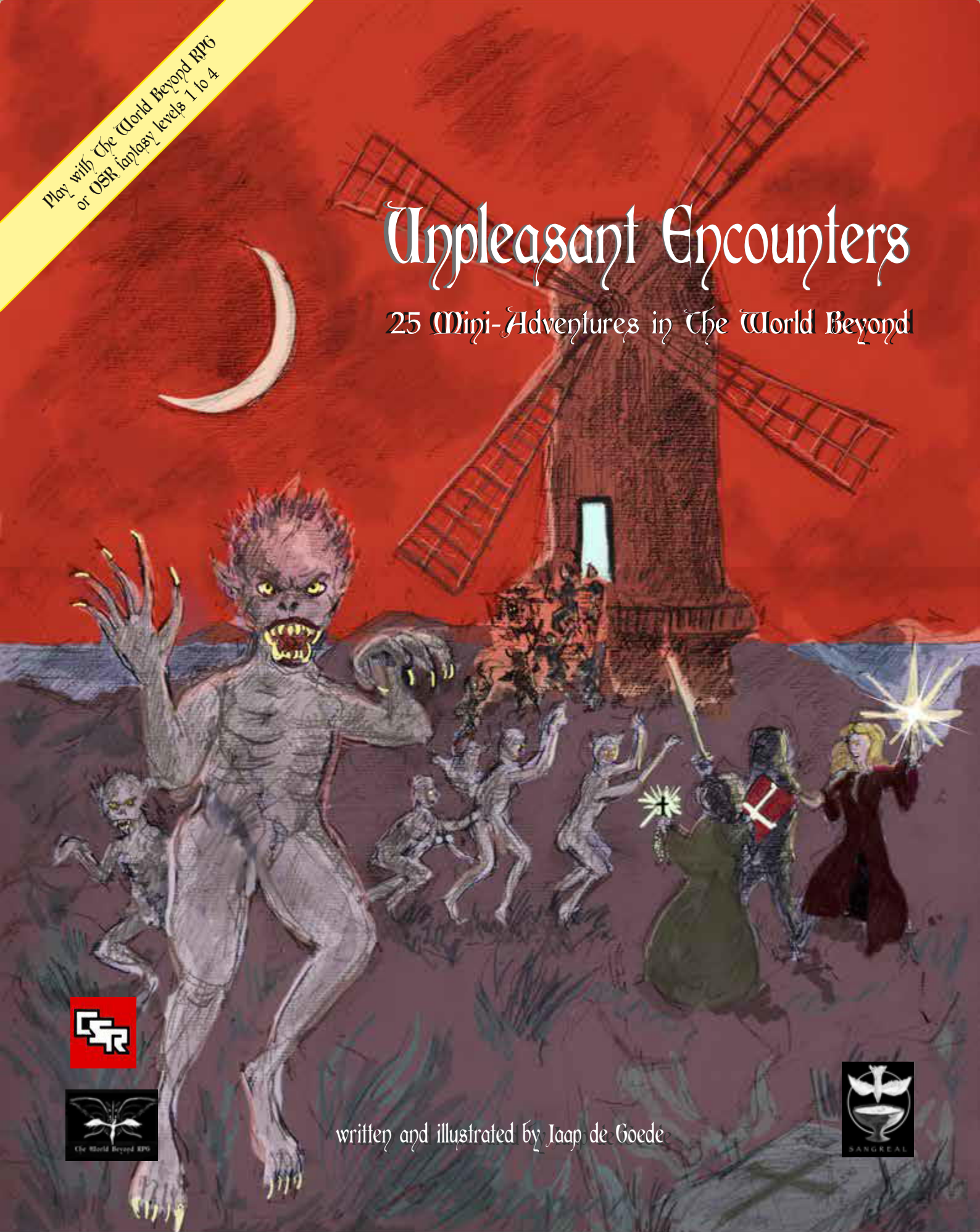


Play with The World Beyond RPG
or OSR fantasy levels 1 to 4

Unpleasant Encounters

25 Mini-Adventures in The World Beyond



written and illustrated by Jaap de Goede



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*Sangreal Games,
Amersfoort, The
Netherlands*

*www.sangrealgames.com
www.darkdungeon2.com*

*This adventure is written to be
played with **The World Beyond**.*

*However, you can easily adapt it to
any OSR style game.*

*OSR stands for Old School
Renaissance and comprises both
games published within the Open
Gaming Licence (OGL) and other
role playing games with the soul of
the games of the seventies and
eighties. Many of these games may
be found for low or no cost on the
internet.*

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Unpleasant Encounters - for **The World Beyond**

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Unpleasant Encounters

a story Sandbox with 25 encounters

written and illustrated by Jaap de Goede

This booklet found its origin in a blog challenge some years ago, to write up an adventure seed each day, one month long. On extremely short notice I joined, and decided that the ideas should be useful not as complete adventures, but as parts you can insert into any session. A sort of mini-adventures that could play out in between one and four hours, depending upon what you make of it. Also, I wanted to use most of the typical low-level monsters used in OSR type games, to make them useful on most levels of play.

You can use these shorts as a filler in your adventure either underground or above ground. You can use them as buds of inspiration, or as true small adventure toolkits. However you use them, most will fit easily in the average fantasy campaign.

Each short adventure consists of a three sentence primer, to wet your appetite and give a situation sketch. Then there are at least three possible outcomes ("what may happen next"), which you can combine or choose from at will to make your own story. The good thing about having several options here, is that each game master will make his or her own story. Your players will still be guessing what's happening, even if they read the entry - either as a game master or as a sneaky player. Then there always is a short monster block, with a description of the featured creature, and statistics for both generic OSR and The World Beyond.

Some mini-adventures also have a little map, which you can use as a location for the encounter. Or you can use it as the location for another encounter.

The same goes for the magick items featured throughout the booklet, and the contacts (often called "non-player characters"). Contacts are written up in the format first featured in The World Beyond's companion Samaris. First there is a short description with general knowledge about the contact. Then come some statistics, and whether the contact may become a Friend, Patron or Rival of one or more of the heroes. Friends may help out the hero, Patrons will provide new jobs, and Rivals pose new problems. Finally, there is a short section of rumors about the contact which may or may not be true - only a hero with this contact will know, and the hero player may even help decide which is true or not. You can learn more about special contacts from the Samaris book.

For now, have fun with these 25 shorts. Read, play and enjoy.

Unpleasant Encounters - for The World Beyond

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*This game was written for **The World Beyond**. Yet it's compatible with any fantasy role playing game you wish, if you do a little work. To make things easier, you'll find statistics for both **The world Beyond** and those typical for OSR games.*

However, as a game master, you still have to decide what is right for your particular adventure.

The World Beyond:

As a rule of thumb for a dangerous, try to confront heroes with an equal number of opponents. If opponents are weaker, you can increase their number. If they are stronger, lessen their number. With very strong opponents be sure to provide an escape for the heroes.

OSR type games:

This may not work for all games, but it should for most. Total the hit dice of your party, and take that as a rule of thumb for how many hit dice of monsters the heroes can take on at once. If you feel opponents are rather strong, decrease their number, and vice versa. Also remember that not every encounter needs to be difficult. Some can be very easy, boosting hero morale! And others may be so difficult that they remind the heroes that you sometimes have to run. Naturally Fantasy Role Playing is about exciting story telling, not about total party kills.



Acolyte of the Moon Valley

The armed sisters of the Moon Valley are unusually militant. They carry long maces and are clad in heavy metal armor. They train to protect their unarmed sisters and brothers, and the temple against intruders. The sisters of the Moon Valley believe that their valley is the place where humans first came to earth, and that it is also the place from whence they will leave again. Brothers are not allowed, but found female children may be adopted into the order.

TWB:

chain and plate (armor 6), heavy mace (skl 4, imp 6, spd 4), shield 3

OSR:

AC 3, HD 1, Damage 1d6, #app 1d10

Mace of the Moon

The mace of the moon is kept at the lost temple in the Moon Valley, safe from mankind. Its head is made of moonstone, enchanted by its stellar journey many ages ago. If the mace strikes any undead creature, it may produce a flash of moonlight (1 in 6) which is so strong that it destroys the lesser undead, and stuns the stronger kind. Unfortunately it may also blind an unprepared attacker.



Secret Priesthood

The heroes travel into a formerly inaccessible valley along a caravan route. To their surprise there are traces of civilisation, a simple road, worked fields, and something resembling an old temple complex. When the heroes approach, they suddenly find themselves surrounded... by armed women.

What may occur next

- The women are priestesses, or more specific, acolytes of a long lost order. They have hidden in the valley for over a decade, away from civilisation, until now.
- The priestesses find the secrecy of their order is in jeopardy, and they try to capture the heroes, contemplating to sacrifice or kill them to keep their secret.
- The priestesses are close to the ruin of a shrine of their order, where they hope to recover the Mace of the Moon. The shrine was long lost to the order too, and the mace is guarded by ferocious undead and protected by traps.
- Some of the priestesses believe one of the heroes may be a messiah, one who gives the sign to break their secrecy according to an old prophecy.
- One of the priestesses fancies one of the heroes – they may even fall in love – and she will help the heroes escape.
- If the heroes prove friendly enough, the priestesses may work with the heroes to recover the Mace of the Moon.





Adept Layla Mevoral

Layla is the young leader of the priestess patrol. She has large brown eyes, long brown hair in a braid, and the tough muscles of a long distance runner. She is highly distrustful of men in general, but otherwise balanced in her judgement.

TWB:

Layla can become a Friend, Patron or Rival. STR 3, CON 3, Leadership 4, Mace (skl 4, imp 7, spd 4), sling (skl 4, imp 5, spd 4), Chain and Plate (armor 8)

OSR:

3rd level Priest, HP 16, AC 2, damage 1d6+1

Layla is rumored to be the long lost princess daughter of the Priesthood of the Moon. When she recovers the Mace of the Moon and lost jewels of the priesthood she may reclaim leadership of the old abandoned temple that stands outside of Willington. She may then co-rule with the Lord Sarneon.





Bandit Outpost

One of the heroes has been hired to investigate possible new attack routes of a nearby enemy city. Travelling as merchants, the heroes are slowed down in their travels, and finally reach a coach house halfway on their way. Deciding to spend the night there, they notice an uncommonly great number of armed men are also present.

What may occur next

- The armed men belong to a forward army of hired bandits working for the enemy city. The coach house is used as a base of operations.
- One of the bandits, a young pretty woman but a ferocious fighter, recognizes one of the heroes and challenges them. She wants to know why the heroes are there.
- The heroes overhear how the bandits plan an attack on a caravan passing the next day.
- The leader of the bandits is an old acquaintance of the heroes, and may even be a friend, until he realizes the heroes work for his employer's enemy.
- The leader of the bandits tries to hire the heroes in his army, recognizing their skills.
- The innkeeper and his daughters and sons are held hostage by the bandits, because they threatened to betray the plan of attack.
- The bandits even plan to attack the home town of the heroes. They will masquerade as traveling merchants, and enter the city for the coming market. They will hide their weapons and armor deep under their merchandise. The heroes also can overhear this plan, or may be hired into it if they keep their own cover.

Bandit Mercenary

Bandit mercenaries once served in standing armies or wandering war bands. Now they sell their skills to the highest bidders, or wander the land plundering and stealing.

TWB:

leather armour (armor 2), short sword (skl 3, imp 4, spd 3), spiked club (skl 3, imp 3, spd 3)

OSR:

AC 7, HD 1, Damage 1d6, #app 2d6



Jean de La Caverne

Jean is a lone knight from the Royaume de Keo (a French like kingdom), with goatee and dashing manner. He likes to charm ladies and drink lots of beer. He also is a good swordfighter and war leader, who sells himself to the highest bidder.

TWB:

Jean can be a Friend, Patron or Rival of one or several of the heroes. STR 4, DEX 3, Leadership 4, Combat Tactics 4, Broadsword (skl 5, imp 10, spd 7), Mail (armor 4)

OSR:

4th level Warrior, HP 24, AC 5, damage 1d10+1

Jean is rumoured to be a bastard son of the Lord of Gayr Gyag. He also may change loyalties very easily, even in mid-mission, if being offered enough. He is in love with the youngest of the Sarneon rulers.

Tassha Dildapa

Tassha is a young pretty woman with short, wild brown hair and green eyes. She works with a group of bandits and is a ferocious fighter.

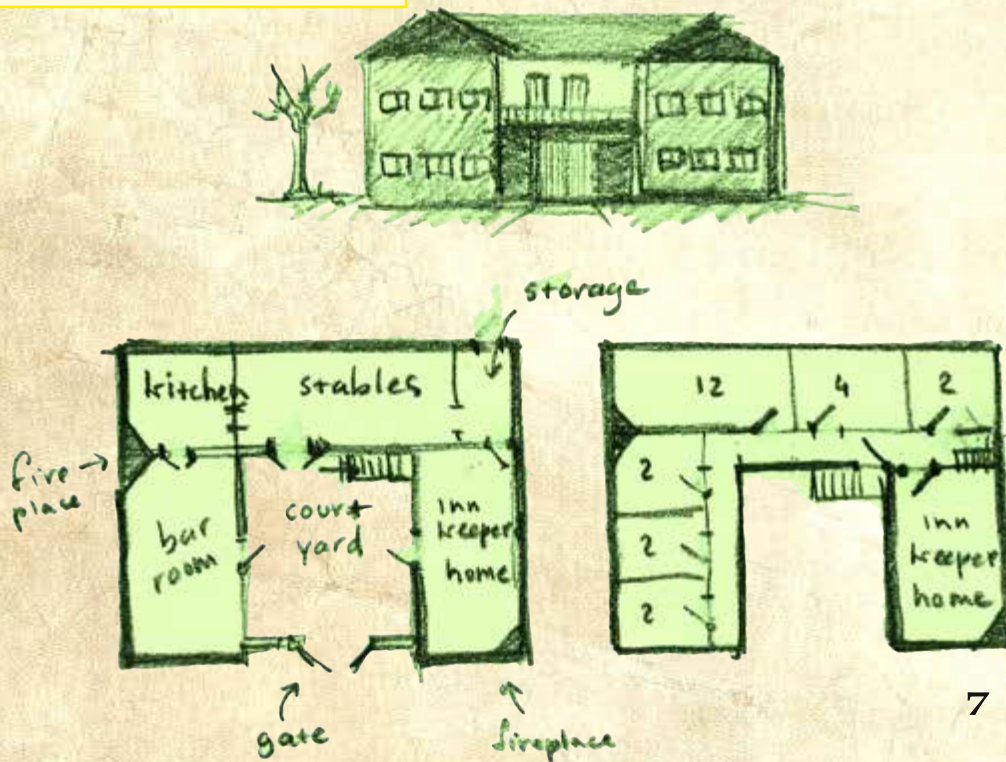
TWB:

Tassha can become a Friend or a Rival. Short Sword (skl 5, imp 7, spd 5), STR 3, DEX 2, APP 3

OSR:

3rd level Fighter, HP 18, AC 7, short sword 1d6+1, Charisma 14

Rumours say that Tassha is in fact a half-orc. Despite what is said about orcish looks, she is quite pretty. In fact, you wouldn't even recognize her as a half-orc at all, unless you literally have a nose for such thing. Tassha joined the bandit mercenaries because her family (orcs) were hunted and killed by human troops, even though they lived peacefully as farmers at the time.



