



QUEST PACK

INTRODUCTION

CONTENT

Welcome to the Quest Pack for Tale. The Pack contains a set of Quests, Errands, Arcs and the necessary Support Content to run a successful campaign. The Introduction of this Quest Pack contains short summaries of relevant chapters and page references to the Core Rulebook.

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To start a campaign, head to section 2 'Campaign Guide', in this document. Thank you for taking the trip into Tale, if you need any help with fulfilling the content of the Quest Pack, please contact us at gamemaster@worldoftale.com.

May you have a pleasant journey!

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GAMEMASTER MECHANICS

This is a short introduction on how to be a Gamemaster in Tale: the role-playing game. See the Core Rulebook for the full Gamemaster Mechanics chapter.

HOW?

- Have the final say when interpreting rules
- Cooperate with the players to create a story
- Create quests and errands for the players to complete
- Describe and contextualise the game world
- Play any character the players encounter
- Administrate and take part in combat scenes

See page 130 in the Core Rulebook for full explanation.

RULES

- Be fair
- Be practical
- Be quick

See page 131 in the Core Rulebook for full explanation.

WHAT DO YOU DO?

Before starting any action against the players, give them a chance to react by asking, 'What do you do' If the situation fits, put pressure on them to make a quick decision.

ACTIONS

'Cooperate with the players to create a story'

Let the players loose in your world to do as they please. As a Gamemaster you are to control the story flow and pacing – but what tools do you have at your disposal?

- React to the actions of the players
- Act in accordance with the below actions
- Use a Mark for a Marked Action

See page 132 in the Core Rulebook for full explanation.

ENCOUNTER ACTIONS

- Surround or corner
- Surprise attack
- Sudden attack
- Taunt
- Ready for attack
- Show of force
- Change scenario
- Add opponents
- Add allies
- Retreat
- Introduce hidden power/weapon
- Negotiation
- Third party attacker
- Third party bystander
- Coordinate an attack
- Introduce post-encounter reward

LOCATION ACTIONS

- Reveal hidden section
- Reveal clue
- Reveal backstory
- Display hidden object
- Introduce guidance
- Introduce encounter
- Introduce reward
- Create a new obstacle
- Show true nature of location
- Introduce significant change

EVENT ACTIONS

- Escalate
- Reveal clue
- Create new obstacle
- Introduce environmental change
- Introduce character
- Introduce encounter
- Introduce reward

OBSTACLE ACTIONS

- Extend obstacle scope
- Offer risky alternative
- Reveal a solution
- Helpful hint
- Dissolve obstacle
- Add time component
- Worsen scenario

CHARACTER ACTIONS

- Take something useful
- Take something important
- Emotional reaction
- Cower
- Help
- Hinder
- Buy out an ally
- Escalate situation
- Demand attention
- Deny service
- Ask for help
- Offer a hard bargain
- Show true identity
- Insult, taunt or threaten

MARKED ACTIONS

Any action taken without the 'What do you do?' rule. Spend a Mark to act against the players without giving them a chance to react. Costs one Mark per action. Try to in some way to tie the use of the mark to one of their failures, if possible.

QUESTS CREATION KIT

'Create quests and errands for the players to complete'

There are a lot of different concepts introduced in the Quest Creation Kit. This section is a short summary of all the different elements, in case you need a reminder or clarification when running your campaign.

CATEGORY

The Quests in the Quest Pack are categorised using the following parameters. You are not required to follow them, in any case they provide some insight into each Quests flow and content.

See page 138 forward in the Core Rulebook for full explanation.

UNDERTAKING

These are the different lengths – player efficiency and your own pacing are not taken into account. Times referenced in table are estimated effective gameplay hours. Amount of areas and elements on timeline are guidelines.

	Areas Visited	Location/Events	Time spent
Short	1	5-9	10-12 hours
Medium	2	10-15	15-20 hours
Long	3-4	16-29	30-40 hours
Extra Long	5	30+	100+ hours

GENRE

What type of quest is it? Creating quests is in part mixing gameplay ingredients, the genres are mixes of most of the ingredients, with special emphasis on one of them. The Quest Pack contains these ingredients:

- Investigation
- Social
- Exploration
- Environment
- Battle

Mystery	Revolves around solving a mystery, contains healthy amounts of investigation.
Drama	Interplay between characters and NPCs with a focus on social interaction. Content is largely based in or around settlements.
Journey	Incorporates at least one mode of travel to complete a quest. Most of the content is experienced while travelling.
Survival	The opponent of this quest is the world itself. A situation forces the players to adapt to their environment.
Crawler	Conflicts and combat to be fought or resolved by the players, contains lots of battle.

ADVENTURE OR ACCIDENT

Indicates whether or not the players are in control of the narrative flow, mostly related to the start of the quest.

Adventure	The players choosing to opt in on a story, seeking to help or to gain something from the exchange.
Incident	The players are forced into a situation out of their control and must deal with it in their own way.

CONTENT

This section defines the quest at its most basic level, a walkthrough of objective and plot depth.

See page 140 in the Core Rulebook for full explanation.

OBJECTIVE

The objective is the surface part of the quest, what has happened up until now, when the quest is set in motion and what may happen, start with defining the tagline.

Tagline	A single sentence which sums up the overall story of the quest.
Backstory	The why's and how's of the story. - Why is this happening? - How is it happening? - When did the relevant events occur? - Which elements are involved?
Tangent	This section is dedicated to define the "now" of the story. - At which point are the heroes introduced into the quest storyline? - How are they introduced to the storyline? - Why should they get involved?
Horizon	What does the future have in store for the players? - Based on backstory, what is the core conflict which the players are set to solve? - What is the natural progression of the story going forward? - Who or what is driving the conflict?

DEPTH

This section is all about creating intrigue and tension for the players. What lies below or behind the objective?

Secrets	Gives the players the impression that something more is going on. Something they have yet to uncover. - Are there any hidden forces at work? - Has anything important been hidden/become lost? - Is anyone trying to impede the players' progress? - Can any of the secrets result in interesting clues?
Ideals	Gives the players a social landscape to navigate and hard choices to make. - Are the involved cultures' value systems in conflict with each other in the quest? - Will completing the quest objective set the players at odds with an involved party? - Are there any cultural/religious disputes with regards to the Backstory? - Will the players be forced to make a hard choice between two ideals?
Horizon	Gives a weight to every action they take, from the first incident and on. - Are there any real hard choices with short-cut solutions? - Are there any costly choices for the players? - Are there any risks associated with not acting in time? - Will completing the objective result in any game world changes?

TIMELINE

The point of this section is to draft out a sequence and to give you some room for improvisation when deviations happen.

See page 144 in the Core Rulebook for full explanation.

STRUCTURE

The goal is to build tension towards some sort of resolution near the end, follow the rules below:

Start	- Focus on one thing at a time. - Time to talk, meander and think. - Low stakes.
Middle	- Stories mixing - Time to decide - Rising stakes
End	- All elements converge - Now or never - High stakes

Tip:

The first time using this system, try to keep a slow and steady build - the players have a way of making things spin out of control all on their own.

STORYLINE

- How was the quest timeline created? According to the list below:
- Create and put Areas in order.
- Decide on a ratio of Locations/Events.
- Start out with a Location/Event that facilitates the Tangent.
- Continue to add Locations/Events according to the Horizon.
- Detail the Locations/Events according to the below tables.
- Create support content to bind the storyline together.

Area	Large geographical area or an overarching location. Acts as the container for locations and events, putting them in context and relation to each other.
Location	Location of special significance to the quest. Acts as a scene for the players to explore and play through.
Event	Event that happens outside of the player's control. Carry the story forward and builds or resolves tension.
Errands	A small side-quest to be played in parallel with the quest. Use the dedicated 'Errand' text box under storyline to note down how to weave a chosen Errand into the quest.
Arcs	The connecting tissue between quests. Arcs have their own storyline, make space for arc progression during the quests. Use the dedicated 'Arc' text box under storyline to note down how to weave a chosen Errand into the quest.

AREA

There are several already defined areas in the full version of the Quest Pack. Since some quests have areas in common, areas are found in the end of the Quest Pack. See page 138 in the Core Rulebook for full explanation.

They were created in the following way:

Archetype	Area archetypes are found on p. 167 in the Core Rulebook.
Backstory	A short summary of relevant backstory for the area.
Climate	Climate creation form is found on p. 177 in the Core Rulebook.
Landmarks	Area landmarks are defining features, something to give it depth. Examples are found with each archetype.
Locations/Events	A list of all locations and events contained within the area, sorted by related Quest.
Travel	Travel conditions, also including travel distances through the area. It is up to the Gamemaster to define travel times outside of the conditions, use this section as a guide.
Survival	Survival conditions, specific to the area, making life and travel harder or easier. Usually based off the local climate

LOCATIONS

Locations are vessels for plot points of the quest. Locations must be relevant to the quest to be included.

See page 148 in the Core Rulebook for full explanation.

Archetype	Location archetypes are found on p. 167 in the Core Rulebook.
Backstory	A short summary of relevant backstory for the location.
Landmarks	Landmarks are used as inspiration to flesh out the location, examples are found with each archetype.
Layout	Descriptions of the layout of a location, including placement of characters, encounters, obstacles and items. There are three levels of detail: A - Short description. B - Description and sketch. C - Description, sketch and point-by walk-through.
NPCs	List of NPCs within location.
Encounters	Numbered list of encounters within location.
Obstacles	Numbered list of obstacles within location.
Items	Numbered list of items within location.
Clues	Numbered list of clues within location.
Travel	Travel conditions for the location. If none, use area conditions.
Survival	Survival conditions for the location. If none, use area conditions.

EVENTS

Events are designed to create a dynamic story, not always contingent on some location. See page 150 in the Core Rulebook for full explanation.

Archetype	Event archetypes are found on p. 167 in the Core Rulebook.
Backstory	Short summary of relevant backstory for the event.
Trigger	Description of what triggers the event.
Course of Events	Descriptions of the timeline of an event, including placement of characters, encounters, obstacles and items.
NPCs	List of NPCs related to event.
Encounters	Numbered list of encounters within event.
Obstacles	Numbered list of obstacles within event.
Items	Numbered list of items within event.
Clues	Numbered list of clues within event.
Survival	Survival conditions for the event. If none, use area conditions.

SUPPORT CONTENT

Dedicated to flesh out the content defined in the Timeline, represented by lists (all in the Core Rulebook) of: Npcs (p. 186), Encounters (p. 192), Obstacles (p. 265), Items (p. 152), Clues (p. 152)

The item section also contains the players' reward for the quest.

See page 150 in the Core Rulebook for full explanation.

ARCS

Arcs are larger stories stretching across several quests. There are two main types of arcs, only one is featured in this quest pack:

See page 150 in the Core Rulebook for more details.

Whispers	Series of hints, events, quests running in parallel with another storyline.
Campaign	Series of quests connected in a straight line.

An arc contains approximately the same information as a quest, with its main components being: Content, Timeline, Support Content.

TIMELINE

A key difference between arcs and quests is in populating the Timeline. See page 150 in the Core Rulebook for full explanation.

