 2 Armour

Instinct: To serve and protect Lady Argent.

- Attack with the edge of his blade.
- Bellow a deafening battle cry.
- Push, trip, and disarm a foe.
- Wrestle a foe to the ground.

LL:

Lady Argent is a 4th level Neutral Magic-User. She has 14 HP, no armour, and wields a staff (1d6 damage) if necessary. She has the innate magical ability to transform into a falcon or a silver fox three times per day. Her morale is 9.

First Level Spells: Detect Magic, Read Magic, Magic Missile, Sleep.

Second Level Spells: Detect Invisible, Locate Object.

Sir Willard is a 3rd level Neutral Fighter. He has 14 HP, chainmail armour and shield, and wields a sword (1d8+1 damage) in battle. His morale is 10, but he will not flee unless Lady Argent does also. If Lady Argent is mortally wounded, he will seek revenge with a morale of 11.

Mandalar the Mystic

The man who calls himself Mandalar was once a normal shopkeeper, but his hatred of humanity grew too great and he could no longer contain it. He has always loved the company of animals—domesticated animals, that is—because they don’t judge him or talk back to him. He loves them because they love unconditionally. But people have never been like that. If he could show them the beauty of the animal world, what then? They would change! After becoming interesting in magic, Mandalar made this his life’s mission.

He is the one who brought the other three together, and his obsessive nature is what led them to this point. But he is no good at organizing them, so he inevitably leaves this to Lady Argent. Once the ritual is complete, he thinks he won’t have to put up with them any longer, and he’ll be able to go back to his old life, except now other people will be more considerate.

Mandalar never leaves the cave unless it is absolutely necessary for his magical research. He spends every minute of his waking hours working on the ritual.

Tactics:

- If attacked:* Get to safety, then counterattack by calling for help.
- If the ritual is thwarted:* Plan for vengeance.
- If they harm an animal:* Become enraged.

DW:

MANDALAR THE MYSTIC	<i>Intelligent, Magical, Organized.</i>
Staff (1d6 damage, reach)	6 HP ○ Armour

Instinct: To hate humans and love animals.

- Lash out with a minor offensive spell.
- Summon animals to his side.
- Trip a foe with his staff.
- Whine with great spite and frustration.

LL:

Mandalar the Mystic is a 2nd level Chaotic Magic-User. He has 6 HP, no armour, and wields a staff (1d6 damage) if he must. He has the special ability to summon and command domesticated and small wild animals. His morale is 9.

First Level Spells: Find Familiar, Hold Portal, Light, Magic Missile, Read Languages, Read Magic, Shield.



The Mountain Caves

There are three caves up in the mountains, on the north side, looking out over the rolling hills below. The cave nearest the ground is where a bear lives. He is not fond of humans, and will attack if disturbed, but has not bothered the wizards.

THE BEAR		<i>Cautious, Large, Solitary, Terrifying.</i>
Maul (1d10+5 damage, close, reach, forceful)		16 HP 1 Armour
Instinct: To eat well.		
<ul style="list-style-type: none">• Charge and destroy.• Roar.		

The Bear

No. Enc.:	1	Attacks:	3 (2 claws and 1 bite)
Alignment:	Neutral	Damage:	1d8 (claws), 2d6 (bite)
Movement:	120' (40')	Save:	F3
Armour Class:	Chainmail	Morale:	9
Hit Dice:	7	XP:	450xp

Higher up are two caves, side-by-side:

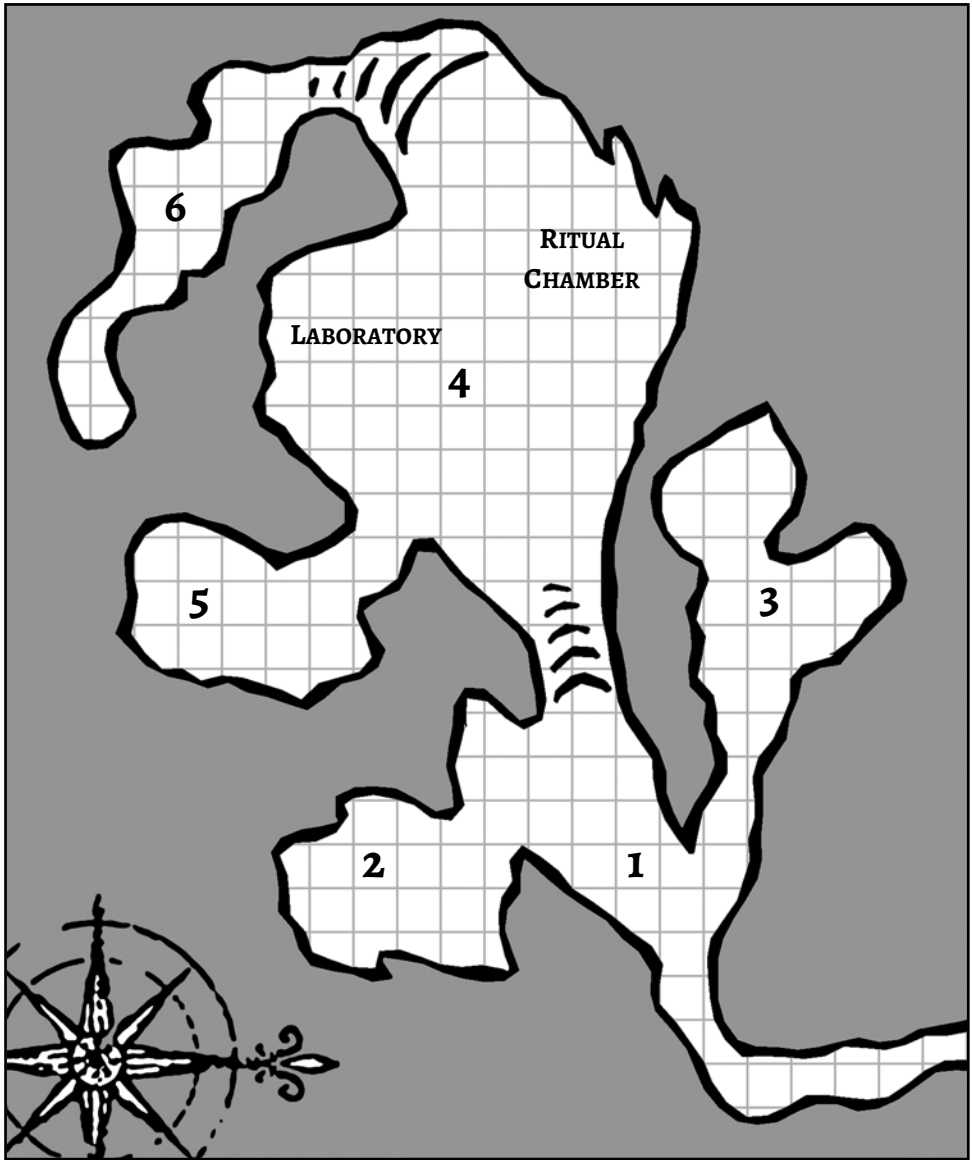
- The cave to the right is slippery and contains only a drop down to a smaller cave below. It is hard to navigate and easy to fall (1d6 damage each time).
- The cave to the left is where the four wizards are conducting their ritual.