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Clearing the Hill

A befriended farmer lord calls in the help of the heroes to do a small thing for him. He wants an old patch of forest and hill cleared so that he may build his new abode there. But once the heroes have a look, jets of fire spray from the trees nearly setting them ablaze.

What may occur next

Flame Beetle

Flame beetles are unusually large insects, sometimes two foot long. Possibly they are from primeval times. Their rear bodies contain an oily liquid, and they can squirt and ignite this liquid to produce jets of flame up to ten yards. Normally these creatures hide in bramblewoods and they are not aggressive unless disturbed.

The World Beyond:

chitinous armor (armor 2),
jet of flame from tail end (skl 3, imp 6 – burns, spd 4)
big mandible bite (skl 3, imp 4, spd 0)

OSR:

AC 4, HD 1+2, Dam 2d4, #app 1d6+1

- The fire starters are man sized warrior beetles from a rather huge nest of flaming beetles that settled under the hill.
- The farmer lord wants the hill cleared so badly that he promises an uncommon prize for the job. He speaks of a lost magick sword of ice, which he wants to recover.
- The beetles are intelligent, and guard the old magick artefact, for it is an evil thing.
- The beetles themselves may be trained if caught at an early age. Some mages will pay handsomely for young flaming beetles.
- The flame beetles are indeed controlled by a young wizard who trained them already. The wizard is an enemy of the farmer who failed to tell the whole story to the heroes.
- The wizard is the brother of the farmer, and they had a fall out because of the Blade of Ice which came between them.
- The beetles are very ferocious flesh eaters.
- Or, the beetles are non-aggressive herbivores and will only fight humans when threatened.



Blade of Ice

This milky white, cold steel short sword was fashioned by the Northern elves against creatures with powers of fire. Most of these blades have splintered by now, but once every while one can be found in good state. It delivers double damage to any creature with a fiery breath weapon or flaming form. Some of these short swords are cursed and slowly turn the heart of the wielder cold, tempting him or her to kill or stab any who hurts them, either by deed or word.

Yodocus

Yodocus is a young bent man with strong glasses, and a pronounced nose. He is generally cheerful and laughing about things few others can understand. He is not too social and prefers to live alone while tending to his various pets – such as beetles.

The World Beyond:

Yodocus may become a Friend or Rival. INT 4, WIL 3, fire magick 4, animal shapeshifting (favorite shape beetle or bird) 4

OSR:

3rd level Mage, with ring of Polymorph self into Beetle

Rumours say that Yodocus is not only nerdy, but also the brother of a Lord who hates him for taking the sword away that turned his heart cold. Yodocus may also be able to actually talk with his pet beetles.





Dark Dwarf

When the Augsburgers started to mine more silver from one of the deeper mines in Goslar, they struck on a deep, dark underground complex. A horrible stench rose, and in the weeks that followed many of the workers in the area had terrifying nightmares and they died. All of the victims were cut to pieces with a mighty axe.

What may occur next

- The heroes are asked to solve the riddle and clear the mine – at their price. Which means they might make quite a killing.

- The stinking mineshaft is occupied by dark dwarves, half undead, twisted guardians of the silver. They come out at night and ravage the surrounding area.

- Other than that there hardly is anything left in the mine.

- Or: the mine itself contains poisonous ore, which eventually turns those that die there into the dark guardian dwarves. The silver mined there may thus be useless – or worse, deadly.

- Or / and: the mine still contains many non-poisoned gems.

- And / or: the untouched family of the dark dwarves below has come from afar to seek them out. They may be rather unhappy to find their cousins mutated, or worse, killed by the heroes.

Dark Dwarf

Legend tells that dark dwarves were once normal dwarves of the bravest kind. When they descended into the darkest and deepest mines however, they met something horrible and poisonous that turned them into creatures of twisted evil. Malign, cruel, murderous, lusting for death they come out of their holes at night to maim and kill.

The World Beyond:

STR 2, CON 2, stealth 4, mail (armor 6), axe (skl 4 imp 6, spd 3), shield 3, or: twohanded axe (skl 4, imp 8, spd 4)

OSR:

AC 4, HD 1+1, Dam 1d6+1, #app 1d6+1

Bone of Saint Patroklos

The mystic saint Patroklos was miraculously able to withstand the poisonous ores that were infected by dark dragon powers. After his death, his bones had the same properties, protecting any wearers from infection by poisonous ore. Unfortunately for the diseased, the relics made from his bone, such as small amulets and necklaces are mostly lost.

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Poisonous Ore

Poisonous ore comes in many kinds, the most notorious being Doomstone. Anyone in prolonged contact with the ores containing the poisonous metals and substances typically falls ill, with heavy coughing, throwing up of blood, weakness, and eventually death. Some ores however affect the demeanor, and turn the poisoned miners or adventurers into evil madness. The worst kind kills, and then turns the victim undead.

Jakob Augsburg

Jakob is a banker and entrepreneur in ore mining. He is tall, bald, with skyblue eyes and white brows, clad in crimson. He sells the silver he mines to mint coin, and thus has become rather rich.

The World Beyond:

Jakob can become a Patron or a Rival.
Trade 6.

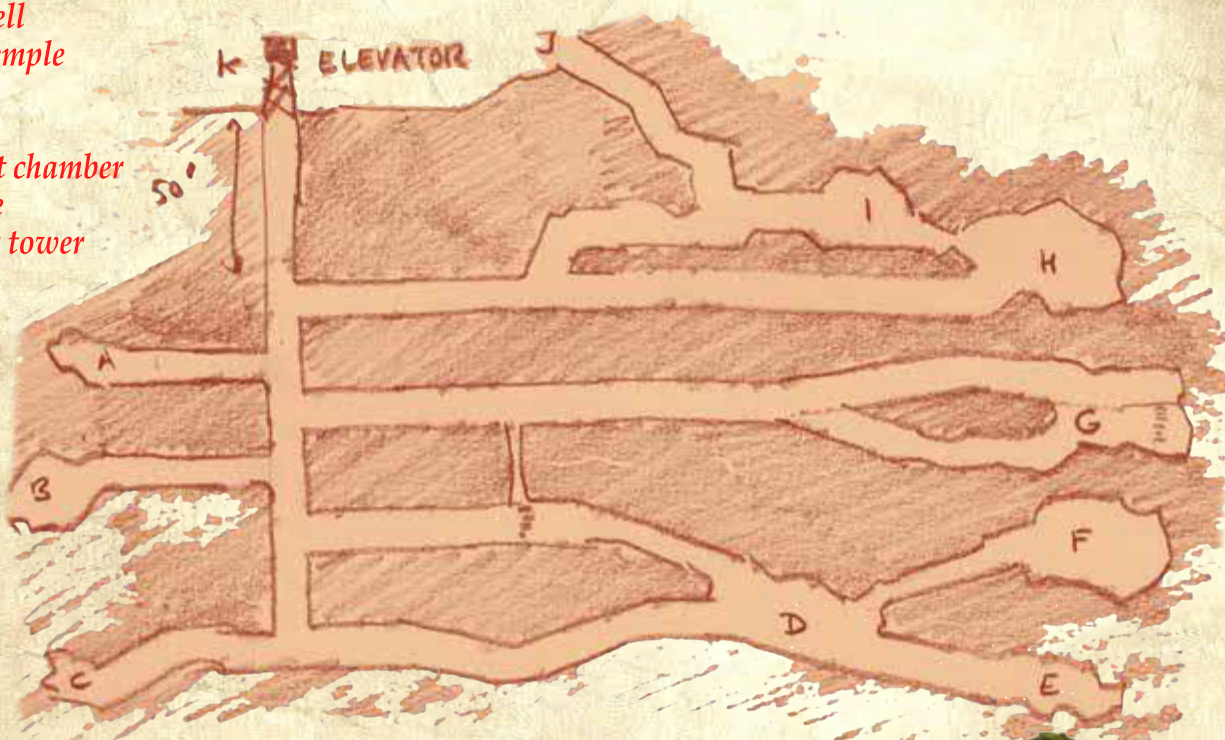
OSR:

5th level Trader (or Rogue)

Rumours say Jakob knows very well where to find the best treasures, and he often employs adventurers, offering them a good price. Also however, he is not averse of sending any heroes into certain death, when he knows they may bring him even more riches.



- A empty tunnel
- B hard rock ore chamber
- C poisonous ore well
- D deep chamber with shrine
- E poisonous ore well
- F deep dwarf ore temple
- G deep dwarf lair
- H old gem mine
- I mining equipment chamber
- J old mine entrance
- K wooden elevator tower



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Golden Gnome

Legend tells of a priceless jewel hidden in the heart of the old capital of the Gnome Empire, an empire which is long lost. But now, between ancient ruins, the heroes have stumbled upon stones with old gnomish inscriptions. An old scroll that translates the runes explains that this means they stand where once was the heart of the Gnome capital.

What may occur next

- The shrine is still present, and so may be the golden gnome statuette, buried fifty feet below where the heroes stand.
- The shrine is not only protected by traps, but also by an ancient guard of gnomes, who are kept alive by the magick of the golden gnome jewel.
- The magic of the idol keeps the entire structure of the lower ruins in place. Once it is removed, the structures will start to collapse as in an earthquake. Thieving heroes will have to run for their lives.
- The gnomes below do know that the statue cannot be taken away without harm, and will try to warn any thieves.
- One of the heroes may know that the golden gnome will yield quite a sum when sold to a certain mage.

Golden Gnome of Legend

"... and there the gnome king was touched by the evil king of Midas, and he was turned to gold. Pain and fear struck the gnomish peoples, gold now being a thing of evil and not of wealth. But the gnome queen took pity, and she weakened the curse. The spirit of the king would now protect the people as long as they kept his image safe, together with all other wicked gold and money..."

Undercity Gnome

The gnomes of the undercity were once proud and creative rulers of the land. But an unforeseen disaster, a storm of magick, wiped them out in numbers and caused the remaining ones to go underground. Their once golden hair and skin now has turned to a lighter shade of pale. Now these little men and women three feet tall hide and guard the remains of their once great kingdom.

The World Beyond:

heavy leather (armor 2), pickaxe (skl 2, imp 3, spd 3), DEX 2

OSR:

AC 5, HD 1, Dam 1d6-1, #app 1d6

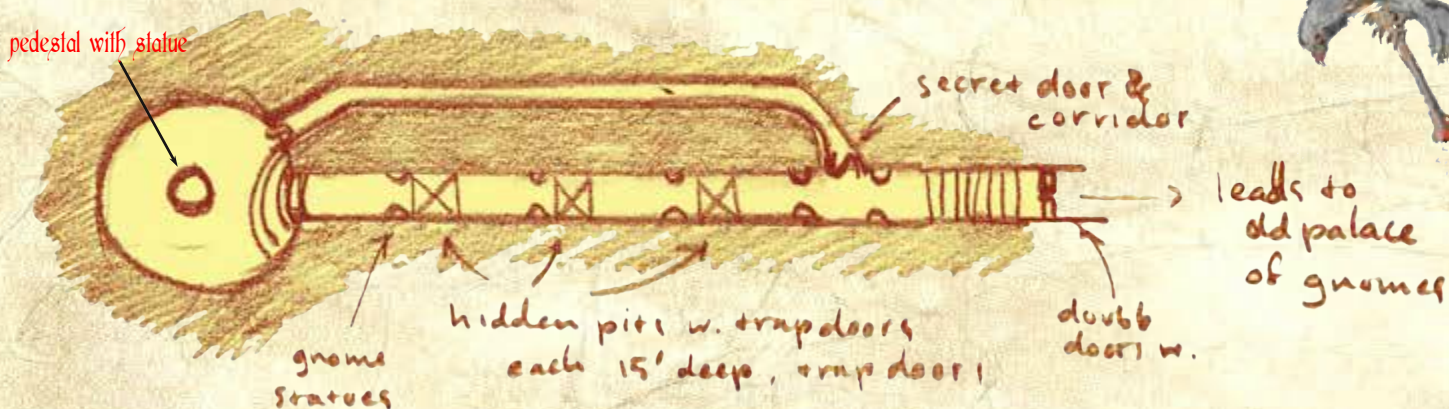
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pedestal with statue



Green Count to Zero

The bandits had forced them down the dark chute, and now they were lying here on the damp ground. "Give us a light" he groaned to the magic user. A bright flame lit up the room, and they saw how the gurgling, greenish ooze surrounded them from all sides.

What may occur next

- The heroes are stuck in an underground complex filled with slow moving, corrosive, flesh eating green ooze.
- There is a way out, but it requires skill and ingenuity to avoid the ooze, as (some of) it appears to be resistant to fire.
- When the heroes find a negotiable tunnel which may lead out, some of the ooze can move fast and lash out after all.
- Or: the ooze is less dangerous than it seems, and dissipates once it is struck by sunlight. This will not undo any wounds or death however.
- And / Or: the ooze is a kind of undead, or demonic entity that can be driven off with blessing (or a turn undead ability).
- A monster that eats the ooze comes to the rescue. It looks like a huge crossbreed between a hog and a turtle. It also likes rations the heroes might carry. It is obviously impervious to the ooze itself.



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Wildfire Grenade

During the wars of destruction many sorts of burning grenades and projectiles were used against the oozing weapons. One of the most reliable ones was the Hellenic or Wildfire Grenade. A small jar, filled with tar and oil, and a residue mix of poisonous ore. It is lighted with a torch, or other flame and then thrown and shattered as close to the enemy as possible. It will burn for many minutes in a very hot fire with magickal properties. Wildfire grenades are rare and expensive, but they can still be found or bought in illegal markets.

Ooze Eater

This legendary creature may or may not exist, but if it exists there are a few mages that will pay handsomely for a live specimen. The creature, also sometimes referred to as Eezhoo Magoo, is as big as a large pig, with the head of a wild boar and the shell and legs of a turtle. It has a long twisting tail, and a tongue much like that of an anteater. It can eat corrosive oozes and fungi without being affected by them. It is otherwise a peaceful creature.

Green Ooze

This dark green, oozing substance is carnivorous, and magickal. It was first used as a weapon in the second war of destruction, and it proved so dangerous that the northern attackers saw their own troops devoured by it. Subsequently it was never used again, but an amount of the ooze managed to escape. It now dwells in deep subterranean places, half dormant waiting for prey.

The World Beyond:

stealth 4, green ooze can only be harmed by fire, and sometimes only by magickal fire or lightning, the bigger the ooze, the higher its CON. Average CON is 3. Usually it is too slow to attack more than once, from an ambush (at skill 3) – else it will try to lock in its victims. Green ooze that latches on to its victim burns like acid with a weapon class 1 potency. If a victim dies of the ooze, it will turn to ooze itself within hours.