It may contain:

Quests	Arc Quests have their own closed storyline, but act as a carrier for the storyline.
Events	Arc Events can be used to increase the arcs presence in the story. They can be placed into other quests.
Characters	Apparently random characters can be added to other quests, but having to do with something else entirely. Let them plant seeds or aid/hinder the players on the way forward.
Clues	Create clues to lead the players onwards on the arc. Arc clues can be items, messages etc. Use them to subtly imply the way forward.

ERRAND CREATION KIT

Errands are smaller and simpler versions of quests, you may call them side-quests. Add one or two to a storyline to expand the plot a little. An Errand consists of some of the same base components as quests and arcs. Objective, Timeline and Support Content, no need for 'Depth' here.

OBJECTIVE

This section defines the quest at its most basic level, a walkthrough of objective and plot depth. See page 157 in the Core Rulebook for more details.

Tagline	A single sentence which sums up the overall story of the errand. Errands base their taglines on a series of categories, with a related questionnaire: - Kill - Assist - Delivery - Social - Gather - Escort - Other
Backstory	A short summary of relevant backstory for the Errand.
Tangent	Where the players and the story first intersect. Also based on a pick of a few categories: - Entity - Town Board - Quest Giver - Message in a Bottle
Horizon	Errands have simple horizons, create a short summary by answering the following questions: - What are the players asked to do? - Who or what is driving the conflict?

TIMELINE

An Errands timeline is simple and consists of four parts, described below. See page 160 in the Core Rulebook for full explanation.

Quest Weaving	A few thoughts on how to weave the Errand into the narrative of the Quest.
Challenge	One (or more) challenge that fits the Errand. Can be an Encounter, Event or Obstacle.
Completion	The natural conclusion of an Errand, taking the Tangent into account.
Advancement	An optional part listing options for how the Errand story may be carried forward.

SUPPORT CONTENT

Errands are supposed to have little Support Content, limited to a few vaguely defined NPCs, the Encounter or Obstacle from the Challenge and any relevant items. The Item section also includes the reward for completing the Errand. See page 161 in the Core Rulebook for full explanation.

EXPANDING THE WORLD

This chapter spans roughly 38% of the Core Rulebook, so a 'short summary' was not possible. There are some sections of the chapter, however, that should be easily available.

- Encounters
- Magic
- Additional Content

ENCOUNTERS

See page 192 for more details.

COMBAT GAMEPLAY

This section is 50 pages of the Core Rulebook, largely due to the long lists, see here:

Mapping	You may want to map out the layout of the combat in 1x1 meter squares. Draw up walls, obstructions and place the players and NPCs using miniatures, dice, tokens etc. Only add the NPCs that the players currently know of. Have some tokens ready for any that might appear later.
Pace	Players may want to move around, NPCs adapt to that by moving on their own. NPC pace is equal to its Body trait +5, measured in meters per round.
Order	Put the players in order, add the PCs/ creatures into the order according to their Mind trait. Whenever it is an NPC's time to act, give the players time to react first.
Player Actions	When it is time for a player to act, let them freely describe their actions. Once it is clear what they are attempting, decide if a check is needed for Actions, Skills or Qualities.
Counterattack	If a player attacks an NPC, the NPC will in most cases fight back, which consumes their ability to act this round. The NPC's base damage is dealt back to the player.
Injury	When a player character suffers damage, they must roll an injury roll (limited to once per round per player). On a result of 9+ the gamemaster picks an injury from the list on page 85. Be fair.
NPC Actions	When it is an NPC's turn, let them act – use an encounter action. If they target a player who hasn't acted during this turn yet, give the player a chance to react. NPCs can also change or enhance their actions with a Power Point.
NPC Defeat	As per page 81, the Gamemaster decides when an encounter is over. NPCs are defeated and left dying at 0 Body, Mind or Soul. When the encounter scene is over, these NPCs will die without intervention.
Marks	Use a Mark to act without following the ordinary order of combat.

CREATURE CREATION

This is the pure mechanical part of the NPCs. Each NPC has four types of statistics: Attributes, Resist, Special features, Subtype.

They also have spendable power points. None of them involve a die roll for the Gamemaster. Creatures in the Quest Pack were created by assigning the following traits:

1. Sub-type
2. Main Attribute (Body, Mind or Soul)
3. Attributes (No. of players x2 – No. of sub-types +1 to Main Attribute)
4. Power points (No. of players)
5. Resist (No. of players +1 to Main Resist)
6. Special features (One mundane and special per creature)

Find the needed information on these pages in the Core Rulebook:

Sub-type	p. 194-196
Attributes	p. 197
Power Points	p. 197
Special Features	p. 197-208

LEVEL

The Encounter difficulty may need some explanation, and in some cases you may need to level up your creatures to meet your player's level. Use the guide below:

Difficulty Level	Measures difference between party level and encounter level. Use as a guideline, but remember that your party may be weaker or stronger than the 'norm'. Effortless -3XP and 30% or below Simple -1XP and 10% Challenge 0 Intermediate +1XP and 10% Hard +3XP and 25% Final battle +5XP and 30% and above
Design the Encounter	Add a creature +1 per base creature Add a special feature (mundane) +4 per creature Add 2 power point +1 per creature Add a special feature (special) +8 per creature Advance a primary trait +5 per creature Advance a resist trait +8 per creature Use a Mark to act without following the ordinary order of combat.

MAGIC

This section is 50 pages of the Core Rulebook, largely due to the long lists, see here:

- Spells, listed	p. 210
- Rituals, listed	p. 227
- Magic Items, listed	p. 243
- Deep Magic, listed	p. 253

See page 200 for more details. The following information concerns the use, casting or performance of these elements during play:

SPELLS

Player's cast spells according to the information on page 100. NPCs cast spells according to their Body/Mind/Soul traits. They need to hold a spell until their trait score accumulates to the magnitude of the spell. Each round of casting costs one power point.

Initial Cost	Arcane (1 Body /10 magnitude, rounded down) Astra (1 Mind/10 magnitude, rounded down) Altera (1 Soul/10 magnitude, rounded down)
Initial Effect	A short description of the spell effect.
Warping Alternatives	Alternatives on how to adjust the spell effect. The bonus or penalties are adjustments of the spell magnitude.
Magnitude	Magnitude is a sliding scale from 1 and up. Most spells are in the area of 4–5 and can be cast in one round, some are upwards of 60 and can be expanded further than that.
Source	Either Astra, Altera or Arcane. Usually spells that manipulate mental abilities are Astra, while Spiritual are Altera. Arcane spells manipulate the natural world.
Duration	R (1 Round) C (Concentration, Roll consecutive Focus rolls at -1, difficulty 3) S (1 Scene) I (Instantaneous)
Target	A (Area of effect) O (Object) C (Creature) P (Personal)
Range	P (Personal, only affects self) S (Speaking range, approx. 100 meters) M (Memorised, any location caster is able to memorise)
Repel	Players can resist ongoing effects of a spell the round after casting. Rolls are made against magnitude, results of 1 or less are not Counted. Body or Brawn Mind or Focus Soul or Centre

RITUALS

Players cast rituals according to the information on page 102. NPCs perform according to their power points, NPCs always succeed rituals, unless players intervene.

Initial Effect	A short description of the rituals desired effect
Alternatives	Deviations to the usual ritual.
Entity	Which specific entity does this ritual tempt to invoke? Most rituals are dedicated to demigods, not to the main pantheon.
Performance	How is the ritual performed? Categorise it or write down the specifics, the number next to the letter (below) is the roll difficulty when casting. D (Ceremonial dance, roll Brawn) C (Chanting, roll Focus) P (Prayer, roll Centre)
Magnitude	Magnitude is a sliding scale from 1 and up. Rituals can be anything, use the list of examples to navigate to a fitting magnitude.
Cost	The total cost is equal to magnitude and the casters may pool together Power Points, Lore, Favour and Supply. Costs are only applicable for the ritual leader. Additional costs are: B (Offer up Body) M (Offer up Mind) S (Offer up Soul) L (Offer up Loot) - (No extra cost)
Consequences	Rituals have consequences to those who participate in casting them. These are the different consequences a player might experience: T (Suffer Trauma, stage 1) S (Suffer Sickness, stage 1) D (Contract Disease, stage 1) U (Small misfortune, -1 Next) - (No consequences)
Casting	The characters perform the ritual, pay the costs and then roll the appropriate Quality, see Performance. Failed rolls cause additional consequences, per failed roll.
Duration	One scene unless otherwise noted.

MAGIC ITEMS

This chapter continues the contents on page 103 in the Core Rulebook. There are several magic items in the Quest Pack, they are defined by the following parameters:

Initial Effect	A short description of the magic item's effect.
Alternatives	Alternatives on how to adjust the magic item effect. The bonus or penalties are adjustments of magnitude.
Magnitude	Magnitude is a sliding scale from 1 and up.
Flavour	Veiled, Raw, Primeval, Root, Silence, Warmth. Based on similar magic effects.
Source	Astra, Altera or Arcane.

All magic items have drawbacks, when using them:

Magnitude	Description
1-10	Miniscule drawback, usually not noticeable.
11-20	Small drawback, sporadically inconvenient.
Over 20	Dangerous drawback.

Specifics of Magic Item use per type:

Weapons	Activated when attacking a target, unless otherwise noted. Each use drains a charge, until it is out of charges. ♦ 50 charges ♦ No dissipation until depleted
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Armour	Activated upon an Attack against them, unless otherwise noted. Each use drains a charge, until it is out of charges. • 50 charges. • No dissipation until depleted.
Accessories	An array of different items. • No charges • No activation • No dissipation until depleted • One effect per item • Target and range is personal
Scrolls	Scrolls are inscribed with one-time castable spells and rituals. When the magic in them is activated, the parchment is destroyed, usually by some force appropriate for the flavour, element or entity. • One use • No initial cost of casting • Chance of learning spell or ritual
Foci	Foci have three uses: Power Charge, Arcane Insight or Conduit. • 10 charges • No dissipation until depleted

DEEP MAGIC

A subset of magic based on the knowledge of the voices of the deep. It includes herbs, alchemy and elixirs. They are usable by all players, but certain characters have an advantage in the ability to refine and create.

Initial Effect	A short description of the deep magic effect.
Alternatives	Alternatives on how to adjust the effect. The bonus or penalties are adjustments of the magnitude.
Magnitude	The magnitude of deep magic does not connect to an aura, it is only a tool for the Gamemaster to decide power levels when creating items.
Duration	R (1 Round) C (Concentration, Roll consecutive Focus rolls at -1, difficulty 3) S (1 Scene) I (Instantaneous)
Amount	The number of base portions/uses per item. One portion is one use for one character.
Tolerance	Deep magic is dangerous, consecutive use has consequences for a character. The number beside the tolerances notes how many doses a player may consume before risking these effects, within the frame of one day. - E (Exhaustion) - D (Dehydration) - H (Heat stroke) - F (Frostbite)

Specifics of Deep Magic use per type:

Elixirs	Elixirs are the result of ages of study into the nature of reality and the fundamentals of materials and elements. Effects vary, but their volatility does not.
Potions	Potions are magical beverages brewed with herbs, using the knowledge of the deep. They have an array of effects, depending on the ingredients.
Compounds	Alchemy opens up almost unlimited possibilities, but some are best left undefined. Please create your own compounds to involve in the game.