Inside the Wizards' Cave

The cave to the left is comprised of more than just a single passage—otherwise, these four wizards would have found it completely useless.

1. INITIAL CAVERN

There is **nothing** particularly special about the first cavern, save that the passageway to get to it is high and very narrow.



Key

1 square = 5 feet.

1. INITIAL CAVERN

2. ESMERELDA'S CAVE

3. LADY ARGENT'S CAVE

4. LARGEST CAVE

5. DEQUINCY'S CAVE

6. MANDALAR'S CAVE

2. ESMERELDA'S CAVE

This cave is notable for having the flattest floor and the **shiniest walls**, sparkling as they are from a vein of fool's gold. If **Esmerelda** is not sleeping here, she is most likely patrolling outside in animal form. Every few days, she checks Mandalar's work and corrects his mistakes.

3. LADY ARGENT'S CAVE

This cave has what seem like **two raised alcoves** to the north and west. **Lady Argent** chose this cave as her sleeping area because these alcoves can serve as beds for both her and her servant, **Sir Willard**. She spends most of her time scouring the nearby countryside for the proper roots, herbs, and flowers needed to make the ritual work.

4. LARGEST CAVE

Down a flight of almost-steps lies this huge cavern, which serves as both an **arcane laboratory** and the space where the **ritual** is to be performed. **Anglard's helmet** rests upon a workbench, while a **huge cauldron** is set up with arcane accoutrements all over it, waiting for the right time.

This cave also seems to serve as **Mandalar's bedroom**, since he spends all of his time here, working on the ritual.

5. DEQUINCY'S CAVE

This cave is not usually occupied, as **DeQuincy** spends no more time here than he has to, and he never sleeps more than six hours a night. Awake, he is either helping Mandalar complete the ritual, or wandering around outside, admiring the wilderness.

He keeps his last 200 coins in a shoulder bag next to his sleeping blanket.

6. MANDALAR'S CAVE

While this thin, curving cave was originally supposed to serve as Mandalar's sleeping chamber, it is now filled with a **collection of cats and dogs** that Mandalar loves more than any human being, even though this cave is now so filthy anyone entering will likely vomit from the smell.

Saint Anglard's Helmet

Sure enough, these four wizards have brought what everyone thinks is Saint Anglard's helmet to their cave and are using it to perform the ritual. This magical helmet has two important properties: it awakens the spirit of the land, and turns its own location into a place of arcane power, where great magical rituals can be worked.

Most of the local countryside is spiritually possessed by the animals that live in it, not so much by the humans. This is what allows the wizards to perform the ritual of soul-binding, along with the fact that this cave is now a place where great rituals can be performed. Without the helmet, the ritual becomes powerless.

Any cleric or wizard can use the helmet, it takes no secret spells to activate, just time and effort, and possibly some research.



Dubious Experiments

This ritual is not the first time these wizards have tried to resurrect the ancient magics and bind the souls of people to those of animals.

Beastman and Unicorn

In previous experiments, the four wizards worked directly on people they had kidnapped. Most of these victims died, and a few were killed when they proved to be failures. They were not all so unfortunate—Godfrey Palace managed to escape their clutches, and when he did so, he brought another young man by the name of Bellmont to freedom with him.

Godfrey Palace is the son of Jacob Palace, who owns the Palace Plantation. Esmerelda did not know this when she lured him with seductive promises, though it would not have stopped her. The wizards successfully bound Godfrey's soul to that of a rooster, and even now he continues to be linked to this animal. As a side effect, though, the pair were transformed into a sorcerous archetype: the Wildling Rider. Now Godfrey transforms into a hairy beastman every night the moon is more than half-full and rampages across the countryside, killing cattle and humans. He has only vague memories in the morning, and thinks they are just bad dreams—though he is beginning to suspect otherwise.

Bellmont was a poor farmer's son before his farm was ruined and he was kidnapped. The experiments performed on him were less successful, and only the shapeshifting affected him. When the moon is more than half-full, he transforms into an angry unicorn, often ridden by Godfrey in his beastman form to complete the symbolic archetype. Bellmont feels immense gratitude to his new friend Godfrey and has followed him back to the Palace Plantation, where he currently lives and works. Like Godfrey, he is left with only patchy memories after the transformation wears off, but he knows the truth.

In human form, both are ordinary farmers. As a beastman and a unicorn, they cause no end of trouble.

DW:**BEASTMAN***Magical, Stealthy.*

Claws (1d8 damage, hand)

12 HP 2 Armour

Weakness: The beastman takes any damage done to his rooster.**Instinct:** To stalk lesser animals and drink their blood.

- Attack savagely with claws that cause numbness and blindness.
- Hide in the bushes.
- Ride the unicorn like a hellion through the countryside.

UNICORN*Magical.*

Horn (1d8 damage, 3 piercing, reach)

16 HP 1 Armour

Trample (1d10+1 damage, close, forceful)

Instinct: To ride fast and attack what stands in the way.

- Charge a foe and skewer them.
- Leap over obstacles no normal horse could overcome.
- Trample a foe.

LL:

	Beastman	Unicorn
Alignment:	Chaotic	Chaotic
Movement:	90' (30')	180' (60'), ignores obstacles
Armour Class:	Chainmail & shield	Chainmail
Hit Dice:	4+1	5
Attacks:	2 claws	1 horn and 1 trample (if horn misses)
Damage:	1d6+1	1d10 (horn) or 1d8 (trample) (trample knocks foe prone)
Save:	F5	F8
Morale:	7	8
Special:	Poisonous claws	Half damage from Chaotics
XP:	200xp	300xp

The beastman's claws cause numbness and blindness for a round unless a save vs. poison is made. He is also soul-bonded to a rooster, which will often arrive on the scene if the beastman stays in one location for more than a few minutes. If this rooster is harmed, the damage comes off the beastman's hit points.