OSR:

AC NA, HD 2, Dam 1d4 every round once hit and until removed; once -2 hits are reached the victim transforms into green ooze too, #app 1d6-2

Giant Wall Lizard

Giant Wall Lizards are some six foot in length, and they are typical creatures of the lost valleys. Due to their size, they may be very aggressive against typically smaller humans.

The World Beyond:

CON 3, STR 3, thick leathery skin (armor 5), bite or tail whip (skl 5, imp 7, spd 4), stealth 3

OSR:

AC 5, HD 3+1, Dam 1d8, #app 1d6-2





Down the Mountain Stream

All the heroes have to do is raft down the mountain stream in the uncharted territory. And then see if it ends up in the main river below near the colony settlements. Piece of cake, if the stream is navigable... and no mishaps occur.

What may occur next

Leather Jacket of Floating

This leather jacket is unassuming, and functions just like any other armor of its kind until you try to swim with it – in which case it keeps you afloat. The jacket gives of a slight magickal dweomer. Diving with the jacket may prove rather difficult.

- The mountain stream is hard to navigate, but after a few rapids it does end up in the river near the settlement. It will not be of use as a shortcut.
- The mountain stream goes underground, and the heroes will have a hard time working their way back up again through the rock and streaming water.
- Not only does the stream go into a cave, the cave is also inhabited by giant lizards. And the lizards may not be amused with the new company. Or they might see them as a snack.

- And / Or: the Wall Lizards happen to be less hungry because they have recently eaten a huge snake, of which they left the carcass lying around.

- And / Or: the Wall Lizards may have snacked on some adventurers before, and their gear and magickal treasure is still left in the cave.

Cutlass of the Yellow Eye

This beautifully crafted cutlass with bone handle is set with a large yellow topaz. Whenever a wielder uses it in the dark, his eyes will shine with a bright yellow, and illuminate his target. Creatures that cannot stand sunlight will be blinded by the yellow eyes – others may be instilled with fear when they see it for the first time. Otherwise the sword has no magickal powers – except that it can also hurt creatures only affected by magick.

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Goblin

Goblins are a smaller kind of orc according to some. Whether this is true, is not clear, but they surely are similar in temper and use of language. They stand about three to four foot tall, and often raid and plunder human settlements with smaller warbands. Others manage to more or less peacefully mingle with city folk, but then they tend to be boisterous, bothersome, drunk, and full of pranks.

The World Beyond:

leather or hide (armor 2), light club (skl 2, imp 2, spd 2), spear (skl 2, imp 2, spd 6),
DEX 2 or shield 2

OSR:

AC 6, HD 1-1, Dam 1d6, #app 1d10

Skull Brew

A favorite drink among goblins is "Skag Drag" or "Skekdrek", which is most commonly translated as skull brew. It is indeed often drunk from a skull, but the words probably mean "shit and piss". The drink is at least as obnoxious as excrement, but unless a goblin is pranking you, it's more like a very strong kind of beer with a mix of rotting herbs in it. Often these herbs are hallucinogenic or otherwise mind-influencing. Once you get the hang of the drink, it is said, you can actually get a fondness for it.



Quest for a Skull

One of the heroes falls severely ill after being scratched by a goblin spear. Lying on the ground, he sees an old goblin woman, a shaman, who tells him that he will die... unless he fulfils a quest. He must find the lost skull of the goblin chiefs before next nightfall.

What may occur next

- To complicate matters the shamaness says she will not undo the curse if even a single goblin is killed or maimed by the heroes during the quest.
- The skull is protected by a strong guard of goblins who will protect it to the death in a nearby cave.
- Or: the skull has been taken by a rival band of goblins who demand a hefty sum for it, or another quest.
- Or: the skull has accidentally dropped in a 300' deep pit as Gobbel the goblin was supposed to protect it.

- Or: after a number of confusing and vexing confrontations with goblins the goblin chief skull is found as a trophy hanging in an inn. To undo the curse the shamaness says, the hero must now drink a most putrid liquid – goblin pee? - from the skull.

- And / Or: The whole poisoning is a prank, and fake. No matter whether the quest fails, or if the hero succeeds and does drink the liquid, he will drop down unconscious, and wake up with a headache next morning. No more no less.



Gobbel Goo

Gobbel is a short goblin entrepreneur with a rather white complexion and huge nose. He totally shuns violence unless he is sure he can win. He likes to sell and buy various sorts of brew.

The World Beyond:

Gobble may become a Friend.
DEX 4, Trade 2.

OSR:

1st level Thief, HP 4

Gobble is rumoured to be an excellent spy, as no one sees harm in him or his presence. Therefor he knows about a great many things in both the human and goblin realms.

Eevel In

Eevel is a green goblin shamaness who like to dress shockingly naked – and ugly to humans at least. She can actually use a couple of spells and appear very threatening.

The World Beyond:

Eevel may become a Patron or a Rival. Reverse blessing (curse) 4,
Healing 3, Charm Magick 3

OSR:

3rd level Priest, HP 10, with
amulet that can cast a curse once
a week

Eevel is rumoured to know the whereabouts of many strange and putrid artefacts of varying worth and power. She may hire or help heroes to find these, for a share in the loot.





Half Sized Rescue Team

"All you have to do, is help us find our thief companion and help him escape from his cell" the leader said. "But we must all join in the adventure", he added. The leader and his ten one meter tall fellows eyeballed the heroes from below.

What may occur next

- The heroes are stuck with eleven halflings who want to rescue their wrongfully imprisoned fellow from a local prison, to complete their dirty dozen. It is a quest they are fulfilling, they say, and have to travel on – perhaps to some distant volcano. They will help with a plan and physically will join in the rescue and any diversions.

- The halflings do offer some reward, but they are mostly nagging, comical and bumbling company. And if they cause extra troubles for the heroes, they typically hide and escape for themselves.

- Or: the fellow halfling is to be handed over to the royal guard. And the arrest was not wrongful. He did steal the crown jewels of the local Lord (or Lady). Freeing him will make the heroes accomplices.

- Or: The stolen jewel was not a crown jewel, but a ring with legendary powers

- Or / And: the prison is already guarded by the royal guard.

- Or / And: the prison is also guarded by a mage or priest of high level.

- Or / And: there is another group who tries to "rescue" the halfling too, because they want to know where he hid the treasure he had stolen.

Halfling

Halflings are a race of humanlike men, just three feet tall. They have hairy feet, stealthy walk, a keen sense of smell, a lust for good food, and sometimes a sense of adventure. Most however are somewhat lazy, and see more enjoyment in gardening and pipe smoking.

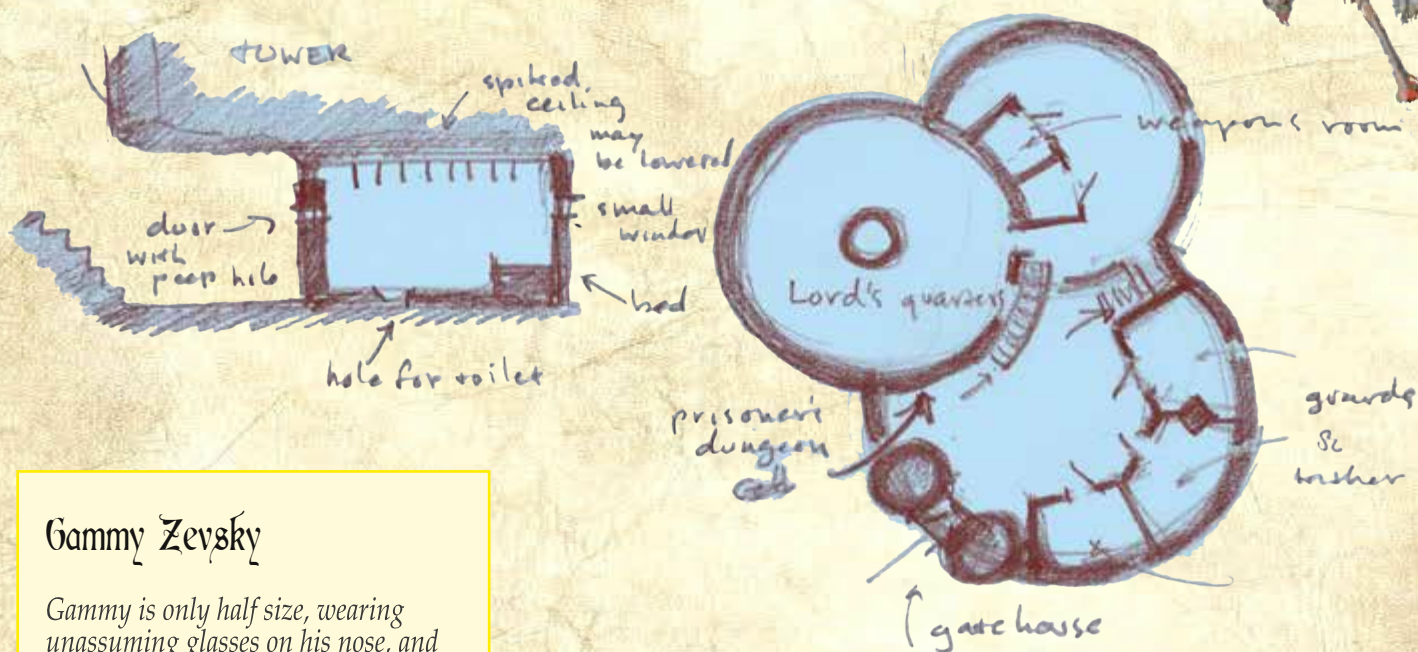
The World Beyond:

plain clothes (armor 0), DEX 3, stealth 3, dagger (skl 3, imp 2, spd 4)

OSR:

AC 7, HD 1-1, Dam 1d6-1, #app 3d6





Gammy Zevsky

Gammy is only half size, wearing unassuming glasses on his nose, and he is always nagging about something. But his deeds are of reknown. He is one of the finest thieves and adventurers of the empire, with some exploits others can only dream about. His most famous mission was to locate the fabled Dweomermount, and actually descend down into its deepest depths.

The World Beyond:

Gammy can become a Friend or a Rival. DEX 5, stealing 4, stealth 4, history 4, persuade 4, throw dagger (skl 4, imp 2, spd 9)

OSR:

4rd level Rogue or Halfling, Dexterity 16

Rumours say that Gammy recovered the third legendary ring of Ahwasar. Whether he still holds it, or whether it changed owners during a typical halfling bickering and gambling session is a well kept secret.

Ring of Ahwasar

These magick relics were forged by the Ahwasar wizards of the 70' and 80' years, and are not only extremely rare, but also very much sought after. A ring of Ahwasar has varying powers, which will turn on with it's own unpredictable will. Sometimes the ring may lock onto the finger, making it impossible to get it off, and at times it may hurt the wearer more than help it. However, most of the time the ring of Ahwasar will be very powerful and positive. When using the ring in the game, roll a d10 each time the ring is newly worn, and apply the effect. Any power only lasts while the ring is worn.

- 1 lock onto the finger for 1d6 days, roll again for effect
- 2 hurt the wearer 1d10 points, or with a Severe wound
- 3 give the wearer the power to cast a jet of flame
- 4 change the wearer into a raven (clothes not included)
- 5 give the wearer +3 Appearance
- 6 give the wearer +2 in combat skill
- 7 give the wearer +3 Strength
- 8 give the wearer night vision (+2)
- 9 heal all light wounds of the wearer
- 10 turn wearer invisible





Micronaut Heroes

Visiting the laboratory of Mede the Micromancer was a frightening experience. Monsters bottled up inside small bowls, people diminished and locked up in canary cages. And then, startled, one of the heroes stumbled and fell through that shimmering doorway in the back of the room.

What may occur next

- The heroes may have stumbled into Mede's laboratory because they had to bring him a package or message from the Lord of the realm (or from another mage)

Killer Wasp

Giant killer wasps are just one kind of primeval insect, of which sort many can be found in the lost valleys. Killer wasps may be aggressive, especially when one is close to their hive. Their wing span may vary from one to two feet.

The World Beyond:

chitinous skin (armor 2), bite (skl 2, imp 0, spd 3), poison sting (skl 2, imp 1, spd 4, poisonous – test CON 6+ or wounded), flight 4

OSR:

AC 7, HD 1/2, Dam 1d3, poison sting, #app 1d10

- If you use an underground setting, the heroes may have entered the laboratory by accident, because Mede is often absentminded enough to leave his doors open

- The heroes may even have been hired by Mede for other purposes, or could be there to ask his help on urgent matters

- Whether Mede is a good fellow or not, is unsure. He is a trickster and experimenter though, so there may be all sorts of strange devices and objects in his working rooms. Mede may hire or experiment with the heroes all the same, depending on his whim. And he is immensely powerful.

- The shimmering doorway is a magical portal leading into a world with huge insects, some of which may regard the heroes as prey, food, or plain intruders. The way back is through a shimmering doorway further away on the edge of a giant beehive.

- Or / And: The insects in the strange world are not huge, but the heroes have become tiny. The portal diminished them and dropped them in Mede's garden, where also is a wasp hive. The diminishing spell will wear off in a few hours, during which the heroes need to survive. Any undiminished heroes may spot their fellows as tiny people in the garden.



Mede the Micromancer

Originally this very old, leathery skinned, tanned, short and bald man came from the Castellan desert. He is generally friendly and sometimes even helpful, but he can be merciless toward his enemies, and indifferent to others in need. He is an absolute expert at all magicks pertaining to the shrinking of objects and living things, and a powerful spell user.

The World Beyond:

Mede can be a Patron or a Rival. INT 5, WIL 5, micromancy (magick of shrinking) 8

OSR:

9th level Mage, HP 27

Rumours say that Mede has found many different dimensions with unknown creatures. He also is said to have a large collection of shrunk, lost people and old enemies, held in bottles.

Micromancy (Magick Discipline)

Mede is unlikely to share his knowledge, but an avid student may catch his eye, or someone might steal his spell books to learn this magick. Micromancy is the magick of shrinking both objects and creatures, while keeping their essence intact. The more something or someone has to shrink, the more difficult the spell – and the longer it has to last, also the more difficult the spell is. You have to touch the subject you want to shrink for a spell to take effect, and the subject may try to resist.