ADDITIONAL CONTENT

See page 260 for more details.

There are three parts of this section of the chapter, Survival Conditions, Travel and Obstacles. Only the two first are included in this quick guide. Please refer to page 265 in the Core Rulebook for more information on Obstacles.

SURVIVAL CONDITIONS

These conditions are to force the players to adapt to their surroundings, not to randomly punish them or make it harder to progress. As usual let good gameplay and inventive solutions prevail. Remember to give them a good day once in a while.

Weather conditions:

Rainy	Pouring rain is not good for moral or the players' footing. Here are a few sample effects from rainy weather: - Gear destroyed: soaked - Rations destroyed: soaked - Comfort penalty: cold and miserable - Disease: water contamination - More drinking water: easily gathered water Sample weather: Rainy, Cloudy, Wet, Mist, Humid, Foggy.
Windy	Refreshing, cooling and also horribly dangerous, winds can change the game during travel. Here are a few sample effects from windy weather: - Hard to camp: tents blow over, campfires blow out - Path is blocked: trees fall over - Comfort penalty: cold weather Sample weather: Stormy, Windy, Hurricanes, Typhoons, Tornadoes, Sand-storms.
Hot	Hot and dry, the sun is scorching. Some may appreciate this while on vacation, but on a trek across far-stretching plains, this is outright dangerous. Here are a few sample effects from hot weather: - Increased water consumption - Sunburns: scorching sun - Heat stroke: hot weather and overexertion - Dehydration: lack of water nearby - Wildfires from campfire: dry grass Sample weather: Sunny, Hot, Dry, Drought, Wildfire.
Cold	Morning frost, hail and snow storms. Cold weather can have many forms, none of them good for adventuring. Here are a few sample effects from cold weather: - Increased travel time: struggle through snow - Increased food consumption: keep the warmth - Comfort penalty: cold boots, cold nights - Frostbite: Brawn roll, difficulty based on severity - Hypothermia: Centre roll, difficulty based on severity Sample weather: Biting cold, snow, frost, blizzard, avalanche, cold, hail, sleet, snow-storms or slush.

Travel and camping conditions:

No Firewood	It is hard to find firewood for the camp, either because of a lack of trees, or a twig- collecting spirit lives nearby. Here are a few sample effects from no campfire: • Comfort penalty: cold nights • Security issue: campfires keep creatures out • Hypothermia: Centre roll, difficulty based on temperature
Impractical Terrain	The terrain is not well suited for camping or travel. Rocks, marshlands, slopes and more can be the culprit. Here are a few sample effects from bad terrain: • Comfort penalty: no good places to sleep • Carry capacity penalty: hard to carry equipment, move carts • No trails: harder to navigate • Chance of injury and trauma: fracture or gash

Insects or Parasites	The scourge of every traveller, small, annoying and sometimes dangerous. Here are a few sample effects from insects and parasites: • Disease: mosquito bites, infestation • Comfort penalty: annoying, ruining sleep • Poison: spider bites • Food contamination: Food is ruined and or causes sickness • Starvation: stomach virus
Foraging	Food is essential and these situations may provide some extra possibilities. Here are a few sample effects from foraging: • Fish source: river, lake, sea • Foraging source: berries, fruits, greens • Wildlife: hunt or trap • Comfort bonus: varied meals

TRAVEL

To give context to your areas and locations, it is important to create distance and size. Sample travel distances per full day of travel

Ship 3 x distance
 Horseback 2 x distance
 Carriage, road 30km
 Foot, road 25km
 Foot, good path 20km
 Foot, poor path 15km
 Foot, mountain 10km
 Foot, dense forest 5km
 Foot, silent stalk 2km

When calculating travel paths on areas in this quest pack, use approximations from measuring the map and a combinations of the above factors.

CAMPAIGN GUIDE

PREPARATIONS

This is where your adventure begins! While the players create their characters, take your time to consider the following options:

- Pick a Quest
- Pick an Errand
- Pick an Arc
- Fill in Errand & Arc information in Quest Storyline
- Investigate starting location/area
- Present the players with the Starting Conditions
- Play!

If you are playing with a group new to Tale, it is best that you decide these things in advance and that you are available to help them through the character creation process,

Another alternative is to lead the players through the character creation guide, step by step. This method will save a lot of time.

CONTENT CHOICES

QUEST

The full Quest Pack contains quests of varying types and length, let the players help pick category and length. Quest names will spoil some of the content, so don't tell the players.

If you need help choosing, ask the players of what genre they want and also consider the length of the quest, if game time is limited

Barakite	An enclave of Dwarves have been selling cursed items to a nearby Market. Category: Short Mystery Incident
Selling the Bear	An elder druid is killed while in animal form, the players are sent out to retrieve the hide from a merchant. Category: Short Journey Adventure
Troll Troubles	A troll has moved into a cave near an important trade route. Category: Short Mystery Adventure
Longings	An old tailor is looking for a lost spouse, who left on an adventure several years ago. Category: Medium Journey Adventure
Fowl Play	A mudslide caused by heavy rainfall uncovers a cave, releasing an evil presence. Category: Short Survival Incident
Ash and Blood	The players are kidnapped by a band of elves and taken to their hidden city. Category: Medium Mystery Incident
The Vulture King	An important package is stolen from the players before it is delivered. The players will have to retrieve it. Category: Medium Crawler Adventure
Arbaklok's Revenge	Kobolds have overtaken a mine near a city. Category: Long Journey Adventure

ARC

There are two arcs available for the Quest Pack.

Funerary Mask	Several hauntings in different locations are caused by fragments of the same cursed item. Arc Quest (Shrine of Unlife)
Arrows	A set of strange arrowheads are found in animals all around. Arc Quest (Slippery Slopes)

ERRAND (ONE OR MORE)

Eight Errands are available for the Quest Pack. Pick one that works within the current quest. Introduce the Errand whenever you want.

The Gift	A landowner wants to gift whomever saved his daughters life. Category: Delivery
Accomplices	A former bandit is 'robbed' of smuggled goods while traveling on the road. Category: Assist / Town Board
Crow's Nest	A druid disguised as a crow keeps stealing things and pestering a local store owner. Category: Kill / Quest Giver
Dogs	A pack of hunting dogs have become sick, and the herbalist is out of medicine. Category: Gather / Town Board
Explorer's Folly	An old prospector has disappeared while looking for a lot for a new roadside tavern. Category: Escort / Message in a Bottle
Last Wish	A ghost wishes to have its body buried next to its family. Category: Assist / Delivery / Entity
Masterful	An artist needs a special type of clay for his tribute statue to Elana. Category: Gather / Quest-Giver
Erased	A magician in possession of an ancient spell book has suddenly lost his memory, and his ability to read the book. Category: Assist / Quest-Giver

STARTING CONDITIONS

Present these to the players before they finish up the 'Narrative' section of the character creation guide. Let the players decide, but do not inform them of the different bonuses, until they have.

Postal	The characters have been paid by a wealthy landowner to delivery a mysterious package to the next village. Bonus: 2D6x10 shared Loot, paid when package is delivered.
Camaraderie	The characters have become good friends and they have banded together in search for glory and adventure. Bonus: 1D6 shared Trust.
Lost family	One of the characters is searching for a long lost relative, the last letter received was sent from a nearby village. Bonus: Family heirloom of undetermined value.
Objects	A teacher at the Academy has a reward out for finding an artifact from a lost civilization, the search has led them to the area. Bonus: A runic stone belonging to the civilization.

START PLAYING!

There is no definitive right answer to starting a campaign, a good way to do it is to start before the first tangent, giving the players time to ease into their characters.

This is one way of starting the game:

1. Let the characters describe their appearance and general characteristics to each other.
2. Discuss what has led the players to their current location and situation, and what their plans are.
3. Describe their immediate surroundings.
4. Ask the players: 'What do you do?'

Good luck!

BARAKITE

Short Drama Adventure

CONTENT

OBJECTIVE

Tagline	An enclave of Dwarves have been selling cursed items to a nearby market.
Backstory	An Enchanter has long been eyeing a rumoured treasure hidden in the depths of the Dwarven city of Volitash, a closed-off fortress city in the Rancari Mountains. The Enchanter believes that the only way to get access is to put the city into chaos, leaving the rumoured vault unguarded. Tensions have been long standing between the cities of Elhan's View and Volitash. The first is an Odenite military outpost, while the second fiercely guards its borders. The Enchanter has intercepted a few shipments of merchandise traded between the humans and dwarves, cursing the items using Deep Magic. Two weeks ago a few of the buyers of these items fell ill and died. The Appointed is assistant to the Vassal, and has sensed foul play in these dealings. Using the Odenite network of contacts, the Appointed hires a diplomat to defuse the tension.
Tangent	The players encounter the Diplomat at a tavern or on the road. After a short while, the Diplomat tells of a person following, all the way from Caelora.
Horizon	The players are offered to be paid to escort the Diplomat to Elhan's View. The Enchanter has eyes around the city of Elhan's view and has put out a contract to kill the Diplomat, which will be successful as soon as they part ways. When the Diplomat dies, the Appointed is put into a hard position, paying the players to act as envoys. The Enchanter is driving every part of the conflict, paying minions to pull strings.

DEPTH

Secrets	▷ The Items are cursed by the Enchanter, not the Dwarves ▷ A force within Volitash also wants war, the Warmonger. ▷ The Vault is real, but extremely hard to enter.
Ideals	▷ The players will be offered a large amount of coins assist the Enchanter in accessing the Volitash. ▷ The players will be asked to choose between giving up Odenite territories and a dwarf invasion of Elhan's View. ▷ The players will be asked to poison the Warmonger to end the conflict.
Consequences	▷ If the players fail to act, the Enchanter will have a war. ▷ If the war goes unchecked, Akram will be ruined. ▷ The Elder Artifact will be taken by the Enchanter, if unhindered.

TIMELINE

STORYLINE

START

1. Chance Encounter Event	The players encounter the Diplomat, either at a Tavern or elsewhere fitting. They will be asked to escort the Diplomat to Elhan's View.
2. Elhan's View Location	Arriving at Elhan's View, the players are dismissed, only to find that the Diplomat is killed that same night. They are asked to take the Diplomats place.

MIDDLE

3. Dwarf Parley Event	Since the Appointed does not have a backup plan, the players are asked to take the place of the Diplomat.
4. Volitash Location	If the Parley goes well, the players will be invited into Volitash to continue the discussions and to find answers to the cursed item mystery.
7. Fort Location	Investigations in Volitash may lead to the Enchanter's minion, which in turn may lead them to the Enchanters hideout, a fort in Rancari.
8. Invasion Event	If everything goes badly, Dwarves will march to Akram, claiming it for themselves.

END

NOTES

Errand	
Arc	

AREA OVERVIEW

See Appendix II of the Quest Pack for more Area information.