The Dragon

The creature that now resembles a dragon started its life as a small, unsuspecting lizard. When Lady Argent plucked him from the grass and brought him to her laboratory, his life changed forever. Instead of becoming soul-bonded to a human, he absorbed a human—several of them, in fact, along with a few other animals to boot. Over time he grew and the features of these other animals showed forth, until he flew away to begin his reign of terror over the countryside.

DW:

DRAGON	<i>Magical, Stealthy.</i>
Bite (1d10 damage, 1 piercing, hand)	10 HP 4 Armour

Instinct: To ravage and destroy, and thus express a terrible rage.

- Ambush a campsite under cover of darkness.
- Bite and shake a foe.
- Breathe fire.
- Fly through the air.
- Scream like a wounded horse.

LL:

The Dragon

Alignment:	Chaotic
Movement:	60' (20') on the ground 240' (80') flying
Armour Class:	Plate & shield
Hit Dice:	5
Attacks:	1 bite or breath weapon
Damage:	2d6
Save:	F5
Morale:	8
XP:	200xp

Three times per day, the dragon can breath fire, causing damage equal to its current hit points (save vs. breath weapon for half damage). It must wait at least two rounds before breathing fire again.





The Wyvern

The creature that now resembles a wyvern was once a beautiful young noblewoman. She had a wonderful life, until she married one of the Dulac Lafontaines—then her life took a change for the worse. Esmerelda kidnapped her and let the other wizards perform experiments on her. They tried to soul-bond her with various snakes and lizards, but to no avail. She only absorbed each of them in turn. She began to grow sick and ugly and so Esmerelda cast her out into the wilderness, where her body changed into that of a wyvern. Now mindless, she stalks the landscape, destroying whatever she encounters.

If she is killed, the wyvern reverts to her original human form, looking the same as she did before this whole thing happened.

DW:

WYVERN

Magical, Stealthy.

Teeth and claws (1d10 damage, 2 piercing, reach) 12 HP 3 Armour

Instinct: To ravage and destroy, and thus express a terrible rage.

- Belch forth a noxious cloud of poisonous gases.
- Bite and claw ferociously.
- Charge quickly to and fro.

LL:

The Wyvern

Alignment: Chaotic

Movement: 120' (40')

Armour Class: Plate

Hit Dice: 4+2

Attacks: 3 (2 claws and 1 bite) or 1 breath attack

Damage: 1d8 (claws), 2d6 (bite)

Save: F4

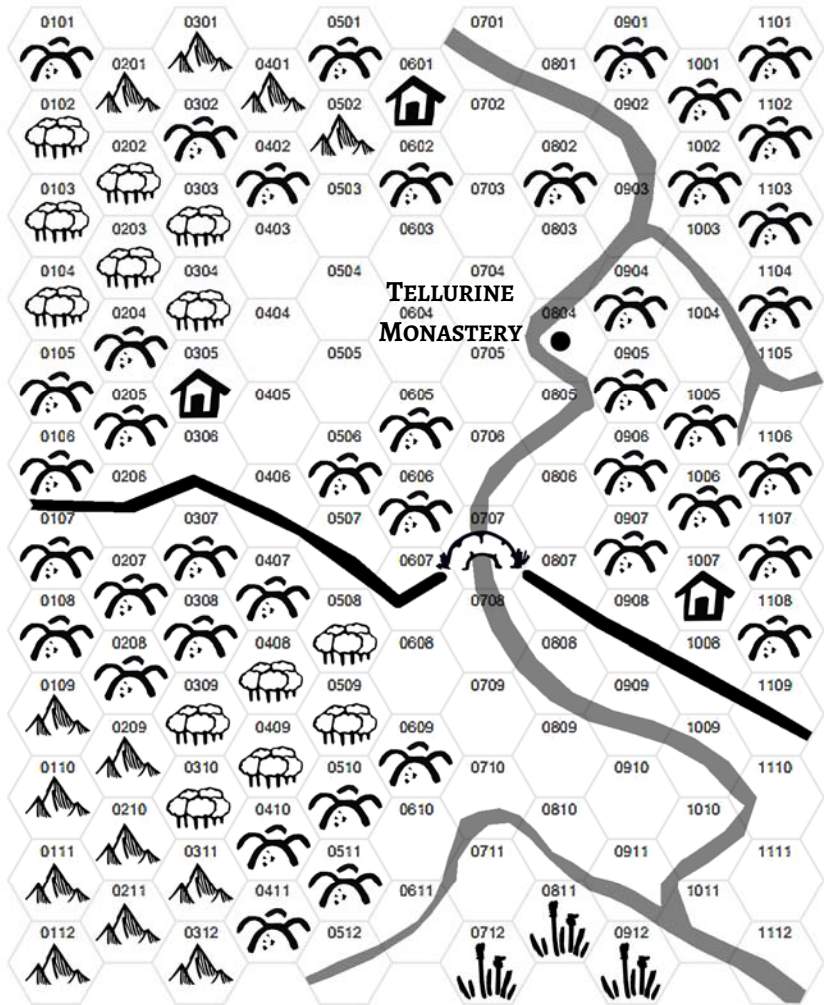
Morale: 9

XP: 200xp

The wyvern may breathe poison three times per day. Damage is equal to its current hit points (save vs. poison for half damage).

Map of the Region

1 hex = 2 miles.



Key



FARM



MOUNTAINS



FOREST



NATURAL BRIDGE



HILLS



SWAMP

Hunting for Treasure

The Tellurine Valley

This valley has been occupied by human civilizations for thousands of years. They have been driven out many times, but always they return. Currently, the major landmarks include the Tellurine Monastery, the natural stone bridge over the River Knife, the two forests and the two mountain ranges next to them, as well as the three farms. In the north, the Glassine River feeds the River Knife, and to the south, Blackbird River does the same. While there is (or should be) a whole world outside of this section of the river, this is the area most pertinent to the plots surrounding Saint Anglard's helmet. There are other things happening here, but then, there are *always* other things happening, aren't there?

It is not necessary to keep track of every element listed in the hex descriptions here—they can remain static until the PCs encounter them. Once the PCs do make contact, though, they should not remain static. Any characters they meet should pursue their agendas, and locations should change over time.

You can also use the hex map to generate random encounters or features of the landscape by rolling a d12 for column number and another d12 for row number.

Dragon Encounters

The PCs have a 1 in 6 chance of encountering the dragon at night if they are south of the road. This may mean the dragon simply flies over them, blotting out the stars and moon, and does not attack, but once it knows they are there, it will stalk them and look for an opening.