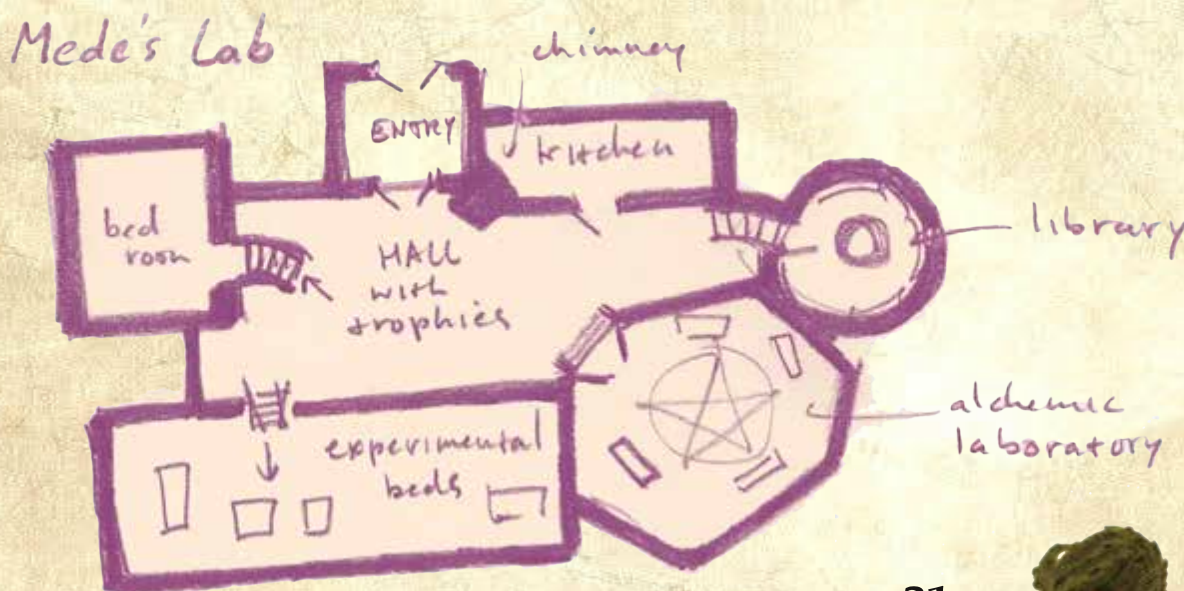
OSR:

although TWB can use disciplines comprising a range of spells, OSR games generally use single spells. You could use these spells instead:

Shrink Self (2nd level),

Shrink! (3rd level, can target any one creature you touch),

Permanent Shrink! (4th level, requires an expensive prepared bottle to keep the target in)



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Bobby

Bobby is the two year old son of the Burghermaster (major) of Willington. He has a big blonde curly head with big brown eyes, and likes to walk everywhere he cannot go. His vocabulary is still a bit limited to words like "more food", "bad bobby" and "mama".

Wraaah Wruu

Wruu is chief of the Kobolds, and actually speaks a tad of human in between barks. He is rather tall and strong for a Kobold dog-man, standing almost 20 inches. He is very proud, and will protect his people with his life if necessary.

The World Beyond:

Wruu may become a Patron, Friend or Rival. Leadership 3, Small spear (skl 3, imp 2, spd 2)

OSR:

AC 6, HP 6, damage 1d4+1

Rumors say that Wruu is actually also a magic user and a shaman. He can call in his many kobold friends and command a great kobold army.



Dog People under the Stairs

"Under the stairs of the castle, there is a small door. And this small door leads to a small corridor, which leads to a twisted small maze. It is the maze of the dog people, and it is these people that have stolen the burghermasters childe."

What may occur next

- The burghermaster of a local town asks the heroes to recover his lost toddler. His son was playing in the old borough castle, when the maid lost him, and heard him cry under the stairs. When she tried to recover him, she could not. He was gone, and there was only a small door, less than two foot high.
- Behind the door is a maze under the stairs, of tunnels big and small. Deep below there live the dog people, a foot high, whispering, afraid of the light. They have kidnapped the child, perhaps to eat it in a ritual.
- Or: The dog kobold people actually took the Burghermaster's son because they believe he is their future king. They intend to crown him and raise him until he can speak their language well. The toddler himself was just playing with his new friends, but perhaps now he is afraid. It might take some convincing, and a dog kobold translator, to get the child back.
- Or: The Kobold people didn't kidnap the child at all. The toddler accidentally got lost in their tunnels, and they will be glad to deliver him back – if the heroes only ask.





Dog Kobold

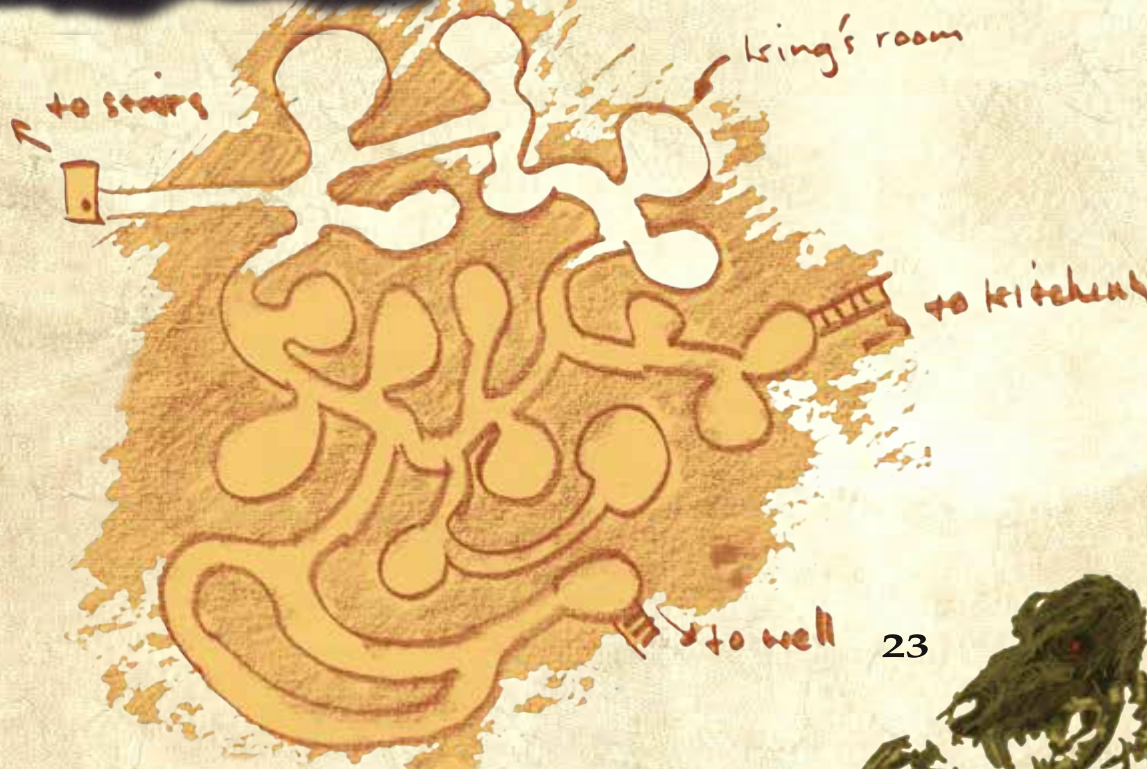
Dog kobolds are small, doglike men, just a foot tall. They speak a whispering, barking language of their own, and are quite intelligent. However, they are very secretive, distrustful of men, afraid of the light, and frightening to behold. They wield little weapons, and when forced, they may gang up on larger foes.

The World Beyond:

CON -2, STR -2, stealth 3,
leather armour (armor 0),
little spear (skl 2, imp 0, spd 3)

OSR:

AC 7, HD 1/2, Dam 1d4, #app 2d6+3



Orc

Orcs are a foul species of humanoid. According to legend they were a twisted creation kin to the elves, but now they have degenerated even further. Usually the type humans encounter are those that travel around in war bands, plundering and killing on their way. However, between the two first wars of destruction, their peoples proved to be able to live peacefully among humans as well.

The World Beyond:

STR 2, CON 2, reinforced leather (armor 4), heavy club or long knife (skl 3, imp 4, spd 3)

OSR: AC 7, HD 1, Dam 1d6+1, #app 2d6-1

Orc Talisman of the Dead Heads

This rather gruesome necklace made of human leather rope and shrunken orc, goblin and human heads is endowed with religious – or demonic – power. It will protect the wearer as if he wore chain mail armor, and inspire awe with any orc. Orcs will not attack the wearer unless first attacked themselves.



Orc Quest

The request was not uncommon: recover a lost talisman of some ancient tribe. But the requester was uncommon: a lean and mean orc tribe chief. And the side requests was even more unique: the orcs wanted to join in this quest themselves, using our heroes as guides.

What may occur next

- The orc war group is quite large, and would be a tough challenge to the heroes if they had to fight them. But they seem peaceful enough. They also say they never harmed no men, and never will. But they do fight another tribe of orcs who have taken their tribe talisman. And they will reward the heroes well, if they are brave enough to join them.
- The other orcs guard the talisman, a gruesome necklace of shrunk heads, as if their existence depended on it. So the heroes will either have to use guile, or excellent combat tactics with their own company of orcs to help them.
- When the heroes have secured the talisman, and have taken their reward, the orc chief thankfully takes the talisman. Then he begins to laugh "thank you, measly humans, with the heads of invincibility we can finally defeat you! ATTAACK!!!" And the company of orcs who had just become their friends now charges the heroes.
- Or alternatively: the Orcs may be very thankful and befriend the heroes. They might actually promise to return the favour one day, and fight with them against another enemy.



Uzogh Handbreaker

Uzogh is a rather tall Orc, with a yellow complexion. He is very strong, and leads his band with force. He carries a huge spiked club and shield with his plate armour.

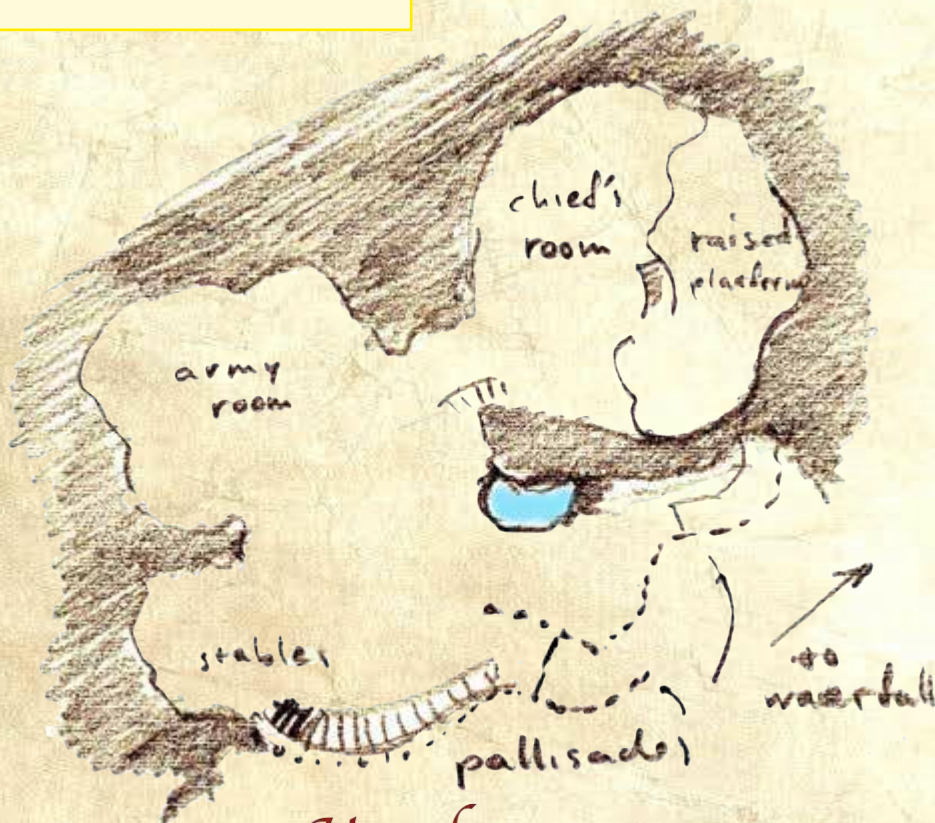
The World Beyond:

Uzogh can become a Friend or a Rival. STR 5, CON 3, Spiked Club (skl 4, imp 9, spd 3), steel helmet and breastplate (armor 9), shield 4

OSR:

2nd level Warrior, HP 15. AC 2, damage 1d8+2

Rumours say that Uzogh is feared by the goblins of the realm because he slew their king. Uzogh has friends with the Wellington guard, who will help him escape any arrest or trouble in human territory.



Uruk cave outpost 25



Giant Rodent

Sometimes encountered in the lost valleys, but more often near mining areas, the twisted giant rodents prefer to live underground in damp tunnels and caves. Full grown animals may be up to eight feet from head to tail, but in general they eschew humans who travel in larger groups.

The World Beyond:

DEX 3, bite (skl 4, imp 4, spd 3), tough (armor 2)

OSR:

AC 4, HD 2 (mother HD 3, children HD 1), Dam 1d6, #app 1d10



Horror in the Sewers

"It's just that I cannot sleep at night because of the noise they make", the innkeeper complained "So I hope you not like them last exterminators. Them no goods just went down and didn't come back!"

Fred the Innkeeper

Fred is the friendly, overweight innkeeper of the Stuffed Dragon Inn. He's not too bright, but he is a good cook, and offers his services at an honest price.

The World Beyond:

Fred can become a Friend or Patron. CON 3, Butcher's Knife (skl 2, imp 3, spd 2)

Rumours say Fred is much brighter than he looks, and he actually works together with people like Mede the Micromancer. He also likes to test adventurers if they are worthy, and gives them quests to find out what they can do. After that he may send them for some real treasure hunting.

What may occur next

- There is a giant rodent, in the sewer under the inn, and it ate the last exterminator party.
- The animal was changed by Mede the Micromancer, and the artefact that turned the rodent into a giant rodent is still lying somewhere in the sewer. It can reverse the effect if another charge is applied. Or make someone else giant on the first applied charge. There are 1d6 charges left in the little staff.
- Or: the rodent is a fluke of nature, caused by the effects of poisonous ore (see elsewhere), and it may even have a poisonous bite
- The rodent is protecting a nest of little giant rodents. The mother rodent just protects her nest. Maybe someone like Mede might want to buy the little ones – for experiments. Moral dilemma or commercial opportunity?
- Or: the rodent is infected with rabies and very aggressive
- Or: there are only small rodents, and there is a long tunnel which leads outside into the woods, from where the vermin comes in





Slithering Death

A new town is being built in the old ruins of what once was a castle, and the heroes pass by. A young boy offers to sell them soft leathery eggs the size of a football. "These are snake eggs" the cleric whispers, "I wonder where their mother is".

What may occur next

- The giant snake that laid the eggs, and perhaps a few more, are below the ruins in the old dungeon, where they made their nest. They might sleep for the winter. But they will attack angrily when disturbed.
- The old castle is the new settlement for almost a hundred people who are building their houses between the walls. They have no other home, as they are fleeing from a local war. They and their leaders refuse to leave.
- Some of the eggs have already hatched, and little venomous giant snakes are making their way through the new village. Villagers scream for help, or others might be bitten.
- And / Or: a band of mercenaries hides between the villagers and may help to come to the rescue. As they are also criminals however, they will not like too much fuss about their identities.