Rancari Mountain Range	Map Markers: Elhan's View (a), Volitash (d), Fort (e)
------------------------	--

LOCATION & EVENTS

1. CHANCE ENCOUNTER (EVENT)

Archetype	Character
Backstory	After the first instances of cursed items were found in Elhan's View, political forces began to rumble. The Diplomat was called from Caelora to find a solution in the political struggle.
Trigger	Players arriving at a tavern or camping along the road.
Course of Events	The Diplomat meets up with the players, visibly distraught, rattling a bag of coins and a Diplomat's writ. The Diplomat will after a short conversation tell the players of the fear of being assassinated and someone in pursuit. They will be told that the mission is important and that they will be paid upon arrival in Elhan's View. If the players are hesitant, you may add an assassination attempt (E1) to convince them.
NPCs	Diplomat
Encounters	E1 (Assassin I)
Obstacles	-

Items	I1 (Diplomat's Writ)
Clues	C1 (The Truth I)
Survival	-

2. ELHAN'S VIEW (LOCATION)

Archetype	Town
Backstory	Elhan's View is an active and bustling city of 2000, in an unlikely location. In times past it was the regional headquarters of the Eastward Command in the Imperial Odenite Army. It is kept alive by Imperial demand to retain some control in the region. The Imperial Bank was built here to keep businesses in the area, it now works as a financial hub on trade routes with Kelbas or Arivaer. It is ruled over by a Vassal on behalf of the Governor of the Southern Regions, the city has a Forum used for all public functions. There is a large market and a community of sages and learned people.
Culture	Odenite (Old Garrison)
Landmarks	Imperial Bank of Oden (Bank), Imperial Library of Oden (Library), Vassal's Forum (City Hall)
Layout (A)	Getting to and from Elhan's View is hard work, leaving the main road up the steep mountain. The road leading there winds slowly up to the gate. Arrivals at the city are welcomed in the main gate at a particularly steep part of the road. On the other side is the city square, with the Vassal's forum, bank and library - all impressive Odenite buildings of stone. At the Market there is a Merchant which exclusively sells dwarf crafts. It reports no anomalies with the items (I2), but their license has been temporarily revoked. The items are scattered all over town (O1). The Diplomat will ask the players to be escorted to the Vassal's Forum. A few hours later, the Appointed will contact them, telling them that the Diplomat has been killed (E2). They are first questioned, but the Appointed sees no other way to send the players to the Dwarf parley in the Diplomats stead as an anomaly will be taken as an insult to the dwarf envoys.
NPCs	Diplomat, Appointed, Merchant, Victims
Encounters	E2 (Assassin II)
Obstacles	O1 (Victims)
Items	I2 (Cursed Items)
Clues	C2 (The Truth II)
Travel	In Elhan's View every street is paved, back alleys are maintained with gravel and sand. It is easy to move around town.
Survival	Food, wine and warm beds are readily available in Elhan's View. Public health is also relatively good.

3. DWARF PARLEY (EVENT)

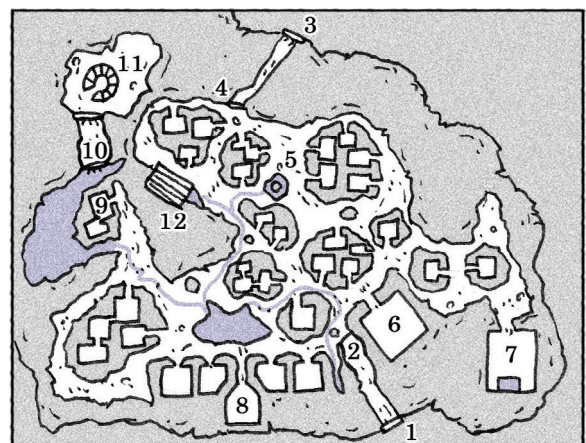
Archetype	Cultural
Backstory	The Diplomat had asked the Appointed to schedule a meeting on neutral grounds, which can be anywhere between Volitash and Elhan's View.
Trigger	The players arriving at the parley.

Course of Events	Somewhere on neutral ground a tent has been erected, with food, wine and a lot of armed guards. The Appointed will tell the players should give in to none of the dwarves' demands regarding land and that the town holds the full Imperial Army at its command. The players will be welcomed into the tent and to conversations. Six dwarves are waiting for them. An engineer (Smith, Tinkerer, Prospector) in the party will be favourable here. Discussions will start with inspections of the purported cursed items (I2), if the players found any. The dwarves shift fluidly between being angry, offended and friendly. One Dwarf Envoy is visibly fighting for a peaceful resolution, while the Warmonger tries to have the other dwarves initiate trouble (O2). The Parley may end in a number of ways, but keep in mind that they may invite the players to Volitash to investigate the cursess, or they may end discussions, leaving the players dry.
NPCs	Warmonger, Dwarf Envoy
Encounters	-
Obstacles	O2 (Troublemaker)
Items	I1 (Cursed Items)
Clues	C3 (Warmonger's Agenda), C4 (The Truth III)
Survival	No variations from local climate, plenty of shelter, water and food to purchase.

4. MEETING (EVENT)

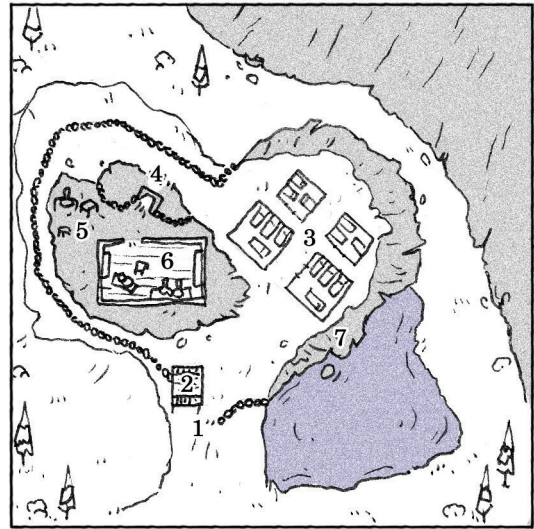
Archetype	Character
Backstory	The Merchant has just returned from delivering the Hide to the Buyer together with the Mercenary. They are now having lunch at a roadside campsite.
Trigger	The players travelling on the road from Caelora, spotting the Merchant and the Mercenary sitting at a campfire.
Course of Events	The Merchant will first refuse to talk about the Hide (O3). If the players persist, the Mercenary will threaten them (E2). After this the Mercenary will unsheathe a large sword and prompt the players to leave.
NPCs	Merchant, Mercenary
Encounters	E2 (Mercenary)
Obstacles	O3 (Merchant's Honor)
Items	I1 (Writ of Sale)
Clues	C5 (Merchant's Trail IV)
Survival	-

6. VOLITASH (LOCATION)



Archetype	City
Backstory	Volitash is an ancient enclave of Dwarves still remaining in Oden. They have effectively separated themselves from the old Barakite societies, but remain strong in their connection to Fumbus. Their main concern over the years have been the consistent production of healthy food. Many of the cities inhabitants are mountain goat herders and underground mushroom, greens and herb farmers.
Culture	Barakite
Landmarks	Guard Post (Visitor's Gate), Temple (Hall of Intricate Machinery), Riddle Wall (Monument)
Layout	1. Main Gate. The Gate to Volitash is visible from afar, decorated with intricate patterns. Seven guards patrol this side, one of them know how to open the door (O3). 2. Secondary Gate. This is the Visitor's area, where humans are told to wait when in Volitash. There are a few stone benches and some wine, the place is empty, unwelcoming and ice cold. The Dwarf Envoy will meet with the players while they are there. 3. Secret Gate 1. Hidden in plain sight. Few know how to open it (O4). 4. Secret Gate 2. A small hallway leading to the second secret gate, which is possible to open in the same manner. 5. City. Houses are built into the stone columns. There are many inhabitants on this level, each of them living quite lavishly. 6. Common Hall. A large common area where dwarves eat, drink, debate and participate in social activities. 7. Forge. A large forge equipped to create almost any metal object. Iron and other metals are extracted from the upper level mines. The Enchanter's Insider works here, adding a special ingredient (I3) to some items, allowing them to be cursed. 8. Hall of Intricate Machinery. This is both a temple to Fumbus and a fully working hospital to accommodate their need for medical attention. 9. Warmonger's Chambers. The Warmonger's house is secluded. Has a few Spirit Shrines of a compromising nature at home. Will attack anyone breaking or sneaking in (E3). 10. Riddle Wall. It requires years of work or divine inspiration to solve this mathematical puzzle wall to open the door (O5). The outside of the Riddle Wall is protected by strange squids, hiding in the water (E4). 11. Staircase to Vault. To enter this room, first a riddle has to be solved based on a chemical compound mapped out on the door (O6). Several hundred meters of stairs down into the bowels of the mountain there is a vault that requires a key (O7). Inside that vault is the orb (I4). 12. Staircase to Upper City. Looks about the same as the City with two levels more above it. These sections include mining activities.
NPCs	Warmonger, Dwarf Envoy, Insider
Encounters	E3 (Warmonger), E4 (Deep squids)
Obstacles	O3 (Gate), O4 (Secret Gate), O5 (Riddle wall), O6 (Compound), O7 (Key)
Items	I3 (Deep Dust), I4 (Shulgi's Eye)
Clues	C5 (Warmonger's Agenda II), C6 (The Truth IV), C7 (The Vault)
Travel	Travel in and around Volitash is fairly simple, in light of the climate and elevation in the area. The way to the main gate is a beautifully paved cart road all the way to the main path between Akram and Elhan's View.
Survival	Volitash is cold and wet, except from the forge, abodes and common hall. Dwarves are naturally obsessed with healthy living, which leads them to treat the air and water with chemicals. They are good for the dwarves' health, bad for humans'. See notes, Copper Lung.

5. FORT (LOCATION)



Archetype	Fortress
Backstory	The Enchanter has moved into a small decrepit and abandoned fort. It lies on a hill in a small valley, hidden from view from afar.
Culture	Odenite (Old Garrison)
Landmarks	Castle (Wooden Fort), Cliff (Steep cliff), Hermit's Lodge (Enchanter's Cabin)
Layout	1. Along a slope towards the hilltop is a repaired wooden wall with a gate (O8). 2. A wooden tower about 6 meters tall with an overlook to the gate. Two guards are posted here (E5), alarms are sounded whenever unknown persons approach. 3. Tent Camp. The Enchanter's Minions live in a tent camp, with all necessary amenities. There are at least ten people living here. Six minions socialize here (E6). 4. Gate. The gate leading into the Enchanters cabin is guarded (E7), but open as long as the alarm has not been sounded. 5. Laboratory. Here items are cursed from afar, using a special scrying method combined with alchemy (I5). 6. The cabin. Most of the time, the Enchanter works here (E8), reading books preparing for the next cursed item. Three Altered creatures are assisting in the work. 7. The Cliff. It is possible to circumvent the wall (O9), by climbing the cliff.
NPCs	Enchanter
Encounters	E5 (Guards), E6 (Minions), E7 (Guards), E8 (Enchanter)
Obstacles	O8 (Gate), O9 (Cliff)
Items	I5 (Alchemical supplies)
Clues	C8 (The Truth V), C9 (The Vault II)
Travel	The hill surrounding the fort is very elevated. It is a hard trek, but it is easy to hide in the many cracks and crevices.
Survival	The cold winds are harsh, causing a -1 penalty to Centre. Failing a Move while in the hills causes a Tier I body injury.