Wyvern Encounters

The PCs have a 1 in 6 chance of encountering the wyvern if they spend the night in the wild anywhere north of the road and west of the River Knife. They have a 1 in 10 chance of encountering her during the day if they wander around this area.

Hex Descriptions

0101

The minions of a local noble are setting up a **small fort** in the hills here. Count Calloman IV Neissenbruck of Silver Mountain would like nothing more than to seize the unworked lands of this area which are nominally under the domain of the Church of Law. In practice, these lands have run wild over the last century or so.

0102

Count Calloman's minions (about two dozen in number) have set up a **small woodcutting enterprise** here. They drink and fight in their spare time, but are in no way ready for murderous combat.

0103

A grumpy **brown bear** wanders through this part of the forest with her cubs. If she encounters any people, there will be blood.

0104

In the middle of a hilly clearing there is a **cairn of stones** marking the ancient grave of some king or hero. This person was buried with his jewellery intact, and there are 500 coins worth of gold rings and bracelets, as well as an emerald amulet worth 200 coins, just waiting for someone to dig them up.

0105

There is a **famous cave** located in the hills here, known primarily for the weird stalactites that seem to have faces in them, and the healing waters that drip from them.

0106

A **small shrine** to the Gods of Law sits between the hills, just off the road. It is decorated with prayer scrolls and offerings of flowers. The donation box has 23 coins in it.

0107

Beside the road here there are the **remnants** of an ancient toll booth that has not been used for centuries.

0108

A team of **three royal land surveyors** are out planning a new road here. They are all on holiday while the king is ill, and are doing some work on the side for a local viscount.

0109

Lady Argent and Sir Willard are collecting magical materials in the mountains here. She is filling her chests full of herbs, roots, and strange flowers. She also has 300 coins in these chests.

0110

In a narrow crevasse-like valley, there is a **face carved into one side of the mountain**. It has almond-shaped eyes, thick lips, a flat nose, and is androgynous. There seems to be no explanation for its presence, as it cannot be seen from far away.

0111

There is a **small cave** here—more of a niche, really—with a frozen climber in it. He was trapped in a storm and did not survive. He still has a dozen coins in his purse.

0112

The mountain here is almost impassable. Only the most skilled and determined of climbers can navigate through this area. The views are spectacular.

0201

There is a **freshwater spring** here, up in the mountains, that no one has ever found before.

0202

There is **an ancient burial site** here, covered by roots and soil. An exiled Elven king was interred, along with his wife and sisters, in small stone tombs, to await the end of time, whence their bodies would rise again.

Their finery has rotted away, but their gold and gems are still intact. Each of the four corpses can be looted for 2,000 coins worth of gold baubles, sapphires, and rubies, assuming the looters can cut away the tree roots and lift the stone slabs that cover them, which weigh almost 400 pounds each. Even then, they must also resist the geas of the funeral song that still swirls around their corpses (DW: defy danger with WIS; LL: save vs. spells) or be stricken with amnesia, confusion, and wanderlust for hours or even days.

It is almost impossible to find these tombs by chance.

0203

Anyone travelling through this area can see clear evidence of the brown bear mentioned earlier.

0204

There is a **trail** through these hills, with a clear view of the farmstead to the southeast. Likewise, most of this trail is visible from the farmstead.

0205

A young man is out taking a walk through the hills the first time the PCs travel through here. His name is **Petar Magnusson**, and he is a student from Nornfell University. He chanced to see the striking red striations in the hills here, and noticed that there are also holes in the ground about big enough for a person to crawl into. Since his is studying alchemy, geology, and stonecrafting specifically, he is very curious about the strange colouring and would like to know more.

If he is not dissuaded, he will return in order to go caving and he will die.

0206

This **road** was built by indentured servants and criminals sold into slavery. A dozen of them are buried here, directly beneath the road, with nothing but their rags and their manacles still on them. Nothing marks this grave.

0207

There is a **large, gnarled tree** here. It is not extraordinarily tall, but it is very wide and has many, many roots. It is one of the oldest trees in the world. The bitter juice of its leaves is a pleasant analgesic.

0208

These hills are mostly barren, the results of several avalanches many years ago. The ground is covered in loose rocks, but there is no danger of avalanche now.

0209

There are **three caves** in the mountains here. One has a bear in it, one is treacherous but empty, and the third is occupied by **four evil wizards**.

0210

There is a **cave** here that contains the corpses of a band of mercenary treasure-seekers. They had collected some treasures, yes, but they fell into a cave and could not get out, so they died there. From the bodies of the five men, 780 coins worth of miscellaneous gems and jewellery can be looted.

0211

There is a secret pass here in the mountains. The only problem is that it doesn't connect anything—it just leads from one crag to another. It would only be useful if there were underground settlements here that needed to be connected.

0301

A **flag** has been planted upon the mountain here. It bears the personal arms of Count Calloman III, who was an avid mountain climber and planted the flag here to mark the southernmost extent of his domains. His successor would like to forget this incident—along with many others, most likely—and draw his own conclusions about where his lands begin and end.

0302

A ghost is said to haunt these hills—ask anyone!—which is odd because there is no one buried here.

0303

Hallucinogenic mushrooms grow in abundance here.

0304

Long ago, a princess came to these woods to meet her secret lover. In a fit of jealous rage, he killed her and quickly **buried** her here, and no one ever knew. She still has 100 coins worth of gold rings around her fingerbones and a golden amulet about her neck, set with a stone of purest jade, that is worth 350 coins by itself.

0305

The farmstead here is rather new, run by a young couple, **Roger and Violet**. Roger is a rugged ex-soldier, cattleman, and yeoman farmer, but a wound taken in the last war has left him impotent. His young wife Violet finds this situation incredibly frustrating, especially being so far away from any other communities. Roger has considered joining the monastery, but he also wants to support his wife instead of just walking out on her without helping her find a better situation—including a new husband who can work the farm and satisfy her personal needs.

They are happy to have visitors stay with them, relating any and all news they have heard about the region. They do not think there are any caves suitable for hiding in north of the road, and will point any adventurers south, if that is what they are looking for. They have both seen the wyvern at a distance, but not any of the other monsters.

If Violet takes a liking to one of the PCs—and she probably will, if any of them are proper rough-and-tumble men of adventure—she is too shy to do anything about it at first. If they are left alone together for long enough, she throws herself at him in desperation, like a hungry lioness. But more likely, Roger will take the PC aside, explain the situation to him, and flat out ask him to sleep with her.