Giant Cobra

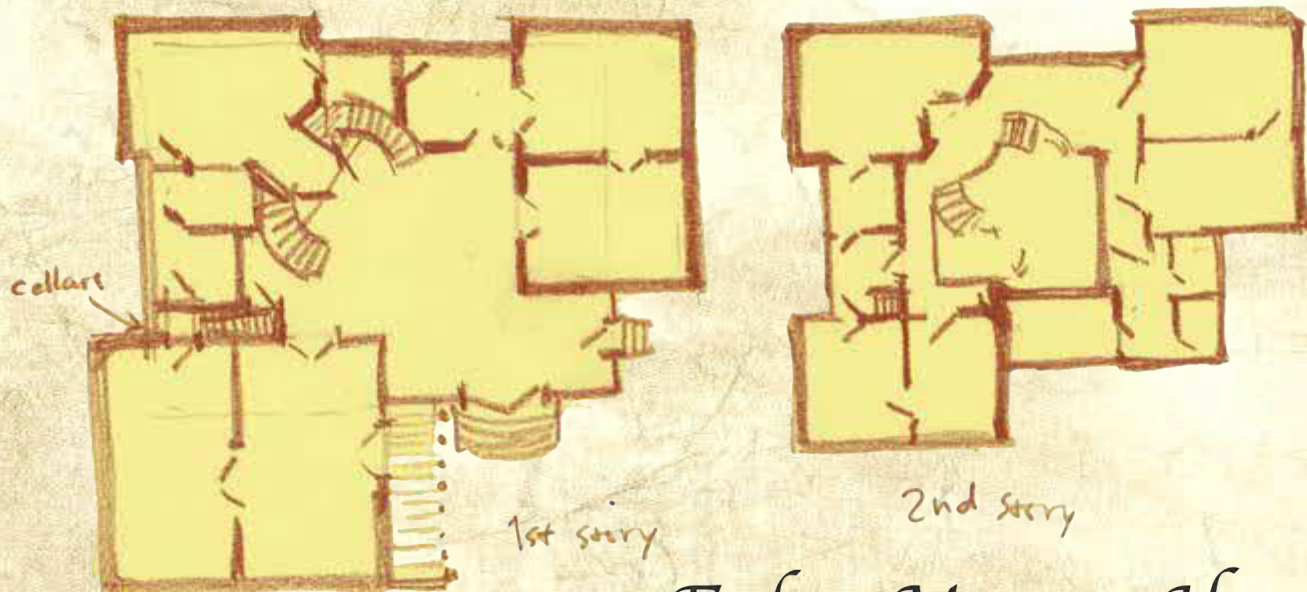
This giant species of snake is rarely seen, but on the edges of civilisation they may sometimes be found dormant in ruins or wild jungle groves. Unless attacked they are seldom hostile, except when they are hungry. They eat only once every few months. Full grown animals may be up to fifty feet long, and they can swim in muddy waters.

The World Beyond:

mother animal: stealth 3, bite (skl 5, imp 4, spd 3) poisonous bite incapacitates (severe wound to heart and lungs) unless 6+ on CON made
hatchling: stealth 5, bite (skl3, imp 0, spd 1) poisonous bite class hurts (light wound to heart and lungs) unless 6+ on CON made

OSR: AC 7, HD 3 (HD 1 for hatchlings), Dam 1d6 (1d3 for hatchlings), poisonous bite, #app 1d6-3, hatchlings 2d6





Falco Manor House

Lo Pang

Lo is a warrior priest from the far Orient. He hunts the undead in lonely, far out places, and can mostly be found at night in cursed settings. Lo can cast balls of fire at great speed.

The World Beyond:

Lo can become a Friend or a Rival. DEX 3, Ceremony (destroy undead) 3, Fire magick 3, Short sword (skl 3, imp 4, spd 5)

OSR:

4th level Priest, HP 17, AC 4, sword 1d6+1, with a wand of magic missiles

Rumors say Lo has lost his love to undead, and now will not rest until he has taken revenge on the armies of the dead. He shuns humans and daylight, and therefore some believe he may be a ghost himself. Lo knows a great deal about various undead, and their whereabouts.



That Haunted Night

"We should never have come up here", she panted. The attic of the old house moaned on all sides. And there they came up the stairs, crawling with their twisted nails, an evil glow in their hollow eye sockets: these were the wicked dead.

What may occur next

- When exploring an old manor away from civilisation, perhaps to stay the night, perhaps to reclaim it, perhaps to look for left treasure, the heroes get trapped in a hell hole full of undead. Dark colored skeletons come to unlife and attack from all sides.
- The heroes have to fight, or run for their lives, as there are far too many of the undead at once. And maybe some cannot be harmed except by magical weaponry.
- The heroes receive help from a lone hero priest, who can also throw magic missiles against undead while loudly reciting prayers.
- Other than the wicked dead there may also be a real ghost of a beautiful woman – who wants to escape and go to heaven – if she can get help from a hero or priest to relieve her curse.



Wicked Dead

Generally it is believed that undead, animated skeletons were created by foul necromancy during the Third Celestial War. But these wicked dead are also often found near mining areas and ancient temples, as if come alive due to a curse on the soil itself. Their bones are sometimes brittle, sometimes almost of hard stone. Their want to kill is without mercy or semblance of fear. They will not stop until destroyed.

The World Beyond:

tough bone (armor 2),
claw and bite (skl 2,
imp 2, spd 0), cause
fear 3, undead

OSR:

AC 7, HD 1, Dam 1d6,
#app 2d6+1, undead,
will not flee unless
turned





Caravan through the Darkwood

The girl's clothes are haggard and torn, her face full of grime and fear. She screams when she sees a hero: "The spiders bound them all up! You have to come and rescue them!"

What may occur next

- The girl is from a caravan that took a fatal shortcut through a dark, overgrown forest. The group encountered a nest of giant spiders who spun their webs over the road, and now many of the traders ended up as neat spider food packages.

Giant Wolf Spider

The man sized wolf spiders are the most common weapon left from the wars of destruction. They were first used by the northern attackers, but soon they took to their own and hid in every crack of not occupied by civilisation.

The World Beyond:

chitinous armour (armor 2), stealth 3, bite (skl 4, imp 2, spd 0), poisonous sting causing paralysis unless roll on CON is 9+

OSR:

AC 7, HD 2, Dam 1d8, poisonous bite, #app 1d6-1

- Most of the merchants may already be dead. Including the father of the girl. If so, she will go into a frenzy and attack the spiders without regarding her own safety.

- Or: The girl may also be a shapeshifting spider in disguise, who just lured the heroes into a huge trap. More spider food!

- And / Or: A skeleton may hang in the webs, clutching a small flask with a transparent bright liquid. If the flask is grabbed strongly it will emit a flash of light and scare the spiders away.

Werespider

These foul creatures are magickal spiders who can assume human form, usually of a young girl or an older woman. They cannot speak human very well however, and will try to lure their victims with emotional movements and simple words instead. In human form they can do little, but once transformed into huge wolf spider again they are very lethal.

Bright Star of the Elves

This beautiful crystal small flask with unassuming fluid actually contains the powerful light from a star. If held strongly while speaking its name – written on the flask in Elvish – the flask will emit a blinding flash of light which scares away all creatures of darkness – for a few moments.



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Peytona Orendil

Peytona is a beautiful, busty woman with golden hair that flows to her feet. She sleeps among the faeries in a dead grove, affected by a curse. She once was the princess of a long lost land.

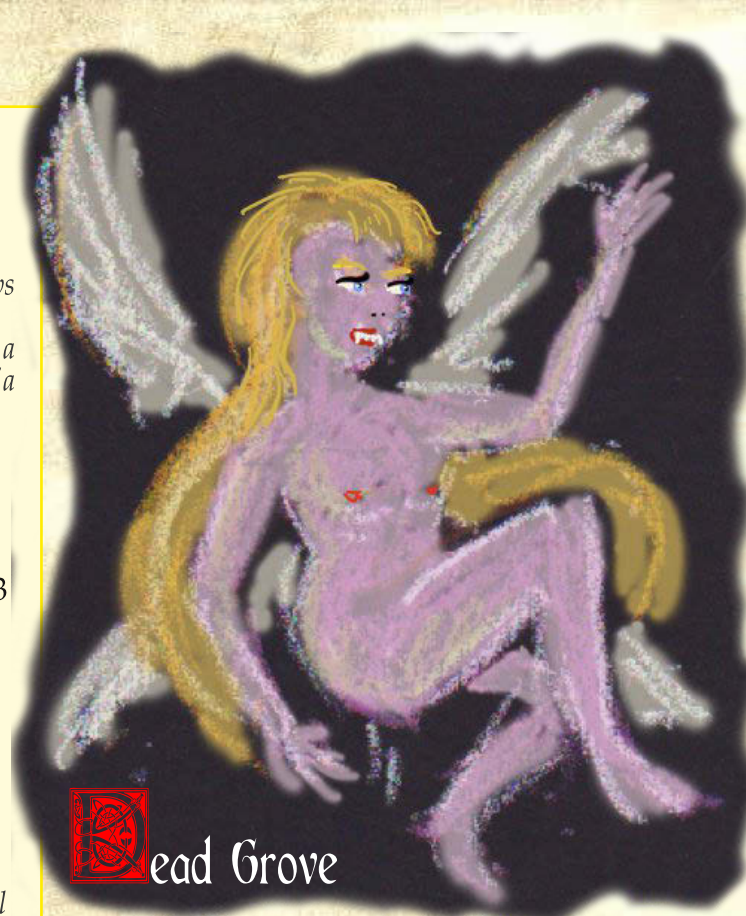
The World Beyond:

Peytona may become a Friend or a Rival. APP 4, seduction 4, charm magick 3

OSR:

2nd level Mage, charm ability

Rumors say Peytona is a malevolent faerie who feasts on human flesh. Others say she is indeed a cursed princess, who will only wake when her true love kisses her, and then she will guide him (or her) to a land of wonder and treasures.



Dead Grove

Where once were beautiful farms, there now was a vast tangle of thorns and weeds. Where once played children, there now were graves. Where once there were butterflies, there now were tiny flying creatures with sharp teeth and voracious magick.

Undead Sprites

In poisoned groves the undead sprites may be found, half a foot tall, buzzing and humming, flying and biting, casting malevolent cursed magick. Their teeth are razorsharp, their eyes glowing red, their smell of rotting flesh.

The World Beyond:

DEX 4, flight/evade 4, bite/knife (skl 0, imp 1, spd 4), curse (reversed bless) 1

OSR:

AC 5, HD 1/2, 1d3, 1 in 6 sprites may cast a curse, #app 3d6

What may occur next

- Deep in the wilderness, where once was a fairy tale kingdom, there is now a dark, stinking grove with evil, flesh eating sprites.
- The sprites are twisted because of poisonous silver ores. These ores may seem like a treasure to those who do not know.
- And / Or: The sprites guard a magick pool, which shows random images from the future or the past of whomever beholds it.
- And / Or: The dead bodies and belongings of poor travellers who stumbled into the grove before still lie around.
- Or: Behind the grove, a true princess sleeps due to a curse and will only wake with a kiss. Then again, she might be the human sized, flesh eating sprite queen.

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Blood Sucker from a Mirror

A present arrives by mail, from Mede the Micromancer, a known trickster. When the heroes carefully open the package, it contains a shard of glass. A humming shard of glass, with an image in the reflection which is growing, and growing, and growing...

What may occur next

- The shard is from a mirror portal to another dimension. It now opens up to a space where blood sucking kolibris live in swarms. Fortunately, they come out one by one through the shard. But they come out fast.
- The shard was packed in a lead lined box, which protects against the portal magick. It will stop the swarm coming out.
- Not only the Blood Birds are on the other end of the mirror shard, but so is Mede, who fouled up one of his experiments. A letter accompanying the package explains how the heroes may rescue him. Only question is, how did he write the letter and send the shard in the mail?

Blood Bird

As an experiment from the southern armies, the giant, two foot wingspan, blood sucking kolibris were first intended to take on the wolf spider threats. Unfortunately, the beasts soon evolved into a species that attacked easier prey too, like humans. When blood birds attack spiders, their beaks tear easily through the spider armor, and their wings are impervious to the glue of the webs.

The World Beyond:

DEX 5, flight 5, blood sucking beak (skl 3, imp 1, spd 5)

OSR:

AC 7, HD 1, Dam 1d3, #app 1d10

Shards of the Manyfold Mirror

The powerful Mirror of Manyfold, once built by the powerful sages of Goldar, was destroyed in the sixth Celestial War. Before it was destroyed it allowed access to any realm its owner wanted to travel to, but after it was broken its shards only opened dimensions of Chaos. Still mages do seek out the shards, often kept in a protective box or cloth, as they hope to find one that will bring them to a magick realm of limitless power.

Whenever a shard is looked into without protection, roll a d6 for effect:

1. shard sucks the onlooker into another realm of darkness
2. shard spits out the last onlookers trapped within
3. shard spits out 1d6 small creatures of chaos, such as blood birds
4. shard shows a place full of treasure that exists nearby – such as the king's vault
5. shard shows a shadow creature that will come to hunt the onlooker in 1d6 days
6. shard shows an important event in the nearby future





Night at the Ravine

At the end of winter, when the heroes travel with a group of traders along a ravine they find that the road has crumbled down. The company is stuck for nightfall, so they camp on the road just beside a 1000' drop. That night several people wake up screaming: "ghosts, dead people!"

What may occur next

- The ghosts are evil spirits that want to scare the traders to let them fall down the ravine in fear. They are not able to harm or touch anyone physically, not directly.
- The ghosts are ghosts of traders who had fallen down here, but they actually protect the traders and heroes by waking them. Another part of the road is about to collapse, and only because the heroes are awake one of them will notice. With luck all can move safely back down the road before the rock slides down.
- The ghosts are traders who died here, and a shrine that is built for them on the other end of the broken road lights up in a magic dweomer. Then a bridge forms out of thin air, allowing those who dare to pass to the other side. If at least the bridge is real, and not a ghostly trap, the heroes and traders may be at their destination next day after all.

John Hicks

John is a tall, balding trader who smokes cigarettes continuously. He likes to play a game of cards have a laugh, or strike a good trade deal. He is a convinced single, and prefers to travel as much as he can.

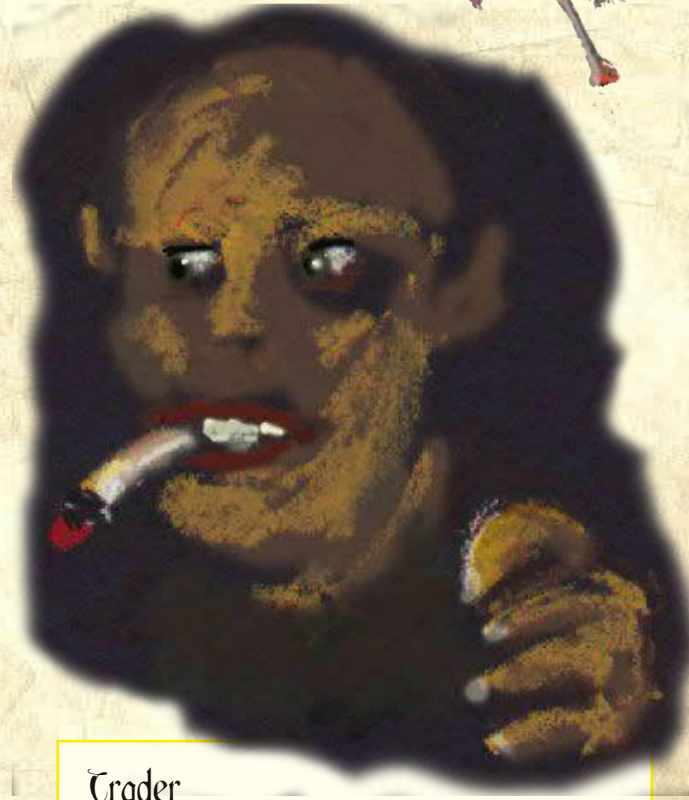
The World Beyond:

John can become a Friend. Trading 4, Gambling 3, STR 2, WIL 3

OSR:

2nd level Rogue, HP 7

Rumours say John likes guys better than girls, and that that got him in trouble with the authorities. John has a nose for a good deal, and his intuition helps him find very lucrative deals. He likes to cut in his friends, if they help him out someway. John is not easily scared and full of initiative.