6. INVASION (EVENT)

Archetype	Military
Backstory	If everything goes as either the Enchanter or the Warmonger planned, an army will appear at Akram.
Trigger	Failing to prevent the war.

Course of Events	An army of several hundred Dwarf warriors will gather at the borders of Akram demanding that the Odenites vacate the area completely. They are given one full day to comply, or they will be overrun.
NPCs	Warmonger
Encounters	E9 (Army)
Obstacles	-
Items	-
Clues	-
Survival	Other than attempting to survive an army of dwarves, there is nothing else to worry about.

SUPPORT CONTENT

NPCs!

APPOINTED

Archetype	Aristocrat (Politician)
Backstory	From Triatan, has followed the Vassal here to serve as an representative. Has studied dwarf culture, but has had little actual contact with them.
Culture	Odenite (Old Garrison)
Objective	Prevent a conflict with Volitash.
Description	Well-groomed and splendidly clothed. Has an appearance of wisdom, while not more than thirty to forty years.

WARMONGER

Archetype	Military (Officer)
Backstory	Has been a general of the Volitash forces for a long time, with an increasing hatred of human colonizers taking their lands.
Culture	Barakite (Volitash)
Objective	To start a war to get rid of the Odenites in Rancari.
Description	Always wears a great black steel armour, with the sigils of their army. Is gruffy and has no patience to listen to humans talk.

ENCHANTER

Archetype	Magician (Channeler)
Backstory	A former Galdrer, singing at taverns and inns all over Varaes and Rancari. Made poems and songs about old legends and became obsessed with one of them. Self-taught in the ways of alchemy and some ancient curses. Has gotten a large following due to an unwavering confidence and charisma.
Culture	Varaes
Objective	Empty out Volitash to get to the Vault.
Description	Simple garbs, beaming eyes and some exotic jewelry. Speaks in a clear voice with a lot of raw power.

OTHER

Characters with generic objectives and traits.

Diplomat	Aristocrat (Self-made) An experienced diplomat, now living in Caelora. Is hunted by an assassin, but is not positive. Will be assassinated during the first half of the quest.
Merchant	Villager (Merchant) A simple merchant with the fortune of having contacts in the Dwarf community. Has bought cursed items and sold them on the market, unwittingly.
Insider	Villager (Craftsman) A blacksmith dwarf being paid handsomely by the Enchanter. Is also a fan of the Enchanter's music and poetry. Has the compounds (I3) both at home and at the forge.
Victims	Villager (Various) A random type of villager having bought dwarf utensils to use for a craft or at home. Have either become very ill or has already died.
Dwarf Envoy	Aristocrat (Politician) A friendly person working to keep peace in Volitash. Will go to great lengths to help the players unravel the mystery.

ENCOUNTERS

Player Experience Level		Amount of players
E1	Assassin I <i>Challenge</i>	1 X Assassin I (6) An assassin may be sent to kill the Diplomat. Use this chance to get the players involved, if needed.
E2	Assassin II <i>Challenge</i>	1 X Assassin I (6) This event is only needed if the players refuse to leave the Diplomat alone after they arrive at Elhan's View. Will poison and kill the Diplomat.
E3	Warmonger <i>Hard</i>	1 X Barakite Warmonger (6) There are several ways to get into a battle with the Warmonger, the easiest is to break into their home.
E4	Deep Squid <i>Challenge</i>	5 X Deep Squid (1) A few deep squid have crawled their way up from the Deep and then trapped in the pond to protect the Vault.
E5	Guards <i>Challenge</i>	2 X Minion, Guard (1) Two guards are standing in the tower, surveying the valley. If the players are spotted, an alarm bell is sounded. They will stay at alert for a couple of hours.
E6	Minions <i>Hard</i>	6 X Minion, Servant (1) Sitting around doing basic work, like repairing clothing, sharpening swords etc.
E7	Guards <i>Challenge</i>	2 X Minion, Guard (1) Guards standing at an open gate, bored out of their mind. Will shout to prompt the alarm bell if anything suspicious happens.

E8	Enchanter <i>Hard</i>	1 X Enchanter (3), 3 X Sharg (1) Does not want to be disturbed, even if the alarm goes off. Feels safe with the Shargs present. Will attack the players head on, if they interrupt.
E9	Dwarf Battle <i>Final Battle</i>	450 X Barakite Warrior (6), 9 Barakite Officers (9) A war party sent from Volitash to take out Elhan's view.

OBSTACLES

O1	Victims <i>Exploration, Lost</i>	The authorities have lost control on who obtained the items. But with tedious investigation on the market, talking to shopkeepers, guards etc. they may find out. Combine role-play with Investigation, Converse or Subterfuge if necessary.
O2	Troublemaker <i>Social</i>	The Warmonger is continuously trying to sow dissent between the Odenites and the Dwarves. It will require composure, grace and patience to get through the discussions.
O3	Main Gate <i>Lock, Gate</i>	The Main gate has an intricate mechanism to open it. Knowing where to start decreases difficulty by -4. Roll Focus (Lockpicking), difficulty 45, to open the door.
O4	Secret Gate <i>Lock, Gate</i>	The Main gate has an intricate mechanism to open it. Knowing where to start decreases difficulty by -5. Roll Focus (Lockpicking), difficulty 32, to open the door.
O5	Puzzle Wall <i>Riddle, Mathematical</i>	An ancient wall made to protect the Artifact. Covered with intricate patterns. Small orbs are to be moved into place along a rail system. Roll Logic to decipher the method required to open the wall. Roll Focus, difficulty 60, to open the door, each re-roll costs 1 Lore.
O6	Compound Wall <i>Riddle, Alchemical</i>	Only the most powerful alchemists can accomplish the process in making the compound needed to open the door. Roll Logic to decipher the method required to open the wall. Roll Focus (Alchemy), difficulty 120, to create the compound, each re-roll costs 10 Crafting Materials in supplies and 1 Lore.
O7	Vault Door <i>Lock, Door (No key)</i>	The key to the door has never existed, but can be reverse-engineered by deciphering the patterns on the vault door. Roll Logic to decipher the method required to open the wall. Roll Focus (Crafting), difficulty 100, to create the compound, each re-roll costs 7 Crafting Materials in supplies and 1 Favour.

O8	Gate <i>Obstruction, Physical</i>	The wooden gate is not hard to pass, it is of poor quality, but breaking it open will create a lot of attention and noise. Roll Brawn, difficulty 6, to pry open.
O9	Cliffs <i>Obstruction, Physical</i>	It is possible to climb up the cliffs and enter the fortress unnoticed. Roll Move, to climb up.

ITEMS

I0	Experience reward: 7. Loot reward: 6D6 x 10, found in enchanter's cabin. Trait reward: 6D6. Item reward: -	
I1	Cursed Items	Deep Magic Has a distinct scent. Ten weapons have been sold to nine citizens, four of them are already dead and buried, three have died but haven't been found yet. And two haven't touched the weapon yet. Drains the Soul from the owner, deals 1 Soul each day, no SR mitigation - also causes exhaustion after the first day.
I2	Volitash Token	A coin-sized token made from copper allowing for one visit to Volitash. Present it to the guards at the door to be let in to meet a representative.
I3	Deep Dust	Deep Magic A strange power with the same basic scent as the cursed items.
I4	Shulgi's eye	Deep Magic An ancient artifact of great power. Contains the secrets to control mortals with one command. Requires tremendous power to resist falling under its curse. Roll Center, difficulty 8, to avoid losing
I5	Alchemical Supplies	An assortment of Alchemical components, about 3D6 in crafting materials.

CLUES

C1	The Truth I	The players will be introduced to the cursed item plot. The first clue that there is foul play is the assassin, sent to kill the diplomat - paid in Odenite coins.
C2	The Truth II	The second clue is hidden in the cursed items (I1). An expert of Deep Magic may know that the effect is kept in place by an ingredient (I3) added when forged. The ingredient has a specific scent also present on the finished items.
C3	Warmonger's Agenda I	The Warmonger tries to hide the agenda by urging other envoys to speak out. Confronting the Warmonger will end in some telling words of dismissal and mistrust.

C4	The Truth III	The dwarves insist that they have no part in the cursing of the items. They will if pressed agree to let the players inspect their forges.
C5	Warmonger's Agenda II	At the Warmonger's chambers there are several compromising things. Spirit shrines dedicated to War and Destruction with offerings from Odenite culture (coins, cloth, papers) - a sign of intent.
C6	The Truth IV	The Insider has hidden the compound (I3) in the forge, and will use it in hiding as the players enter. A thorough search of the area is necessary to find the compound (I3). Evidence of the location of the Fort can be found in the Insider's abode or through persuasion
C7	The Vault I	Some will talk about the vault being hidden in the city. There are extra city guards around the entrance.
C8	The Truth V	Information about the plot is found in the Enchanter's cabin, along with some vague information on the cursing process. (Not sufficient to reproduce it).
C9	The Vault II	Schematics for the vault's suspected layout and some musings about what may be found within is written in a diary on the Enchanter's table.

NOTES

Copper Lung (Disease)

A copper compound dust penetrating the air in dwarf cities. It causes respiratory damage, -1 to Brawn, Focus and Centre. Advancement grants an additional -1 penalty.

If the players manage to get military support of Volitash or Elhan's View, add more troops to the Enchanter's fort and create a siege situation.

SELLING THE BEAR

Short Journey Adventure

CONTENT

OBJECTIVE

Tagline	An elder druid is killed while in animal form, the players are sent out to retrieve the hide from a merchant.
Backstory	Last week a hunter felled a bear outside of the village of Yega, unbeknownst to the hunter, this was the village's elder druid. The hunter sold the bear's hide to a travelling merchant who took it with him. One day ago, the junior druid was worried about the elder and found the rotting bear carcass, realizing what had happened. Now, the Festival of Passing between the druids is put in jeopardy, without the Hide. The Merchant left a week ago, and there is also a darker presence on the hunt for the Hide.
Tangent	When the players arrive in Yega, the druid approaches them, asking for help in locating the hide. The druid needs to stay in Yega to prepare the Festival of Passing.
Horizon	The players are asked to retrieve the Hide from the Merchant in order to save the Festival of Passing. The Merchant has already traveled through Raad and to Caelora and has found a buyer. The players will have to retrace the merchant's steps in order to find him. The Merchant is the main focus of the conflict, as well as a cult of Skinwalkers who will use the Hide for a dark ritual and will stop at nothing to get it.

DEPTH

Secrets	▷ Skinwalkers are after the Hide. ▷ Merchant has already sold the Hide. ▷ Buyer's identity is unknown, location is unknown.
Ideals	▷ Merchant is an Odenite, and is very particular about the fact that the Hide was bought legally and with a valid contract. ▷ Varaes Skinwalkers are convinced that the Varaes Guardian culture infests their forests, and they want to get rid of them.
Consequences	▷ If the Buyer keeps the Hide, Yega will suffer the Spirit's wrath and their food supplies will be dwindling and their raw materials wither. ▷ If the Skinwalkers get the Hide, they will resurrect their leader using a dark ritual. If they are not stopped, they will attack Yega and Raad. ▷ If the players sell or keep the Hide, assassins will be after them, citing that the villagers trusted them, and now they have all been cursed by the Spirits.