Friendly and courteous PCs will find Roger and Violet to be staunch allies, loyal and trustworthy. The pair are not keen on leaving the farm to investigate strange happenings, but are more than willing to provide a safe haven for people they like.

0306

The **road** turns here, becoming level with the ground to the west.

0307

These hills were once used as a **quarry** by those who built the road. Large pits scar the surface, becoming small lakes in winter.

0308

There is a well-used **trail** in the hills here, that leads from what looks like nowhere into the forest. It is very solid and has been packed with sand and gravel at some point in the past.

0309

Many of the trees here have iron spikes driven into them.

0310

There is a grove of **white birch trees** here that function as a place of magical power. Rituals may be conducted here to great effect.

0311

The **dragon** has made a nest here, high up in the mountains.

0312

The mountain here is almost impassable. Only the most skilled and determined of climbers can navigate through this area. The views are spectacular.





0401

High up on this mountain there is a **haunted house**. An ancient kind of hut, this single-story building squats menacingly beneath the rocky crags. The back room was once a kitchen but is now bare and has not been used for centuries. In the front room there are several curious object: a large wooden chest, lacquered in black and red; an odd-looking shrine; and a battered old table.

Inside the **lacquered chest** are 2,000 coins, from many lands. The first six times one of these coins changes hands, it allows evil spirits to access the world. They manifest in the form of bad luck, accidents, and poor judgment. The amount of coins changing hands does not determine the severity of the manifestation, only the exchange. Even a single coin will let spirits touch the material world. Once a coin has changed hands six times, or a hundred years passes, it returns to this chest.

The **shrine** is made of carved mahogany. It depicts no deities, but is carved to resemble a collection of strange limbs, like those of crustaceans or insects. There is always fresh incense on the shrine when someone enters the house, even if it was burnt on a previous visit. There is also a small metal **compass**, decorated with engravings of skeletons and a coffin, that will point towards the nearest grave. The needle will also shake when a grave is very close.

If one of the PCs takes the compass, they will dream of a ghostly voice telling them to search for graves and bring the dead back to this house. If they use the compass to find a grave and dig it up, the voice speaks to them in their waking hours as well. If they do not collect pieces of the unburied corpse, they lose 1 HP every day and can no longer heal from their wounds until they collect pieces of a disinterred corpse or throw the compass away. Giving the compass to someone else will not help. If the compass is lost, in no one's possession, it returns to the house and its effects cease. The only way to get rid of the corpse-pieces that the bearer must collect and not take damage is to leave them on the table in the haunted house. The ghostly voice will ask for this to be done. The pieces will not be there the next time someone visits the house.

Aside from the compass and the coins, the house is always the same when someone visits it. Damage done to it does not persist, objects left inside do not remain.

0402

The hills here are particularly rugged and uncomfortable.

0403

A **short stone wall** stands here, winding its way across the fields, morose and purposeless.

0404

It is clear that the forest once covered this area and more, but human civilization drove it back, cutting down trees and cultivating the ground. Humans have been long away, however, and the trees are starting to creep forward again.

0405

A **flock of geese** lands on the grass here, intent on rest and a good meal. They look plump and healthy—maybe someone else could have a good meal too?

0406

The **road** is considerably raised here, and the sides are steep. Scattered collections of trees stretch down from the hills to the northeast, even growing right beside the road itself, but most are young and shorter than the road itself.

0407

There is an **old, makeshift fort** here, hidden from the road by the hills. Camouflaged lookout posts can also be found on these hills, in plain view of the old fort. This fort was once used by bandits to watch for wealthy travellers, but no longer.

0408

There is a well-trod **trail** that cuts through this part of the forest, between the northwest and the southeast.

0409

Parts of the forest here are singed, as if they were set alight, but there has not been a forest fire, so it does not seem quite natural. It is the dragon's doing.

0410

Beneath the hills here lies a section of the forest that was petrified by a sorcerous mistake. The stone trees were then buried over time.

0411

An unknown person is buried here. The **grave** is marked by a cairn of stones and contains no valuables.

0501

A thief is **buried** in these hills. He was hanged here by a sheriff and his posse comitatus, who never discovered what he did with the diamonds he stole. The thief swallowed them the day before he died, and all eight stones, worth 400 coins each, are still there inside his long-dead stomach.

0502

The dark stone of the mountains here is cut through with striations of red stone and clay.

0503

An ancient warrior is **buried** under the ground here, alongside his horses and his magic sword (DW: ignores a reptile's armour; LL: +2 longsword, +4 vs. reptiles). Its name, Ὀφιοσχίζειον ("Serpentsplitter") is engraved upon its blade, which is still sharp, millennia after being buried. There is only a low hill to mark this grave now, almost indistinguishable from the rest of the surrounding plain.

0504

The ground here is strangely rough and barren. No grasses and few weeds grow.

0505

There are strange pieces of metal in the ground here. It looks like there was once a farm, the ground was tilled, and small, rusted artifacts of an ancient civilization were unearthed. None of these pieces are valuable.

0506

These hills are particularly fertile, and trees abound. There are also several **long metal poles** scattered here and there, sticking out of the ground. No one knows what these were put here for, but they do stop the trees from being struck by lightning.

0507

The **road** is considerably raised here, and the sides are steep.

0508

This part of the **forest** is rather young, having expanded outward only in the last hundred years after humans cut it back. The trees now almost reach the road.

0509

There is a well-trod **trail** that cuts through this part of the forest, between the northwest and the southeast.

0510

An ancient city is buried under these hills. When it was inhabited, a great river flowed through it, but no more. The landscape changed, the people changed, the buildings were deserted. Time buried what was left, though an occasional stone can still be found.

0511

A group of **six miners**, broke and without employment, have come to work in an **abandoned copper mine** in these hills. The mine is no longer safe, nor does it yield much ore, but these men feel there is enough to make it worth the risk—they have families to support.

0512

An old prospector named **Yurgen of Casselwood** is camped out here. He is looking for gold, but has seen something huge flying around at night and has become afraid. He is planning to decamp and flee south, but is scared of attracting the thing's attentions.

0601

This area is dominated by the **Palace Plantation**, a collection of farms owned and operated by **Jacob Palace**, a large man with a large personality now in his late 50s. He has a couple dozen regular employees, a wife, several children, and a variable number of temporary, seasonal labourers.