Trader

Caravan traders are common on all routes between civilized areas, and among them are often adventurous types. Some of them might have a somewhat dishonest streak, but most of them are good folk, who prefer to talk their way out or into any situation rather than using force.

The World Beyond:

leather jacket (armor 2), long knife (skl 3, imp 3, spd 0), trading 3

OSR:

AC 7, HD 1, Dam 1d6, #app 1d8





Other Wolf

"Romulus and Remus were raised by a mother wolf", the old man said. "But who has ever heard of speaking wolves that raise men, do they exist? I think so, and I know where you can find one for me."

What may occur next

- A scholar who knows where to find the mother wolf has captured two human children who walk on all fours like wolves, but who also speak a simple human like language. He says he found them in the neglected forest behind the broken bridge.
- The children were in fact abandoned years ago and were raised by a speaking mother wolf. She will be looking for her human children and may be angry.
- And / Or: the scholar wants the heroes to set a trap for the wolf, with the children as bait.
- And / Or: the scholar points out the mountainous forest where he believes the speaking wolf or wolves will hide. He wants the wolf to talk with her.
- A bounty hunter and his helpers are also looking for the mother wolf, intent to sell her for the highest price. The Lord of the realm is also interested.
- And / Or: Red Riding Hood, a mysterious protector warrior comes to help free the children and keep the wolf safe from harm.



Speaking Wolf

The speaking wolves once were the companion of man, according to the oldest legends. They came with us when we travelled between the stars, and they raised those of us who lost their mothers and fathers. Some say, that these were the creatures that eventually evolved into our domesticated dogs.

The World Beyond:

DEX 4, STR 2, CON 2, bite (skl 4, imp 4, spd 4), run 4

The speaking mother wolf speaks in a howling and growling simple dialect of the common language. It can charm any attackers to leave her unharmed and go away (limited charm 3)

OSR:

AC 7, HD 2+2, Dam 1d6, #app 2d6, limited charm person capability

Alice, or Red Riding Hood

Alice is a young woman with pale complexion, ebony black hair and rose red lips. She wears a red cape with hood, two short swords and a bow. She is a fierce, lonesome warrior.

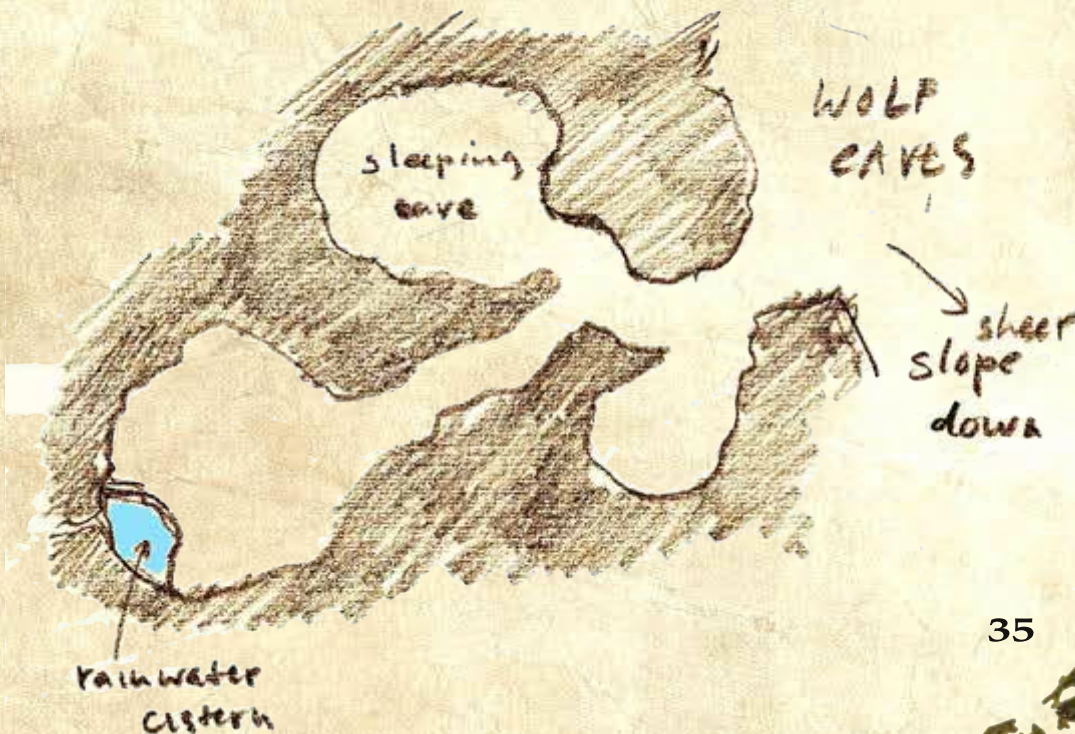
The World Beyond:

Alice may become a Friend or a Rival. Short bow (skl 5, imp 6, spd 8), short sword (skl 4, imp 4, spd 4), left hand short sword (skl 4, imp 4, spd 4), leather cuirass and helmet (armor 2)

OSR:

3rd level Warrior or Knight

Rumours say that Alice is one of a secret group named Protectors, who protect faerie tale animals and creatures – trying to keep them in the realm of faeries, and not in that of real people. Others in her group are the Mad Hare, White Rabbit and Black Hatter.



Ghoul

The ghoul is a foul, undead creature, naked, gibbering, licking, leaping, clawing, gnawing. Sometimes covered with rotting poisonous slime which causes paralysis if it touches the skin of living creatures. They are often found near graveyards, and other dry deserted areas where carcasses can be found.

The World Beyond:

DEX 4, leap attack 3, claw and bite (skl 4, imp 2, spd 3), cause fearful paralysis 3, resistance to non-silver weapons (armor 6 vs non-silver, armor 0 vs silver)

OSR:

AC 6, HD 2* need magic or silver to harm, Dam 1d6, paralysis on hit, #app 1d6



Rotting Mill

Near the edge of town, in the fields, there stands a dark, ruinous, rotting wooden windmill. It was not there the night before. And neither were the leaping, whispering, ravenous bodies with their yellow eyes.

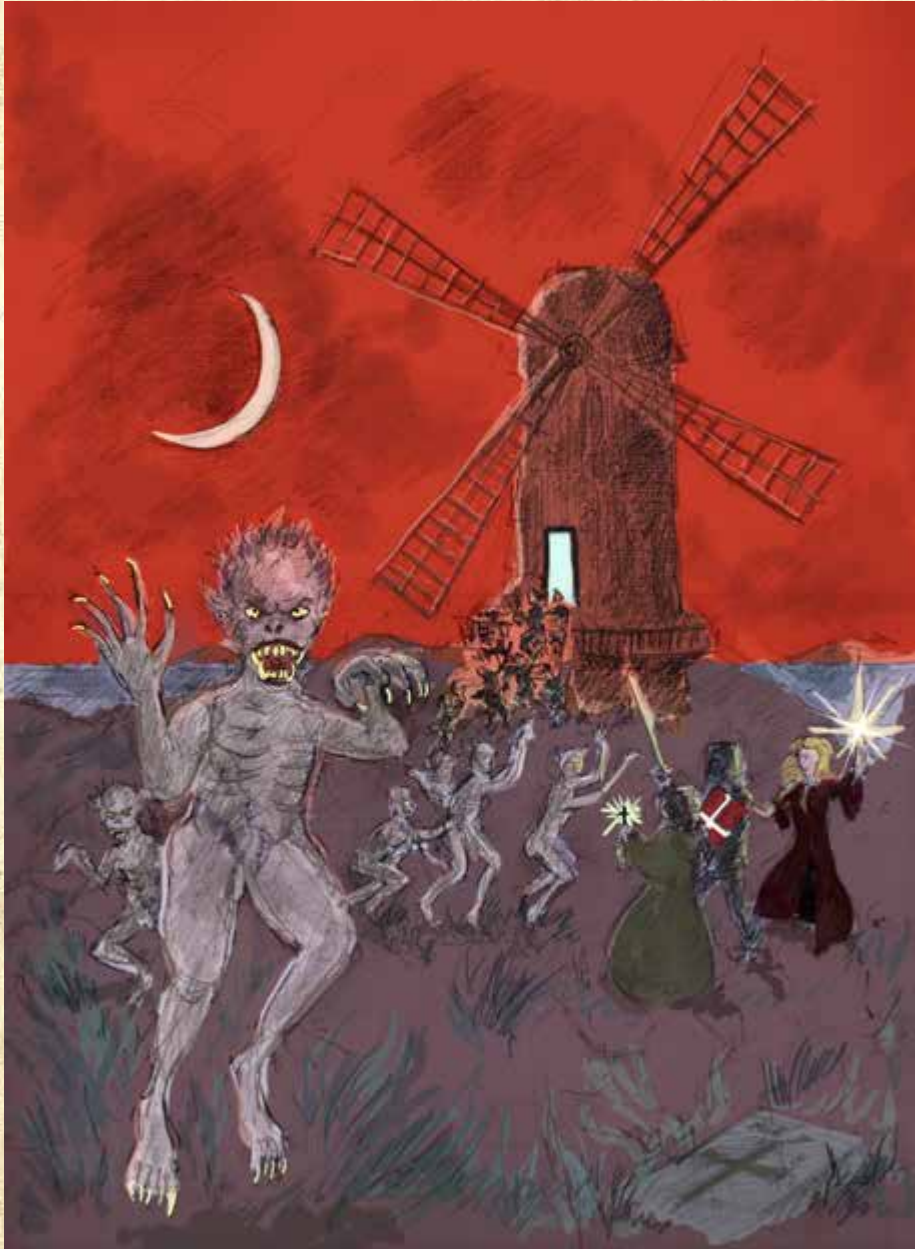
What may occur next

- The rotting, dark windmill appeared overnight through a mirror-like portal with a missing shard. It is no doubt part of the same portal as the shard where the blood-birds came from. The mill comes from an evil dimension.
- The ravenous bodies are ghouls that eat not only the dead but also the living. They will swarm out next night and attack villagers and heroes alike.
- The mill is actually a traveling device itself. Inside is a set of wheels within wheels, full of runic symbols that can be set to direct it to a new destination. Perhaps it can even travel through time, within limits. There will be fuel for 1d6 transportations. And it may attract new ghouls between dimensions with every trip.

The Mill of Chaos

This rotting windmill looks like something you would not even want if you were paid for accepting it. Its sails are tattered, its walls are rotting and its mechanisms are stuck. However, if investigated closer, the mill's wheels are inscribed with many runes, and appear to be dials of some sort. If put in a certain order, crystals can be poured into the grinding stones, and the Mill will become a dimensional traveling device. To control it properly, it requires long study – otherwise it will probably attack creatures of chaos where ever it goes.







Evil Dead

*In a cabin in the woods is said,
lies an ancient book blood red.
't Is a tome craving to be read.
But guarding it are the Evil Dead.*

What may occur next

- The heroes find themselves travelling through the woods, and find an excellent but deserted cabin in the woods. Night falls and scary figures move through the woods outside.
- The figures outside are undead, attracted by the human flesh inside. And by a magic tome of darkness, that also lies in the cabin.
- The book of darkness wants to be read. In it are spells to control the living dead outside. But it may also attract even more evil when the words in it are wrongly uttered. And unwary heroes themselves may end up slain, and then turn into zombies too.



Zombie

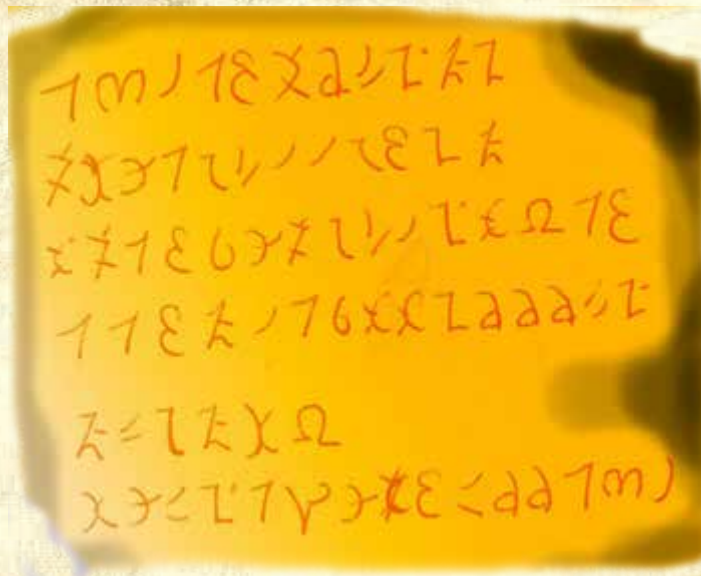
The evil dead, those that hunt and devour the living while they decay and rot away themselves were first encountered in the poisoned valleys. But after the use of the weapons of destruction, and the subsequent black rains, their numbers appeared in many places. Those who die because of the evil dead often turn into one of them, which led scholars to believe that it is a disease, or a parasite that animates dead bodies. No matter, whenever encountered they are relentless, carnivorous, with an excellent sense of smell, and although usually slow and of with bad hearing, they may attack from ambush and must be considered deadly. Priests may be able to turn them by blessing and protection.

The World Beyond:

claw and bite (skl 4, imp 4, spd 0), will not stop until critically wounded

OSR:

AC 8, HD 2, Dam 1d6+1, #app 1d10



Decro-myu-no-something

This old leather bound, heavy tome is full of unintelligible scriblings and horrific drawings of demons and tortured humans. It is also known as the Book of Darkness, and it has a will of its own – trying to lure the reader into uttering its spells and summoning more evil into the world. The book is either best left alone, or destroyed by a very powerful exorcism.





Temple from the Past

Visiting a deep valley in the far wildernis, the heroes encounter a young acolyte lady. She is wounded and alone, but conscious. When a hero lifts her, her voice is weak: "I must find my sisters of the temple, before it is too late."