TIMELINE

STORYLINE

START

1. Yega Location	The players will be sent to find the Merchant from here. Locals say the Merchant left for Raad.
2. Raad Location	The Merchant left Raad three days ago. Clues lead onwards to Caelora.

MIDDLE

3. Caelora Location	The Merchant met with the buyer, bought a mercenary and left to deliver the Hide at the Estate.
4. Meeting Event	If the players leave back towards Raad to find the Merchant, they will find the Merchant and the Mercenary.
5. Guards Event	When the players go looking for the Estate, they may run into the Buyer's guard patrol.
6. Estate Location	The Buyer and his group has returned home with the Hide, but the Skinwalkers have tracked them.

END

7. Hideout Location	The Cult has taken the Hide to their hideout near Yega. They will resurrect their leader unless the players interrupt them.
8. Festival Event	If the players manage to retrieve the Hide, they can return victorious to the Festival.

NOTES

Errand	
Arc	

AREA OVERVIEW

See Appendix II of the Quest Pack for more Area information.

Varaes Forest Region	Map Markers: Yega (a), Raad (b), Caelora (c), Estate (h), Cult Hideout (i)
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LOCATION & EVENTS

1. YEGA (LOCATION)

Archetype	Village
Backstory	Yega was settled around an ancient tree called the "Spirit Tree", druids have gone to it for guidance for ages. There are roughly 300 inhabitants in the areas surrounding Yega, most are Varaes, adhering to their culture and religion. It is a quiet village with hunters, gatherers and some craftsmen.
Culture	Varaes (Protector)
Landmarks	Marketplace (Festival square), Floristry (Araman's Flowers), Monument (Spirit Tree)
Layout	The village is nestled around the Spirit Tree, with a garden-like square surrounded by houses, the local tavern and the florist. The main path through town cuts through the square, leading to the market square. Rows of houses and overgrown herb and vegetable gardens make up the layers outside the market and tree square.

NPCs	Druid, Hunter
Encounters	-
Obstacles	-
Items	-
Clues	C1 (Merchant's trail I), C2 (Cultists Trail I)
Travel	Yega is small and easily traversed in a few minutes through well-maintained paths.
Survival	No variations from local climate, plenty of shelter, water and food to purchase.

2. RAAD (LOCATION)

Archetype	Village
Backstory	Varaes fishermen settled on these banks a long time ago. It was never a place of interest to the outside world until the Odenites built the stone bridge across the river, at which point it tripled in size to almost 150 inhabitants
Culture	Varaes (Protector)
Landmarks	Library (Public Library), Post office (Delivery Service), Eatery (Vimla's Troutery).
Layout (A)	The small village clings to the riverbank, but has now expanded a little ways into the forest. The small marketplace by the bridge is surrounded by the Library and the Eatery. On the north side of the bridge the Odenite delivery service has been built, marking the end of the village. Cultist may attack (E1) the players, if they believe they can lead them to the Hide.
NPCs	Cultist
Encounters	E1 (Cultist Attack)
Obstacles	O1 (Merchant's Secret)
Items	-
Clues	C3 (Merchant's trail II)
Travel	The river is fierce here, luckily the bridge makes a crossing easy. Raad is small and easily explored.
Survival	No variations from local climate, water and food to purchase. Rooms at the Eatery are scarce.

3. CAELORA (LOCATION)

Archetype	City
Backstory	Caelora is an old Odenite City originally founded as a garrison for expansion troops, it has now become an outpost. 8500 people live in and around the city. The Varaes come here to trade and to experience city life. The Odenites come here for vacation and exotic trading. The Regent of Anahi, the closest Oden region, has installed a Vassal to govern the city - a fairly successful ordeal. Oden's military has a visible presence here, patrolling the streets frequently.
Culture	Odenite (Old Garrison)
Landmarks	Fortress (Southern Front Headquarter), Barracks (Odenite troops), Prison
Layout	The Fortress is set on a small elevation on the riverbanks, it is the center of the city. Market stalls have been put up around the outer walls of the fortress. The City walls protect the higher classes of craftsmen, scholars, clergy and merchants. Most of the citizens live outside the walls.
NPCs	Cultist
Encounters	E1 (Cultist Attack)
Obstacles	O2 (Guard Suspicion)

Items	-
Clues	C4 (Merchant's Trail III)
Travel	Caelora is large, but stone roads make travel easy.
Survival	No variations from local climate, plenty of shelter, water and food to purchase.

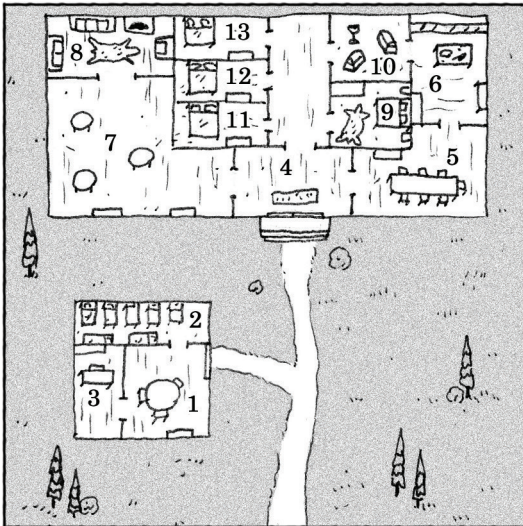
4. MEETING (EVENT)

Archetype	Character
Backstory	The Merchant has just returned from delivering the Hide to the Buyer together with the Mercenary. They are now having lunch at a roadside campsite.
Trigger	The players travelling on the road from Caelora, spotting the Merchant and the Mercenary sitting at a campfire.
Course of Events	The Merchant will first refuse to talk about the Hide (O3). If the players persist, the Mercenary will threaten them (E2). After this the Mercenary will unsheathe a large sword and prompt the players to leave.
NPCs	Merchant, Mercenary
Encounters	E2 (Mercenary)
Obstacles	O3 (Merchant's Honor)
Items	I1 (Writ of Sale)
Clues	C5 (Merchant's Trail IV)
Survival	No deviation from local climate.

5. GUARDS (EVENT)

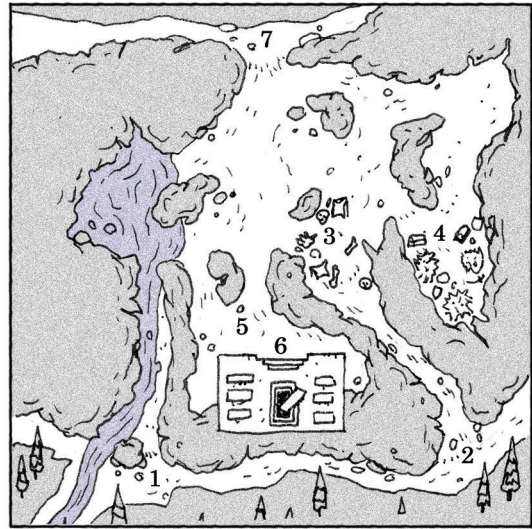
Archetype	Military
Backstory	The Buyer has guards on his payroll, which are patrolling the area around the estate, keeping everything 'safe', demanding some payments from the locals.
Trigger	Approaching the vicinity of the Estate.
Course of Events	The guards will make their presence known to the players, they will be told to turn back on the authority of the Buyer. If they refuse, the guards will walk right up and threaten them, if that does not help, they will attack (E3). The guards will remain in the area, or follow them if the players attempt to walk around them.
NPCs	Captain
Encounters	E3 (Guard Patrol)
Obstacles	-
Items	-
Clues	C6 (Merchant's Trail V)
Survival	No deviation from local climate.

6. ESTATE (LOCATION)



Archetype	Farm
Backstory	The Buyer built the Estate forty years ago and has lived there ever since. The plot of land was bought through the government in Caelora.
Culture	Odenite (Asto Aglein)
Landmarks	Farmhouse (Guards quarter), Granary, Abode (Main House)
Layout	The estate has two buildings of note (O3), the guard post (1–3) and the main house (4–13). There are lights from the windows making hiding in the garden difficult. 1. Three guards play cards in here (E4), their 'break room'. 2. Guard sleeping quarters, 14 bunk beds. 3. Guard captain's office. 4. Entry hall, locked door (O4). A guard is posted here (E5), will alert the others. 5. Dining hall (E5). Dinner has not been cleaned up yet. 6. Kitchen and pantry. The Cook has gone. 7. Ballroom (E5). 8. Lounge. 9. Master bedroom and wardrobe. 10. Trophy room, full of the collector's items. The buyer and three guards were drinking in here, now they have been killed. A cultist flees, holding the Hide (E6). 11–13. Guest bedroom, currently empty.
NPCs	Buyer, Estate Guard, Cultist
Encounters	E4 (Guard Post), E5 (Guards), E6 (Cultist)
Obstacles	O3 (Secluded House), O4 (Locked House)
Items	I2 (Hide), I3 (Dagger)
Clues	C7 (Cultists Trail II)
Travel	Situated west off the Raad-Oden road, on a path. Surrounded by dense forest.
Survival	There is food in the granary, and warm beds in the house.

7. HIDEOUT (LOCATION)



Archetype	Cave
Backstory	Skinwarpers has maintained this temple since their leader died, one hundred years ago. A dark ritual (see quest notes) gave their leader great powers, but was killed by a spirit protecting the Varaes. Since then they have prayed for guidance in getting their leader back, learning secrets from other spirits only recently. The shrine and tomb is a few hundred years older and of unknown origin.
Culture	Varaes (Skinwarper)
Landmarks	Statue (Leader), Reliquaries (Leader's burial), Shrine (To the Spirits)
Layout	The location of the cave itself is a well-guarded secret (O5). 1. River entrance. Guards are posted (E7), hallway is trapped (O6). 2. Main entrance. Guards are posted (E7), hallway is trapped (O6). 3. Main hall. Bone decorations made from warped bones. Strange hides, blood cave paintings. There is a clay statue of the leader. 4. Sleeping quarters, some valuables. 5. Skinwalkers guard the entrance to the leader's tomb. A masonry building built by the dwarves covered in cave paintings. 6. Several cultists attempt to reincarnate their leader (E8). They will all die if they succeed (E9). The room has some valuables (I3) and a tomb for the leader's body, which has been exhumed. 7. Escape route for the cult leader, if he tries to escape, trapped (O6).
NPCs	Cultist, Cult Leader
Encounters	E7 (Cultist Guards), E8 (Cultist Ritualists), E9 (Awakening)
Obstacles	O5 (Secret location), O6 (Trapped entrances)
Items	I3 (Valuables)
Clues	-
Travel	Situated a long ways west of Yega through a horrible thicket. It is possible to follow the stream into the cave.
Survival	There is a dark presence here. Players attempting to sleep here will become Broken. Roll Center, difficulty 4, to avoid.