Of late, the plantation has been plagued by monsters killing the livestock and even a few of the workers. One of these monsters is the wyvern, but the other two are Jacob's son **Godfrey Palace**, and Godfrey's friend **Bellmont**, who transform into a beastman and a unicorn at night and cause havoc. Jacob, who does not in the least suspect his son of being a monster, is offering a reward to anyone who can solve his problem—he will pay up to 500 coins per monster slain. He is not on good terms with the monastery, and will not turn to the church for help.

0602

There is a **cemetery** here that belongs to the **Palace Plantation**. There is a 1 in 6 chance that a grave contains a gold ring or other small piece of jewellery, worth no more than a dozen coins.

0603

There is a small lake here, in the bowl of the plain, surrounded by reeds and tall grasses, full of fish.

0604

Four-leaf clovers abound in the grasses here.

0605

These hills are particularly fertile, with trees all over them.

0606

The hills here are part of the same rock formations that make up the natural stone bridge to the east, but are not as heavily wooded as those to the northwest.

0607

The **road** turns here to avoid a jagged spire of rock, similar to the one underneath the monastery, but with no flat spaces where a structure could be built.

0608

Centuries ago there were rows of vines planted here, and a few survivors are left over, but they produce little in the way of fruit and have mostly been choked off by the other weeds.

0609

The **stone foundations of a villa** can be found below the grass and weeds at the end of a worn trail that used to be fairly well-marked but has become neglected and damaged.

0610

A group of **five kidnappers**, looking for someone who will command a large ransom and growing impatient, are plotting here. They have swords and a small boat but have spent all their coins and are not happy with their current leader.

0611

The banks of the river here are somewhat marshy, though it is by no means a swamp like it is to the east.

0701

The River Knife pours out of the mountains into the valley, slowing considerably and becoming much more accommodating.

0702

There is an **orchard** here, worked by employees of Jacob Palace.

0703

There is nothing here but grass, flowers, and bees in the summer.

0704

The monks have some **farmland** here they have been neglecting.

0705

The monks have some **farmland** here that they tend to. They have recently rented parts of it out to some sharecroppers, but half of them regretted the deal and left.

0706

Obscured by reeds along the west bank, as the river bends slightly, is a **deposit of human bones** that have been washed down the river after being discarded by the monks in the lowest cave underneath the monastery.

0707

A **natural stone bridge** crosses the river here. The road has been built up to each side, but the path over the bridge itself is less well-constructed.



0708

As if in punishment for the scenic views just upriver, there are numerous rocks hidden by the fickle river's currents here that will sink boats piloted by those without sufficient skill.

0709

An **ancient stone gate or archway** stands here, alone in the middle of the plains. Its yawning mouth is some thirty feet high and all its surroundings have crumbled away.

0710

Someone tried to row down Blackbird River and they left their **boat** here when they crashed it going around the bend. It is just a small riverboat, maybe twenty feet long, but it is ruined now and makes the turn of the river even more hazardous.

0711

This area isn't marshy because two hundred years ago a local baron tried to get rid of the marsh by infilling it with rock and debris. When the job proved to be much more work than he anticipated, he abandoned the project after only getting partway into it.

0712

The swamp here is dangerous, with several patches of quicksand waiting for the unwary traveller.

0801

There is an **ancient bridge** next to the river here, but it is so old that even if it wasn't broken and crumbling, it would still not span the river, because the river has moved since it was built. The two worn ends both sit on the same side of the river now.

0802

There is one tree here and it has a **beehive** in it.

0803

The monks have some **farmland** here, but they have grown strangely lax about tending to it of late.

0804

Towering over the river, from atop a spire of stone, sits the **Tellurine Monastery**.

0805

The River Knife flows quite quickly here, after it has twisted around the stone that supports the monastery.

0806

There is an **unfinished road** here, leading north after branching off from the main road. It was started half a century ago by Jonas Albersham, but never finished because a tribunal of theophants from the Church of Law found him guilty of consorting with demons. He was hanged, staked, and **buried** naked underneath the last ten feet of his own road.

He was framed by his wife so she could inherit his considerable fortunes and remarry a real sorcerer. Neither of these goals worked out for her, since the church seized Albersham's property and the sorcerer murdered her when his amorous attentions shifted to a younger, more beautiful woman. If his body is exhumed, Albersham's ghost will plead for his name to be cleared.

0807

There are some curious spiral patterns decorating the **road** just before it stops at the natural stone bridge. These were built into the road in order to counter the magical effects of this exact spot, which acts as a gateway to the lands of Faerie on nights of the full moon.

0808

Beside the river lies the **grave** of an important hierophant who died of plague while travelling. His silver and jet accoutrements are worth a total of 1,500 coins. A smooth headstone, its engravings completely worn away, marks the spot.

0809

There are some old farmers' fields here, but they were abandoned years ago and have become overgrown. The soil is still good.

0810

On the northern side of Blackbird River there sits the **burnt remains of an old mansion**. It was built by an eccentric merchant, facing directly south at an odd angle relative to the river. But when the local villagers discovered he had dealings with strange gods and strange creatures that came down from the stars at night, they descended upon this house in an angry mob. In the ensuing chaos, a fire broke out and the merchant died in it, taking all of his secrets with him to the grave. By sheer coincidence—or poetic justice, some might say—that village was itself burned to the ground in the very next war, and less of it remains than of this blackened mansion.

0811

Buried beneath the swamp here is an ancient, inhuman temple dedicated to alien gods, made of stone from another world. Though submerged, the inner chambers have not been breached by earth or water—all one needs to explore it is to find a hidden entrance and bring a source of light.