What may occur next

- The priestess is on her way to a nearby hidden temple, where her lost sisters guard an ancient bone relic of her order. She was knocked down by a thief who wants the relic.
- And / Or: the priestess belongs to the Moon priestesses (elsewhere in this book)
- No mortal man, but only women are allowed to see the relic, or else they be slain by apelike monsters.
- The apelike monsters have slain not only the thief, but also the priestesses who guarded the relic. The relic bone has now fallen down a crack in the crags, from whence only a female hero – or the acolyte lady may recover it safely.
- Or: there was no thief, but instead the priestess was assailed by the apes
- And / Or: the priestess is not really a priestess but a thief herself, hoping to find the real priestess order with the help of the heroes



Mountain Ape

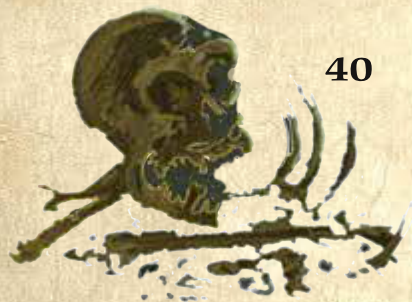
These strong apes usually live in peaceful groups led by a few stronger male and female specimens. They are seldom aggressive, except when cornered or swept up by evil magick.

The World Beyond:

CON 3, STR 3, DEX 3, bite or strangle (skl 4, imp 4, spd 3), tough (armor 3)

OSR:

AC 6, HD 2, Dam 1d6+1, #app 2d6



Zedda

Zedda is a young, short, dark skinned woman. She is wearing priestly robes, and can talk convincingly and persuasively (when she is conscious).

The World Beyond:

Zedda can become a Friend. Climbing 4, Tracking 3, Persuasion 3, Staff (skl 2, imp 2, spd 5)

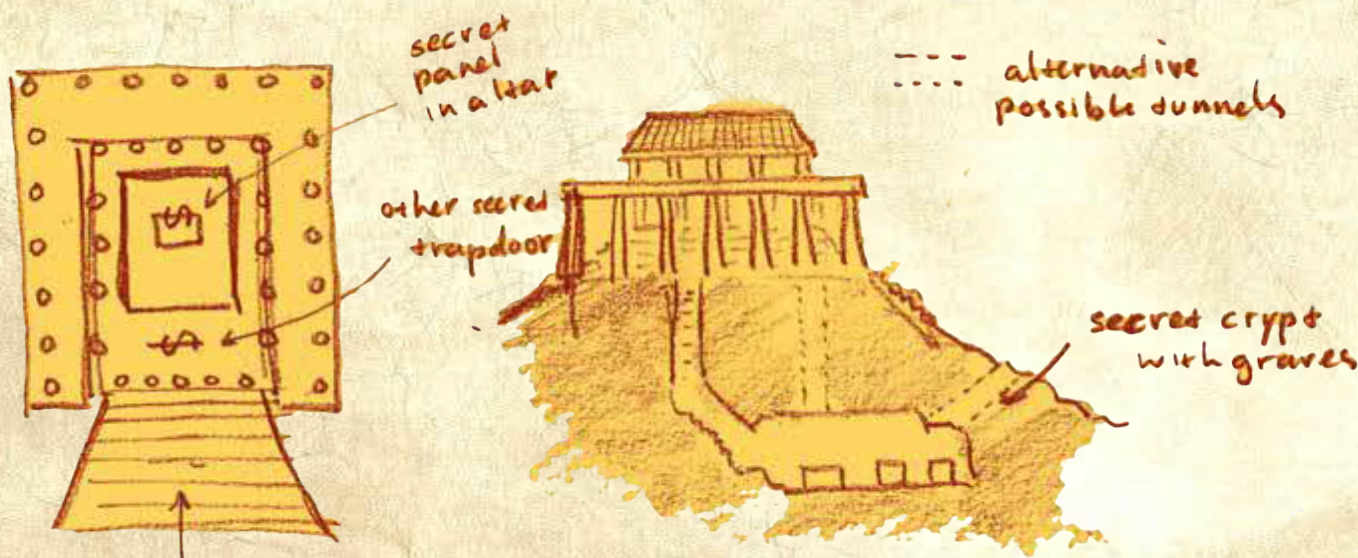
OSR:

1st level Priestess, or 1st level Rogue, HP 4, AC 7

Rumors say Zedda may not be an acolyte at all, but a thief and tomb robber instead. Zedda is good at cooking up stories of all kinds, and an excellent liar.

Moonstone Amulet

This amulet gives the wearer the power to see into the future and take better decisions. It will give of a faint light when touching warm skin of a woman. It will lose all its power if held by a man, instead of a woman, for longer than a few minutes.





Leeeethh

Leeeethh is a short, cranky lizard man, with crooked legs and one half-closed eye. He is the leader of secret operations in human territory, and speaks several human languages. He also is a shaman praying to the Winged Star God that sent his people.

The World Beyond:

Leeeethh might become a Friend, but more likely a Rival. Faith in the Winged Star God (grants underwater breathing, healing, or damaging star rays), brawling and biting (skl 3, imp 3, spd 1)

OSR:

3rd level priest, HP 17, AC 5, Dam 1d4+1

Rumors say Leeth is actually a double agent, a spy who works for both the lizards and the humans. Befriending him may give inside knowledge of the lizard men community.

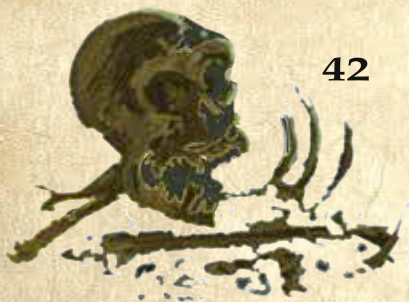


laver Party

A night on the town seemed such a good idea at the time. But when one of the heroes picks a fight with a hooded giant with a nasty lisp and temper, the entire game changes. The giant and his friends turn out to be alien lizard men, foraging for strong slaves.

What may occur next

- The lizard men are looking for gladiators in their arena far away, and they believe the heroes make fine specimens.
- The lizard men use a special magical net to capture prospective slaves, and they are a particularly strong group to deal with. Running may be a better option than fighting.
- If the heroes manage to get away, they learn that the lizard men slavers have imprisoned an important lady (or lord) on their exotic ship that lies in the harbor.
- If you don't look forward to having the heroes travel to a strange city of lizard men, you may call in the cavalry if need be – several warned patrols of the city guard, or alternatively a marine patrol ship named "Interceptor"





Lizard Man

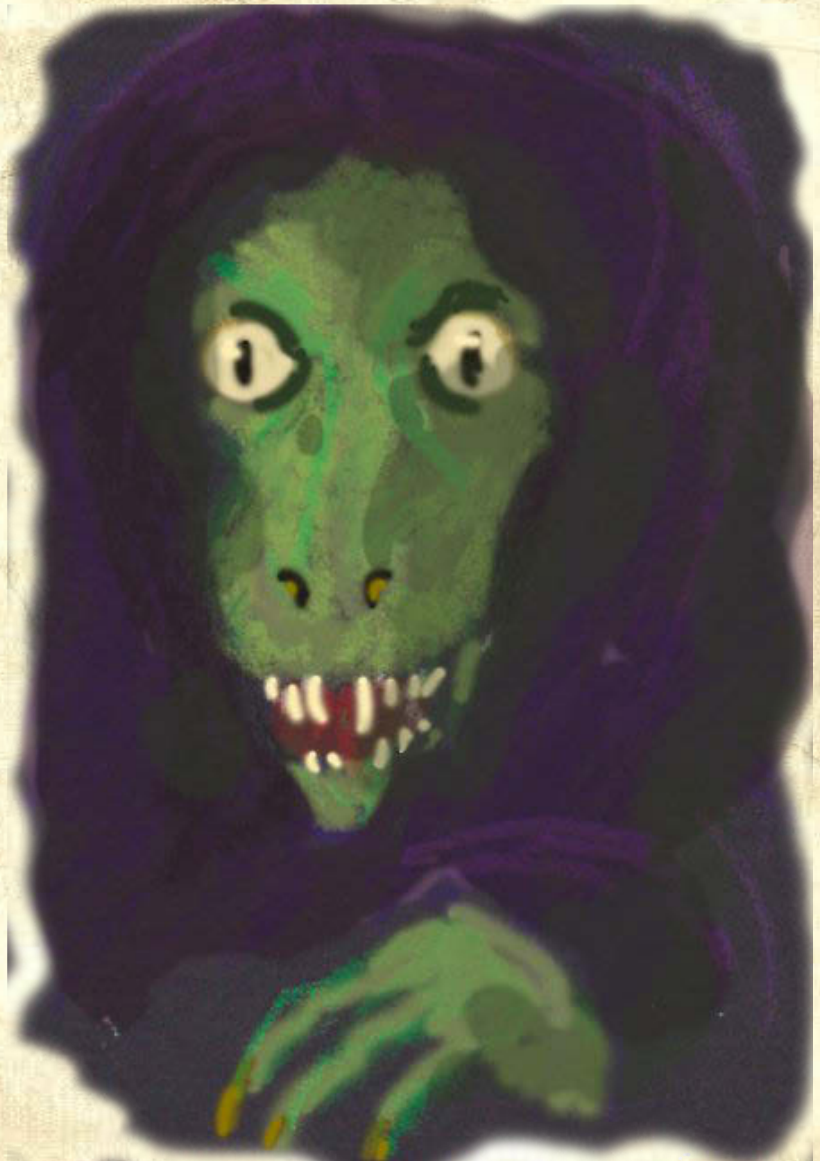
The lizard people believe that they travelled from their dry star of origin, to the luscious sea waters of this world, where their god made them masters. Where they live under water or on the sea is a matter of conjecture, but they themselves say that they are with millions. Fortunately man only rarely meets their raiding parties, and if they are encountered they are usually in small groups of traders – relatively peaceful. The lizard people stand between five and seven feet tall, and have a greenish blue scaley skin. To avoid authorities they may sometimes pose as cloaked humans.

The World Beyond:

STR 3, CON 3, scaley skin (armor 5), but may also wear chain armour (armor 7), spear or trident (skl 4, imp 7, spd 5), swim 4

OSR:

AC 5, HD 2+1, Dam 1d6+2,
#app 1d6+1



Mede's Microcrystal Monster

Mede the Micromancer once again invites the heroes to admire his newest magick finds. He leads them to a grotto where a ten foot high statue of a demon has been crafted from the stalagmites. "It's a present for the duke" Mede explains, "and I want you to help protect and transport it to him"

What may occur next

- The crystal statue is rather big and heavy to carry, and although the reward Mede promises is good, it will be a challenge to move the crystal demon idol anywhere.
- Forgetful Mede may provide the heroes with a special "microcrystal spell" scroll that can shrink the statue to a nice transportable size and weight. But the transformation will not last, and might wear off too early if the transport is delayed. And then there are all sorts of officials who hinder the heroes on their way to the duke.
- The crystal demon is not just a lifeless statue. It will come alive and move to attack once it is delivered to the duke. Mede may or may not have been aware of this fact.

Crystal Demon Statue

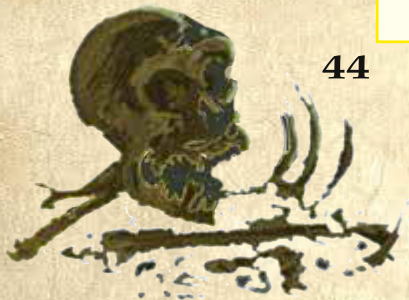
Crystalline life forms are very rare, but most of them may be found in the Castellán deserts. There something in the soil gives the sands and minerals a life of their own. Most crystal life forms resemble animals, human statues or demons. But in theory they may take any form. Most crystalines are peaceful, and may even remain unmoving for weeks on end. Others may seem animated by malevolent demons.

The World Beyond:

heavy crystal skin (armor 6), crystal fist (skl 6, imp 6, spd 0), may appear inanimate and thus surprise with a first strike

OSR:

AC 3, HD 4, Dam 2d6, #app 1d6-3





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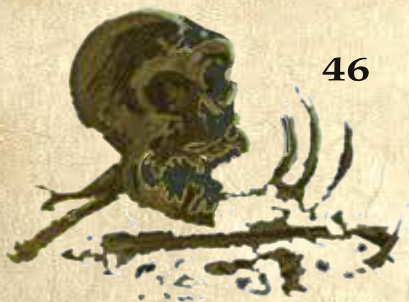


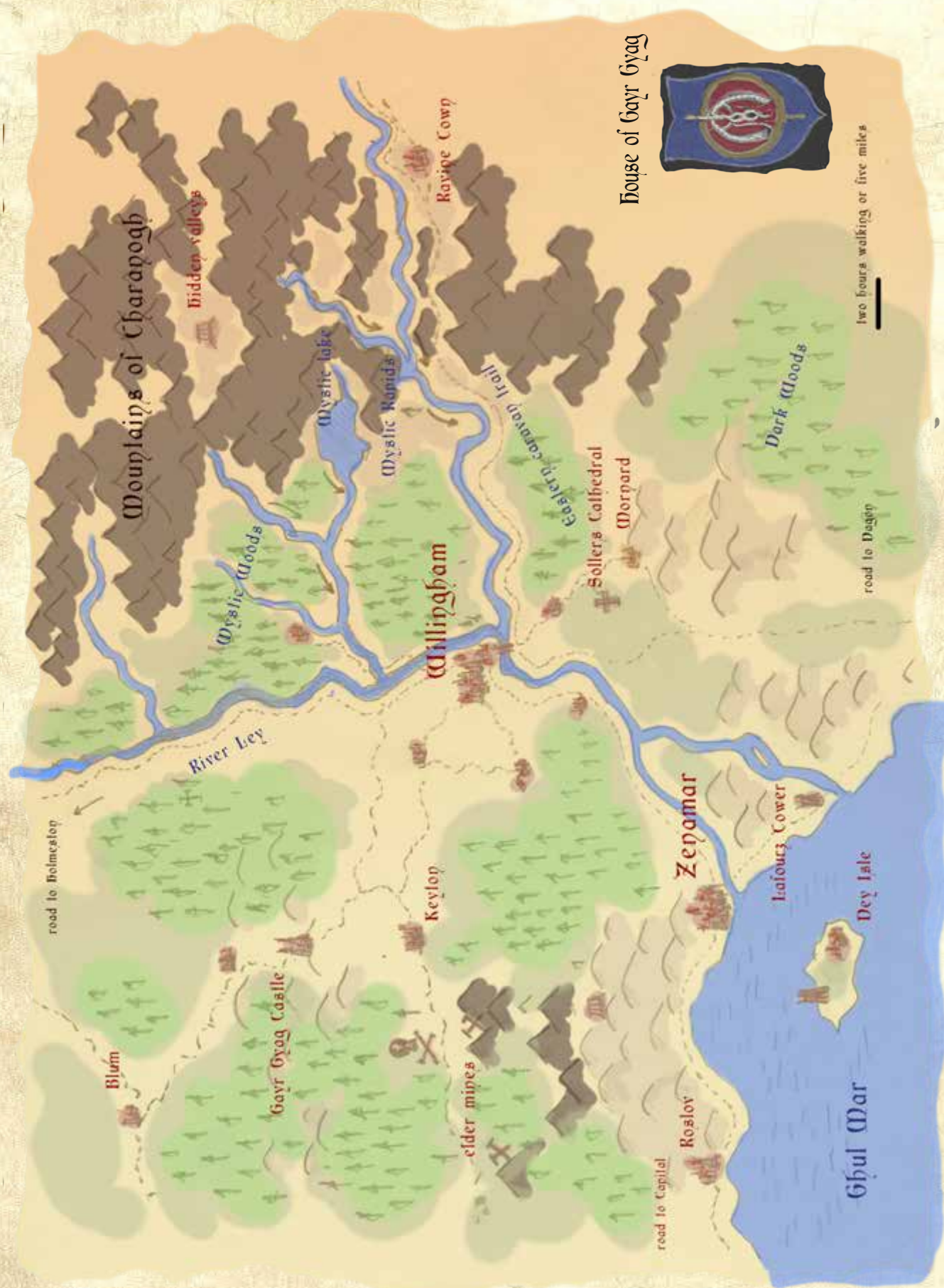
Encounter Locations

Overleaf is a map of the Eastern borders just South of Holmeston (you can find Holmeston in **Shadow of the Haunted Keep**, which you may buy separately).