8. FESTIVAL (EVENT)

Archetype	Cultural
Backstory	The Festival of Passing happens each time an Elder druid wishes to pass the mantle to a younger one, or if the druid dies.
Trigger	The players return to Yega with or without the Hide.

Course of Events	The druid will be waiting for the players, impatiently. If they return, all the villagers will gather in the tree square. There will be food, festivities and songs as the druids remains are buried by the tree. The players are honored with a song if they return the Hide, after which some of the villagers will offer their services and help. If some cultists are left alive, or if it fits the mood, the last remaining of them will attack the festival.
NPCs	Druid
Encounters	E10 (Last stand)
Obstacles	-
Items	I0 (Reward)
Clues	-
Survival	The festival will double the rate of natural recovery for one week, also sicknesses are removed or degraded following the feast. If the players steal the hide and pass through Yega, natural recovery will halt for one month.

SUPPORT CONTENT

NPCs

DRUID

Archetype	Magician (Druid)
Backstory	The Druid has been an apprentice for several years. Has never lived or visited anywhere else.
Culture	Varaes (Protector)
Objective	Completing the Festival of Passing with the Hide.
Description	Clad in more pelts than necessary. Looks like someone who is wholly uncomfortable in a position of power, and is also visibly stressed out.

CULTIST

The players may encounter several different cultists.

Archetype	Minion (Acolyte)
Backstory	Raised in a closed society, but has used some time trying to infiltrate the other Varaes. Has been chosen to find the Hide, before the festival.
Culture	Varaes (Skinwarper)
Objective	To take the Hide and use it to bring the Cult Leader back.
Description	Looks like any Varaes and makes an effort to blend in. When fighting, the Cultist will warp into a strange humanoid shape, using elongated nails to attack.

MERCHANT

Archetype	Villager (Merchant)
Backstory	A travelling salesman all the way from Triatan. Buys and sells high-end merchandise. Has a store in Triatan, but it is rarely open. Bought the Hide from the hunter on a hunch and left to meet with prospective buyers in Raad. Got a lead and left for Caelora, the deal was struck there and the Merchant met with the Buyer in the forest north of the path between Raad and Caelora.
Culture	Odenite
Objective	To uphold the contract with the Buyer.
Description	Friendly and composed. Has sold the hide to an anonymous buyer and does not want to divulge who in order to protect his professional reputation. Has a writ of sale for the Hide (I1).

BUYER

Archetype	Aristocrat (Self-Made)
Backstory	Fled from a position of power in Asto Aglein to the safety of Caelora. Bought a plot through semi-legal channels and started a collection of rare items. Has a band of mercenary guards led by his former watch captain. They collect money, food and drink from the locals for protection. Got a tip from an associate and bought the Hide, met the Merchant in the forest north of the path between Raad and Caelora, then walked back.
Culture	Odenite (Asto Aglein)
Objective	Collect items, live in peace.
Description	Has a disdain for Varaes culture. The collection is most important, the last remnant of power of influence. The Buyer is arrogant and filthy rich, most of it in the bank in Caelora. The Buyer is already dead when the players find the estate, but it is always possible that they circumvent the storyline.

CULT LEADER

Archetype	Other (Touched by the Spirits).
Backstory	A very old druid who made a deal with a Spirit for power. Was cast out by the Varaes and started a cult with the other outcasts. Led the cult until a dark ritual in honor of the Spirit, the Cult Leader was killed by the other Spirits shortly after.
Culture	Varaes (Skinwarper).
Objective	Destroy the Varaes Protector settlements.
Description	Can be reincarnated after the ritual with the hide is performed. Will amass forces of the wild to destroy Varaes villages protected by the druids.

OTHER

Characters with generic objectives and traits.

Hunter	Villager (Farmer) Accidentally killed the Elder Druid. Is now ill and cannot travel.
Mercenary	Soldier (Mercenary) On the merchants payroll.
Captain	Soldier (Officer) Leads the Buyers guards.
Estate Guards	Soldier (Mercenary) Works for the Buyer.

ENCOUNTERS

Player Experience Level		Amount of players
E1	Cultist Attack <i>Challenge</i>	3 X Skinwalker (1) May attack at any time, if they are convinced the players know where the Hide is.
E2	Mercenary <i>Hard</i>	1 X Mercenary (9), Merchant (1) The merchant has a mercenary guarding him if the players catch up to him. The mercenary can resort to violence.
E3	Guard patrol <i>Challenge</i>	3 X Estate Guard (1), Captain (1) The Guards are after money or to have the players turn around.

E4	Guard Post <i>Challenge</i>	3 X Estate Guard (1) Guards in the guard quarter of the estate. They are armed to the teeth and ready for a fight, one of them is drunk.
E5	Guards <i>Easy</i>	1 X Estate Guard (1) On patrol, looking for intruders. There are three of them within hearing distance of each other.
E6	Cultist <i>Challenge</i>	1 X Skinwalker (1) The Cultist has stolen the Hide and attempts to get away with it.
E7	Cultist Guards <i>Challenge</i>	3 X Skinwalker (1) Three skinwalkers stalk the cave entrance to the hideout. They will attempt to lure the players into the cave before attacking and raising the alarm.
E8	Cultist Ritualists <i>Challenge</i>	5 X Skinwalker Ritualists (1) They are working on the ritual, and will use magic to keep the players at bay. Dies when the ritual is over.
E9	Awakening <i>Final Battle</i>	1 X Skinwalker, Cult Leader (18) Awakens after the ritual and will attempt to drain the players of their energy to keep alive. Will try to escape when enough energy has been drained.
E10	Last Stand <i>Hard</i>	8 X Skinwalker (1), 4 X Militia, <i>Allied</i> (1) A band of cultists will attack the festival. The forest becomes silent before the attack.

OBSTACLES

O1	Merchant's Secret <i>Mystery, Secret</i>	The merchant has to be persuaded or forced into revealing the buyer's whereabouts and identity. With his reputation on the line, it will not be easy. By using the Merchant's trail clues, the players may circumvent the persuasion.
O2	Guard suspicion <i>Obstruction, Guard post</i>	The guards in Caelora are looking for skinwalkers and will suspect the players.
O3	Secluded house <i>Exploration, Hidden</i>	The house is in a dense part of the forest and is hard to find. May be located through asking neighbours about the 'Protector', if they are assured not to be ratted out.
O4	Locked house <i>Lock, Door</i>	The estate door will be locked. They can pick the lock, break down the door or face the guards in the guard quarter to get the key. Roll Brawn, difficulty 12, to break down the door. Roll Logic, difficulty 15, to pick the lock.
O5	Secret Location <i>Exploration, Hidden</i>	One or more of the villagers in Yega may know the general location of the hideout. The dagger (I3) will lead the players to Yega.
O6	Traps <i>Trap, Grappler</i>	A sticky corrosive slime has been rubbed along the entrance floor (1 meter depth), dealing 1 Body per round after burning through non-metal footwear. Roll Brawn, difficulty 4, to escape the slime. Water will wash it off.

ITEMS

I0	Experience reward: 7 Loot reward: 8D6 x 10 Trait reward: 8D6 Item reward: Spirit Necklace (I4)	
I1	Writ of Sale	A document detailing the sale of the Hide to the Buyer for 3000 'coins'.
I2	Hide	The Hide of the Elder Druid, must be buried with its owner, so that the magic energies in the tattoos is passed to the next druid.
I3	Dagger	Dagger with a maker's mark from a Smith living in Yega or Raad, stuck in the chest of the Buyer.
I4	Spirit Necklace	A small wooden bead necklace gifted by the Druid after a successful quest. (Hidden property) Grants +1 Favour when praying at Spirit Shrines.

CLUES

C1	Merchant's Trail I	The Merchant has left a trail of clues to be found, unintentionally. The first clue is telling several villagers about going to Raad next.
C2	Cultist's Trail I	A few villagers have heard about the Skinwarper hideout to the west. They are very careful about telling anyone, in fear of the Spirits hearing it. A villager knows the location to be along the small creek along the side of the mountain cliff.
C3	Merchant's Trail II	One of the merchants on the market in Raad knows the Merchant left for Caelora and why. Does not want to talk, in fear of losing the Buyer as a client. Knows the contact in Caelora.
C4	Merchant's Trail III	The other merchant's contact sent the two parties to meet "somewhere along the way", points the players in the direction back towards Raad.
C5	Merchant's Trail IV	The path between Raad and Yega is set between a large river and a dense forest. There is no way for the Merchant to have passed them without them knowing. The Merchant and Mercenary are sitting at a campsite with a hidden path behind it, leading to the estate.
C6	Merchant's Trail V	The Guards use the Buyers name, if the players have heard it. They will also impede access to a certain area, where their boss lives. Families that live nearby does not like the Buyer and will help the players finding the Estate, if they assure that they are not ratted out.
C7	Cultist's Trail II	The dagger left behind by the cultist in the Buyer's chest. The maker's mark may lead the players to Yega or Raad and the Smith who lives there. The Smith knows that the Cultist lives 'west of Yega'.

NOTES

Resurrection Ritual

Name: It will return to the Hunt

Entity: Guardian of the Primal act, Olugan

Performance: D

Magnitude: 63

Cost: B6

Consequences: T

A ring of five or more creatures offer up their lives to return a deceased creature to life. Requires the remains of the creature and

TROLL TROUBLES

Short Mystery Adventure

CONTENT

OBJECTIVE

Tagline	A troll has moved into a cave near an important trade route.
Backstory	A gang of bandits in Last Orchard have slowly built up their influence the last two years. Now they have gotten their own stronghold. This means they have become so bold as to plunder trade routes. Their plan was all along to take a few routes to get started and blame it on the newly moved in Troll. Up until now they have plundered two full trade routes, and the villagers are sure that it was the Troll's doing. A local Tanner in Last Orchard has had enough losing most of a shipment, without the authorities doing anything and will search for heroes to conquer the Troll. Unbeknownst to the Tanner, the leaders of the town are on the payroll of the bandits.
Tangent	A note on the door of the Tavern from the Tanner, promising rewards in defeating a Troll.
Horizon	The players are asked to stop the trade route from being plundered. The tanner believes it to be the work of a Troll. The Tanner will tell them where the attack happened, nearby a resting lodge on the way to Yega. Probably they have passed through that area already. The Troll is a misdirection, but if the players talk to it, it may decide to help them find the bandits and their hideout. The leader of the bandits is the Potter, an inhabitant of Last Orchard.

DEPTH

Secrets	▸ The bandits are working to make it seem like the troll is doing the plundering, while they consolidate their power. ▸ The bandits are working to overtake the Last Orchard.
Ideals	▸ The Troll just wants to live in peace. ▸ The Tanner wants the Troll dead. ▸ Trolls are viewed as 'monsters'. ▸ The Potter believes in power and control and will do anything to gain it.
Consequences	▸ If the players do not act, the Potter will seize power in Last Orchard, making it a haven for less moral activity. ▸ If the players kill the troll and leave, the same will happen. ▸ If the players unmask the Potter, the rest of the town leaders will escape. ▸ The Potter may avenge the loss of power.