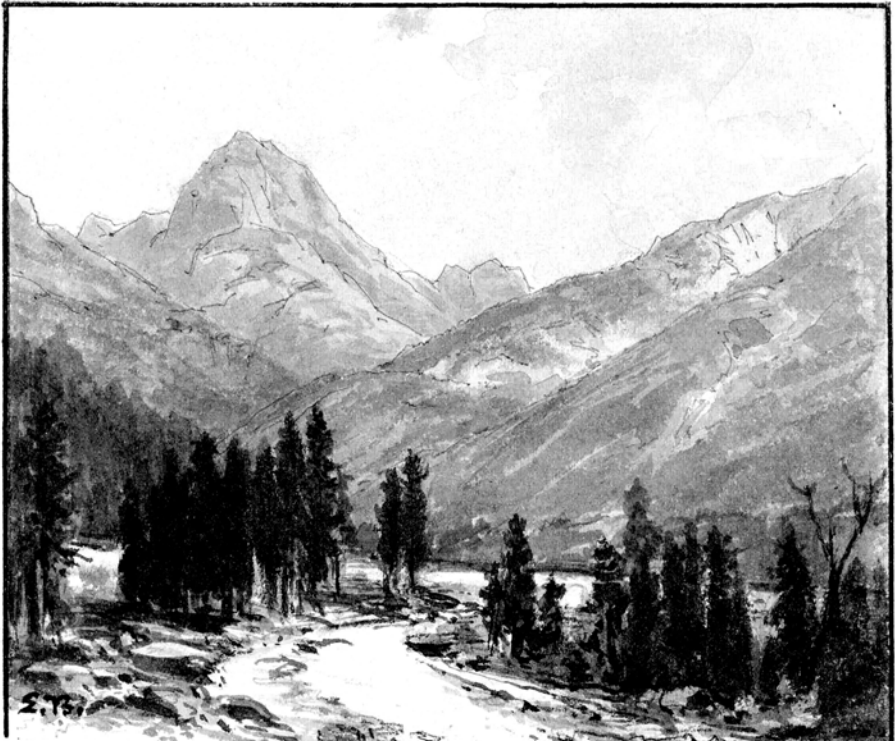
The temple still calls out to strange monsters but its voice is weak and few have responded.

0901

There is a **stone lookout tower** in the hills here. It was built centuries ago because of a war in this area, but these days Duke Hollister XXII Chrysostomos mans it with his own men in order to guard his border from encroachment by the Church of Law and Count Calloman. There are usually three or four men stationed here, ready to light the signal fires in the event of... anything, really, but seeing as nothing ever happens they have stopped paying attention. No, they have not seen any monsters. No, they don't care about anything that happens at the Palace Plantation. No, they don't know anything about any of the boats plying the River Knife. Yes, they'll have a drink with you, especially if you gamble, too.

0902

There is a 1 in 6 chance of encountering the beastwoman here, or catching a glimpse of her on the east bank (see page 83).

**0903**

In this rather desolate-looking spot, with its foreboding hills and sparse trees, the Glassine River joins the River Knife.

0904

There are a few scattered **gardens** in the hills here, set up by the monks to ensure they have a supply of particular herbs and flowers for their beer and cheese.



0905

The hills are more thickly wooded here than most elsewhere. The monks sometimes forage for mushrooms and wild vegetables. They have, so far, failed to notice the presence of a **little trail**, now almost overgrown, but still there. It is like a thin scar that cuts through the ground of the forest, a line several inches thick that nothing grows upon, even though no one walks along it anymore. If examined with supernatural senses, the strong smell of blood is evoked, and the trail can be followed much more easily. It seems to point directly towards the monastery at one end, while continuing roughly southeast from there.

0906

An old **wolf**, the last of its pack and long in the tooth, roams these hills, looking for easy prey.

0907

The notorious bandit **Mandrake the Merciless** is here in these hills, on the run from the law. Anyone passing through will likely find evidence of his presence. He is spying on the farmstead to the southeast and planning on robbing them. He has only a dull knife and a manacle he has managed to get off his hand, and he has not eaten in two days. He is desperate.

0908

The **road** here gets rather bumpy, as the stones are not all even, like most of the rest of the road. Apparently there has been some sort of serious damage here to disrupt them this much.

0909

The first time the PCs pass this part of the river, thundering black clouds move in, throwing sheets of rain and lightning at the earth. **The second time they pass by here**, day breaks or night falls immediately, no matter what time they thought it was. **The third time**, birds fly backwards for a few minutes.

Fuckin' wizards, man, always breakin' things.

0910

There are the **remains of an old village** here that was burned down in the last war—or was it the war before that one?—and the grass has been growing over it, as well as the surrounding fields.

0911

There is a **rocky promontory** overlooking where Blackbird River joins the River Knife. Jilted lovers sometimes throw themselves off, even though it is not always fatal.

0912

A small band of **troglodytes** have come to the swamp to scout the location. They have plans to set up a banditry operation here, robbing river boats and hiding out inside the swamp.

1001

A warrior-wizard of ancient Etaris is **buried** here under the hills, next to his seven zorses and his human child slave. Wrapped in cloth made of a metal that does not rust, his treasures are still intact, even though his flesh is long gone. They include: a cuirass and battle-harness made of hepatizon and decorated with carnelians, worth 550 coins; a symbolic sword with a blade made of white gold and a hilt made of a single piece of jade, worth 2,200 coins; an ivory drinking horn, inlaid with platinum, worth 400 coins; and matching rings of agate and gold, worth 300 coins together.

The metal cloth is toxic however, and anyone touching it runs the risk of being poisoned (DW: 1d10+4 damage; LL: save vs. poison or die). If it continues to be disturbed, this metal cloth animates and forms itself into the shape of a man, with razor-sharp edges it wields like knives. It has the same stats as whomever handled it first. In this form it is no longer poisonous, however.

There is a 1 in 6 chance of encountering the beastwoman here (see next page).



1002

A very strange creature has set up camp in the hills here. Magical archetypes call like to like, and while neither the dragon nor the wyvern have begun to attract other serpentine monstrosities, Godfrey Palace and Bellmont have become a third: the Wildling Rider. Since then, another version of this archetype has been travelling towards them—a **beastwoman**, riding her small **unicorn**. She tries to keep away from civilized people, with their metal weapons and insatiable appetites, and has yet to find a way across the River Knife. She is entirely non-violent—her unicorn's horn is even made of hair!—and will attempt to flee if attacked. She has the power to heal wounds and cure the insane once per day if she performs a ritual in the wilderness.

1003

There is a **grave** next to a copse of trees here, on the northern side of the river. It belongs to a once-famous knight, who died on a quest and was buried with his sword in his hands. The sword is magic (LL: +2 longsword) and the emeralds on its hilt are worth 500 coins. The knight's gold chains are worth a further 100 coins.

1004

The soil here beside the Glassine River is surprisingly good, although it is surrounded by inconvenient hills and the river does not support commercial boat traffic.

1005

There is a **faint trail** through the hills, running from the northwest to the south, and winding around the hills on occasion. There does not seem to be anyone who uses this trail these days, though the ground is compact and the grass has not covered it up again.

1006

The **trail** continues, but almost fades away before it turns to the southeast. The hills here are rough and barren, and there is little soft earth to make a trail out of. Anyone following the trail with supernatural senses can smell blood and see the trail clearly as a spectral river of blood.

1007

About a half hour's walk from the road there is a lone farm. It belongs to **Artur and Ilsa** and their two children. Ilsa is pregnant with the couple's third child, which makes Artur more protective of her than usual. He is constantly trying to get her to relax and take it easy, but Ilsa takes no guff from anyone.