If you like you can place the encounters of this booklet here, and use them in your adventure sessions. Behind every encounter are one or more suggestions where they may take place - but it's your choice as a Game Master or Mistress where they really are.

4	Secret Priesthood	<i>Hidden Valleys, or North of Roslov</i>
6	Bandit Outpost	<i>any road near Willingham, or near Blume</i>
8	Clearing the Hill	<i>near Mornard, or North of Zenamar and Roslov</i>
10	Dark Dwarf	<i>in the elder mines, or on Dey Isle</i>
12	Golden Gnome	<i>near Ravine Town or in the Hidden Valleys</i>
13	Green Count to Zero	<i>in any abandoned underground locale</i>
15	Down a Mountain Stream	<i>near the Mystic Rapids</i>
16	Quest for a Skull	<i>in Ravine Town or Mornard</i>
18	Half Sized Rescue Team	<i>in Willingham or Zenamar</i>
20	Micronaut Heroes	<i>in Willingham or Zenamar</i>
22	Dog People under Stairs	<i>in Willingham or Roslov, or Keyton</i>
24	Orc Quest	<i>near Ravine Town or near Mystic Lake</i>
26	Horror in the Sewers	<i>in Blum, Roslov or Sollers Cathedral</i>
27	Slithering Death	<i>in the Mystic Woods or the Dark Woods</i>
28	That Haunted Night	<i>in the Dark Woods or near Gayr Gyag Castle</i>
30	Caravan in Darkwood	<i>in the Dark Woods or the Mystic Woods</i>
31	Dead Grove	<i>north of Roslov or near Gayr Gyag Castle</i>
32	Blood Sucker Mirror	<i>in Willingham or Zenamar, or Keyton</i>
33	Night at the Ravine	<i>near Ravine Town</i>
34	Mother Wolf	<i>in the Mystic Woods or North of Zenamar</i>
36	Rotting Mill	<i>near Lafourz Tower or on Dey Isle</i>
38	Evil Dead	<i>in the Dark Woods, near Blum, or North of Zenamar</i>
40	Temple from the Past	<i>Hidden Valleys or North of Roslov</i>
42	Slaver Party	<i>in Zenamar or Roslov, or on Dey Isle</i>
44	Mede's Microcrystal Monster	<i>in Willingham or Zenamar</i>

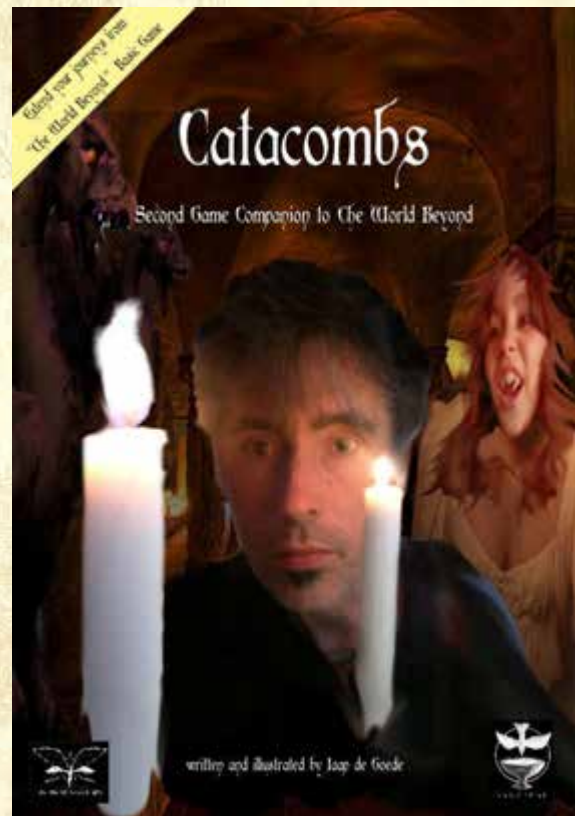
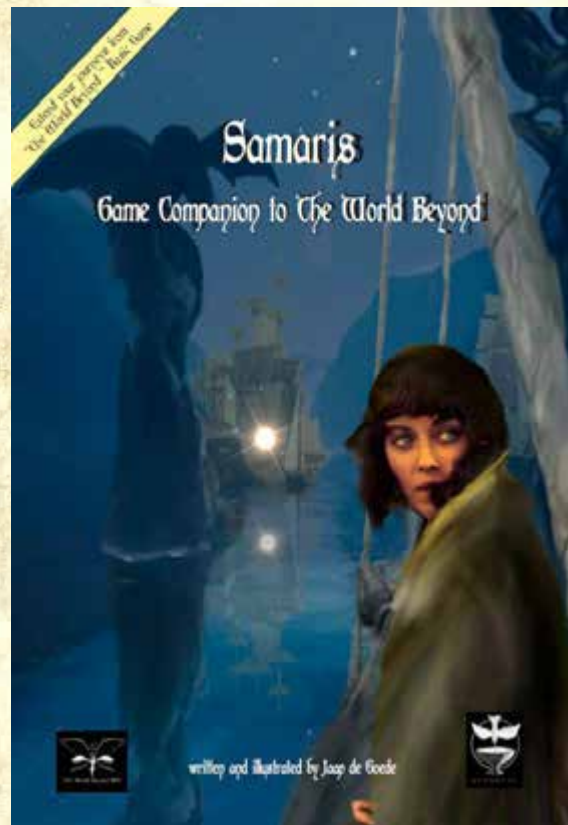
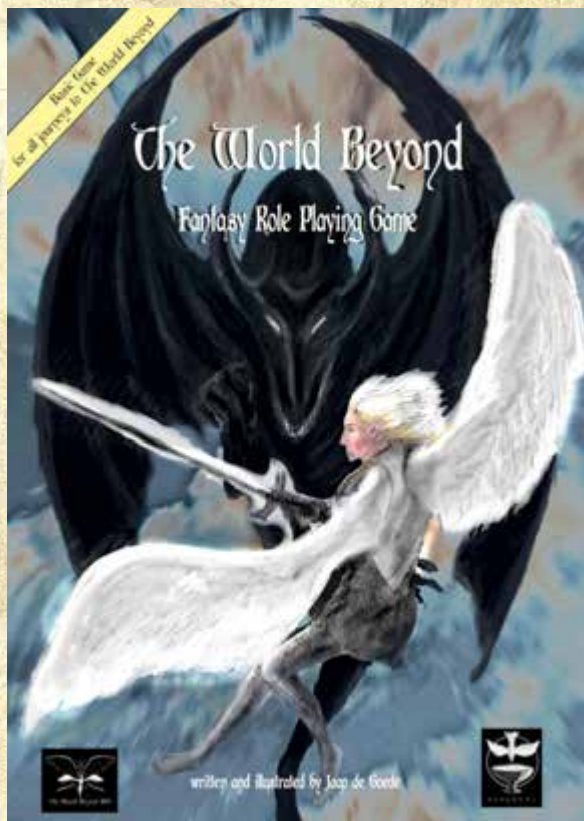




House of Gayr Gyag

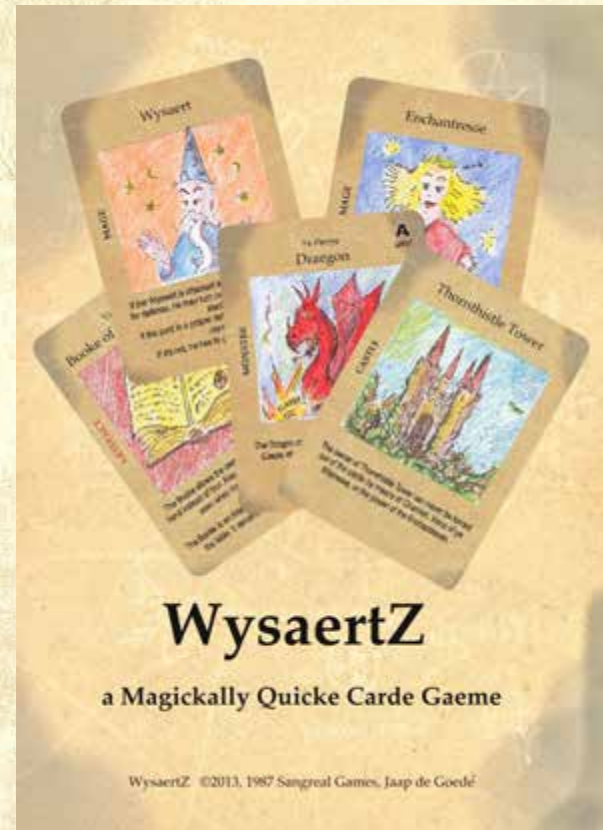
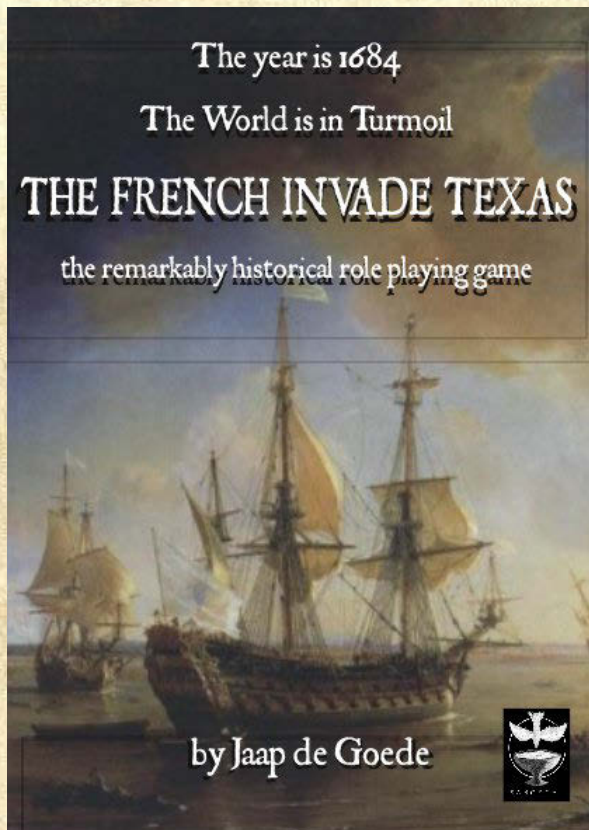
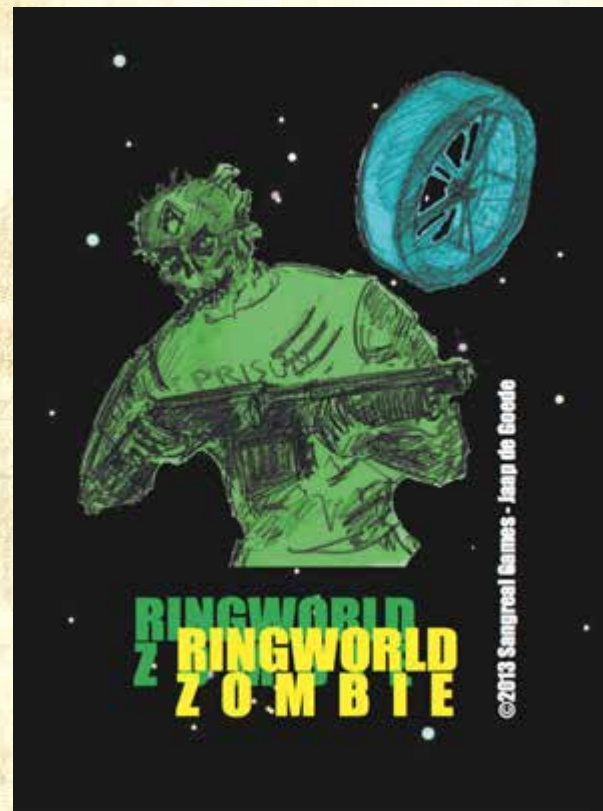
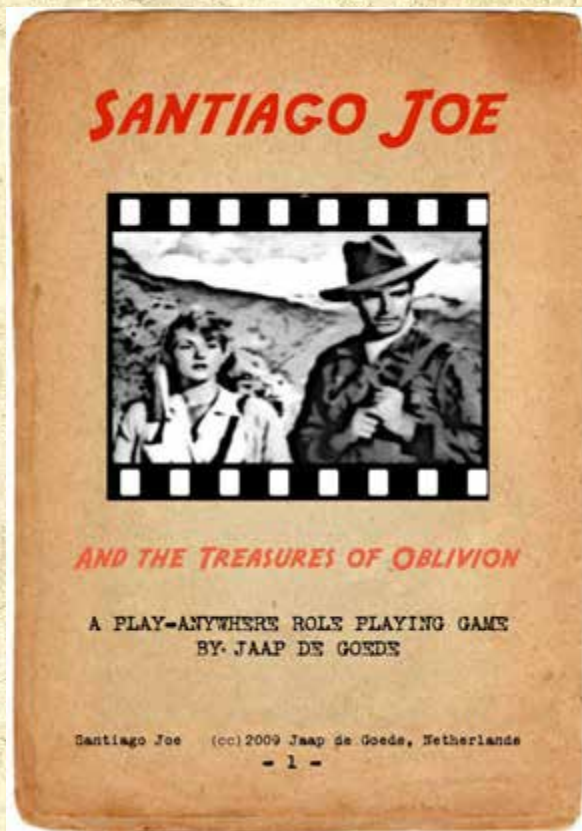


Two hours walking or five miles



The World Beyond - Basic Game

is available in print and PDF on DriveThruRPG.com, LuLu.com, and Bol.com



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Unpleasant Encounters

Near the edge of town, in the fields, there stands a dark, ruinous, rotting wooden windmill. It was not there the night before. And neither were the leaping, whispering, ravenous bodies with their yellow eyes.

A story sandbox in the spirit of classic fantasy role playing games. Twenty-five adventurous, strange and indeed unpleasant encounters for your favorite heroes. Written for The World Beyond, but usable in any game system.

Statistics for both The World Beyond and generic OSR games provided.



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