They like to hear news of the outside world, so they are happy to have visitors for lunch or dinner, and will warn them about the toll booth to the east along the road. They have seen something flying through the sky on several occasions, but only know that other travellers have called it a dragon. They themselves have never seen it up close.

1008

Somewhat shielded by the surrounding hills, the farmstead just to the north of the road can be seen from here. It looks like a friendly, normal place.

1009

From here, anyone on the River Knife can see clearly that there is a toll booth set up downriver. It is also easy to see whether it is manned or not. There are plenty of comfortable places along the riverbank here to stop and wait.

1010

Past the bend, the river flows quite swiftly here. More boating accidents happen here than on any other stretch of the river pictured on this map.

1011

This is where Blackbird River joins the River Knife. There is good trout fishing here, depending on the season.

1101

There is a **huge stone statue** of a conquering warrior-king here, half-buried in the hills. It is a monument that marks the **grave** of his lover, who drowned while swimming in the River Knife. The statue does not depict the lover though, it depicts the king.

If the grave is dug up, the lover's ghost will haunt the grave-robbers, but they will find the following treasures inside the tomb: a dagger that has rusted away, but the fire opal on the hilt is still worth 300 coins; a golden arm torque inlaid with jacinth and black sapphires, worth 700 coins; a golden death mask, inlaid with topaz and black sapphires, worth 600 coins; a pair of golden brooches depicting mountain cats, inlaid with orange jacinth, worth 100 coins each; and an amber pendant on a gold chain worth 1,000 coins because there is an insect suspended in it.

There is a 1 in 6 chance of encountering the beastwoman here.

1102

Men in the employ of Baron Garziban have set up a **temporary camp** here. They are scouting the defences that Duke Hollister has set up around the borders of his hereditary lands and have become suspicious that demonic activity is being allowed safe passage between his duchy and the wilder areas in the Tellurine Valley—which the Church of Law has refused to effectively police, in the Baron's opinion. And by "demonic activity," he means monsters.

The Baron's latest scheme to seize control of the town of Springdale, to the south of his territory, was thwarted—much like all previous attempts—and he has temporarily turned his attentions to his other neighbours. He has long held a grudge against Duke Hollister and covets his lands, which lie to the northeast of the valley. The Baron is hoping his scouts will bring back something he can use for leverage, and has no compunctions against marching his troops through church lands to put them into Hollister's duchy.

There is also a 1 in 6 chance of encountering the beastwoman, in addition to these scouts.

1103

There is an **ancient stone building** here, half-ruined and half-buried by the hills. No one knows what it used to be anymore, or that **Saint Moelechar** is entombed beneath the basement. He was Saint Anglard’s most promising student, he devoted his life to vanquishing evil, and when it ended his comrades buried him here in this country shrine. Tomb-robbers must dig through five feet of earth just to get to the basement, which is itself full of dirt. Past that is the tomb, where Saint Moelechar lies underneath a slab of stone a foot thick and 500 pounds heavy.

If Saint Moelechar’s body is removed from its tomb, his soul is called back to the world. Roll 1d6 to determine the manner of his return:

1 Angel.	4 Resurrected human body.
2 Ghost.	5 Spirit that possesses people.
3 Reincarnated human body.	6 Undead revenant.

As long as he exists on the material plane, Saint Moelechar is compelled to fight against injustice and wrongdoing. He opposes all Chaotic and evil characters. He tracks down demons, monsters, and the undead. He must remain on the material plane for a year and a day, so until then, he behaves with a drive and passion that is almost inhuman, throwing himself recklessly at his foes and rallying the Church of Law like a new messiah. Good and Lawful people flock to him in droves, the downtrodden look to him to right the wrongs that oppress them, the hungry come to him for food, and slaves beg him for their freedom. But he is only one man, divine as he is, and what he cares about, first and foremost, is facing the most evil, destructive, and malignant foes he can find in combat and defeating them. This is his calling, and this is his curse.

There is also a 1 in 6 chance of encountering the beastwoman here, whether or not the PCs start digging. If Saint Moelechar returns, she will show up for sure.

1104

The hills here are marked by strange striations of a dark red colour. These are not the same red striations found in other parts of this area. These are a different colour, more maroon, and they are not any kind of clay or shale.

1105

The Glassine River flows out of the high mountains to the east and is met by a short and shallow creek that flows from the south.

1106

The previous generations of owners of the farm just south of here are all **buried** in these hills. They have no valuables buried with them.

1107

An **almost-invisible trail** leads here from the northwest. The end of the trail marks the grave of an undead overlord, buried here by the vampire count whose defeat paved the way for the monastery to be built. This ancient creature created that vampire count and was in turn betrayed and interred here, to await the end of time and the day of judgment.

If this nigh-invincible horror is dug up again, it seeks to reassert its parasitic dominion over every creature that has blood flowing in its veins, creating new vampire counts and raising armies of the undead.

1108

From here, travellers can see a **toll booth** to the east, and how the land is shaped such that it is also easy to avoid it by walking through the grassy fields beside the road.

1109

There is a **toll booth** here where soldiers of the king collect fees from anyone passing by. They are chronically short staffed and are constantly being called away to man the other toll booth or deal with unrelated matters. It is also very easy to drive carts and wagons off the road and around them here, as the farmers to the west are happy to tell anyone who asks.

1110

A second **toll booth** is set up here to collect fees from the river instead of the road. The soldiers here are always going back and forth between toll booths, however, and the other problem they have is that the river narrows here, so it flows fairly quickly, and often boats speed on by before the toll-keepers can signal them and get their boat out. They used to have a chain barrier over the river, but it caused too many accidents and they never repaired it once it broke.

1111

There is a small oxbow lake slowly drying up here, left over from when the river changed its course.

1112

From here, the River Knife flows further southeast through these haunted highlands on its long and winding way toward the sea. What could happen next? *What could happen?*

The End.



The Tellurine Monastery has a serious problem—a band of evil wizards have stolen their holiest relic, the helmet of Saint Anglard, and fled. The abbot believes they are hiding out in one of the region's many caves, judging by the recent increase in weird occurrences. But can he find a group of adventurous mercenaries who won't be distracted? This sandbox adventure offers more than just a quest! Dragons prowl the valley, a beastman is on the loose, and there are tales of a haunted house up in the mountains somewhere, full of treasure. What sort of trouble will *you* get up to here?

Red Box Vancouver