TIMELINE

STORYLINE

START

1. Last Orchard Location	The players will be contacted by the Tanner here. They are sent towards the area by the Troll Cave.
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MIDDLE

2. Troll Cave Location	The two plunderings happened by the road here, the Troll lives nearby and knows where the bandit lair is.
3. Bandit Lair Location	Most of the bandits are holed up here, but not the leader. Signs point towards the Potter.
4. Potter's Home Location	Potter's house a bit outside of town, contains a lot of incriminating information on some townspeople.

END

5. Liberation Event	If the players decide to stop the bandit gang and their influence in Last Orchard, they will resist.
6. Revenge Event	The Potter will swear revenge on the players, should the Potter escape the Liberation.

NOTES

Errand	
Arc	

AREA OVERVIEW

See Appendix II of the Quest Pack for more Area information.

Varaes Forest Region	Map Markers: Last Orchard (d), Troll Cave (g), Bandit Lair (j)
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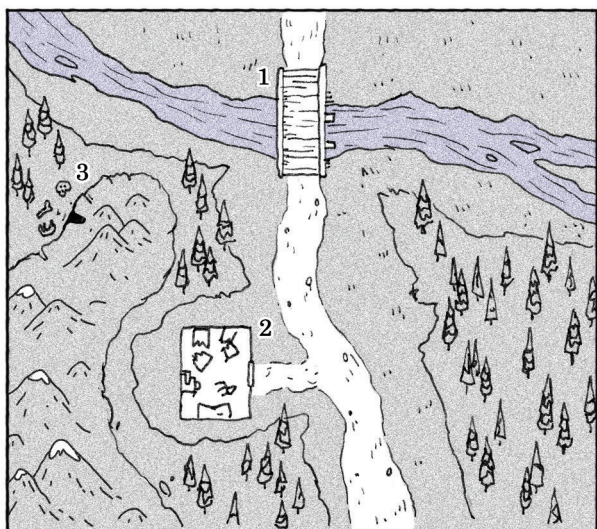
LOCATION & EVENTS

1. LAST ORCHARD

Archetype	Town
Backstory	Last Orchard is the last patch of cultivated land north of the nomadic free-reign empire. Caravans travel here to stock up on wine and to trade furs for food. Several years ago, the Odenites were invited to create a guard post here. Their guard post has been used to help institute a local council of leaders and to protect the city from marauders from south.
Culture	Varaes (Protector)
Landmarks	Winery (Mara's Fruit Wines), Orchards (Several farms), Guard Post (Odenite)
Layout	The city is in the middle of a large patch of orchards of different fruits. Farmhouse and warehouses stretch along a paved road up until the town square. In its center is the Odenite Guard Post, a large tower with a connected barracks. Around the square are restaurants and taverns, they are seldom vacant. A little ways from the middle square is the market and the large winery owned by reformed nomad 'Mara'. The potter lives by a cherry orchard, with a workshop in an old barn. Walking around town, the bandits will attempt to keep tabs on the players, hindering them from finding the truth.

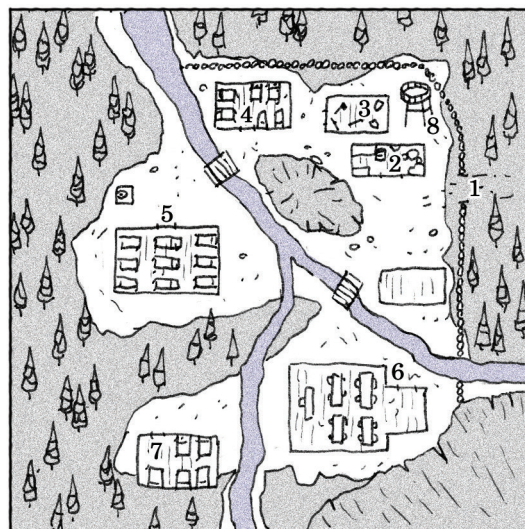
NPCs	Tanner, Potter, Town Leaders
Encounters	-
Obstacles	O1 (Suppression)
Items	-
Clues	C1 (Bandit Trail I)
Travel	The town is stretched far, from orchard to orchard. It will take most of one day to cross. There are paths and roads from place to place.
Survival	The Last Orchard has foods a plenty, but because of its large influx of winemakers, there are few vacancies for taverns in town. Some days the winds of the plains focus in a strange way around the area, making pitching tents almost impossible. Rainfall is fairly common.

2. TROLL CAVE (LOCATION)



Archetype	Cave
Backstory	The traveller's lodge was built many years ago by a company of merchants as a place to rest before entering Varaes forest. It was abandoned when a tavern opened a little ways down the road. Both the caravan plunderings happened here. All of the traders died or disappeared, killed by the bandits, buried in the forests nearby. The Troll moved in a nearby cave created by a Mountain Spirit called "Gurmelin the Cavemaker". It has lived there for for months.
Culture	Varaes (Protector)
Landmarks	Bridge, Abode (Resting Lodge), Cave
Layout	1. A bridge extends across the river on the way to Last Orchard. 2. On the left side there is a resting cabin for travellers. Inside is some destroyed loot and some dried blood. The troll cave is hidden (O2) behind a small cliff, some tracks go back and forth from the lodge. 3. Inside the cave the troll (E2) is making a mushroom stew, singing a song about first degree murder (taught by the bandits). He has in his possession a sword (I1) left in a tree by one of the robbers.
NPCs	Troll
Encounters	E1 (Troll)
Obstacles	O2 (Hidden Cave)
Items	I1 (Sword)
Clues	C2 (Bandit Trail II)
Travel	This location is small, but the small patch of forest on the sides is very hard to walk, roots and changing elevation.
Survival	There are no sources of food nearby, the river is rocky and it is hard to catch fish.

3. BANDIT LAIR (LOCATION)



Archetype	Fortress
Backstory	This farm has been in the Owner's family for many years, but it has fallen into disrepair. The Potter and Owner agreed to rebuild it together as a base of operations.
Culture	Varaes (Bandits)
Landmarks	Wall, Armoury, Prison
Layout	1. Gate to the Bandit Hideout, it is guarded (E2). A small 2m opening in a 3m-tall wooden fence (O4). 2. Storehouse I. Stores food and drinks. 3. Storehouse II. Stores stolen weapons and armour. 4. Bunk I. Sleeping area for bandits. One patrol is resting here (E3). 5. Bunk II. Sleeping area for bandits, the building is empty. 6. Main house. A large hall with tables for feasts and gatherings. The bandit's mage does research here at the moment. The mage does not like to be disturbed (E4). 7. Bunk III. Sleeping area for bandits, the building is empty. One of the bandits has taken a bag of potions (I2). 8. Watchtower. A small makeshift tower of insufficient height. One guard is on duty, without paying attention (E5). 9. Owner's Abode. This house is the old farmhouse, the Owner is inside making plans (E6).
NPCs	Owner
Encounters	E2 (Guards), E3 (Patrols), E4 (Mage), E5 (Guard), E6 (Owner)
Obstacles	O3 (Various Traps), O4 (Walled hideout)
Items	I2 (Bag of Potions)
Clues	C3 (Potter's Trail I)
Travel	Getting around the lair is hard, the forest is dense and hilly.
Survival	There is little natural foods around here and very little place to put up a tent outside the lair. The stream has drinking water.

4. POTTER'S HOUSE (LOCATION)

Archetype	Farm
Backstory	The Potter's main hideout before the bandit lair was established. It has lots of incriminating documents detailing bribes of the town leaders. The Potter went out on a few errands and have yet to return.
Culture	Varaes (Protector)
Landmarks	Workshop (Barn), Abode (Main House)

Layout	It is an old farm, now used for producing ceramic pots and illegal meetings. The barn has a hidden cellar (O5), underneath a tarp with some drying pots. In the secret basements there have been meetings, detailed in documents (I3).
NPCs	-
Encounters	-
Obstacles	O5 (Secret Cellar)
Items	I3 (Incriminating Documents)
Clues	C4 (Potter's Trail II)
Travel	The place is hard to find, three hours outside Last Orchard centre.
Survival	-

5. LIBERATION (EVENT)

Archetype	Military
Backstory	Some of the town leaders have been paid off by the bandits, and the Odenites have yet to find out about it.
Trigger	If the players present their evidence to the Odenites in Last Orchard.
Course of Events	They will plan a swift action and take the named leaders into arrest, some will resist (E7). If the players help they may assist in bringing the Potter (E8) down, now back home. When they are done, the Odenites will pay the players part of their reward.
NPCs	Officer, Potter, Town Leaders
Encounters	E7 (Bandits), E8 (Potter)
Obstacles	-
Items	-
Clues	-
Survival	-

6. REVENGE (EVENT)

Archetype	Special Encounter
Backstory	If the Potter escapes Last Orchard, there will be Altera to pay. A long time may pass between the conclusion of Troll Troubles and this Event.
Trigger	The Potter returns to exact revenge.
Course of Events	One night at a Tavern, the Potter will return, making an attempt at killing the players. First the Potter will sneak into one of their rooms, then use a dagger to attack them.
NPCs	Potter
Encounters	E9 (Potter)
Obstacles	-
Items	-
Clues	-
Survival	-

SUPPORT CONTENT

NPCs!

TANNER

Archetype	Villager (Craftsman)
Backstory	A simple Varaes villager from Raad, with a successful tanning business built on trading skins with the Nomads and selling to Caelora. Has had a large shipment of wares stolen during one of the raids. Has collected funds from some of the other victims to find the loot and to take it back from the Troll.
Culture	Varaes (Protector)
Objective	To retrieve the shipment.
Description	Wearing traditional Vares clothes, with an addition of quality leatherwork. Middle aged, but very energetic.

POTTER

Archetype	Villager (Craftsman), Outsider (Criminal)
Backstory	Not dedicated to the craft in any way. Has used failure to become motivated in a life of crime. The bandit gang started as a small club, with ever-growing membership. Is the leader of the club, with the Owner as a second in command.
Culture	Varaes (Bandit)
Objective	Get rid of the players, take over town.
Description	An overly nice and helpful eccentric potter. Makes pots and the like smuggle stolen and illegal goods past the Odenites soldiers. Is cold hearted and sadistic.

TROLL

Archetype	Outsider (Loner)
Backstory	Lived in a troll community underground, but wanted more. Moved to the cave by the travel lodge a few months ago, slowly making a home for itself.
Culture	Troll (Saltu)
Objective	To live in peace and harmony with nature.
Description	Wears clothes that are covered in salt excretions. May seem hostile, but is in reality only cautious about humans. A great troll with some human-like tendencies. He wears clothes, covered in salt excretions. He is cautious, which may look like being hostile. The troll has not killed anyone but knows about the bandits.

OFFICER

Archetype	Soldier (Officer)
Backstory	Born and raised in Caelora. Was sent to Last Orchard to establish the guard post there and to help facilitate a local government. Believes the plunderings outside of Last Orchard to be outside the guard's jurisdiction and has not acted yet.
Culture	Odenite
Objective	To maintain law and order in Last Orchard.
Description	Wearing a decorated Caelora uniform, without armour or weapons. Is stern and authoritative. Wants to do a good job, to make retirement possible at some point.

OTHER

Characters with generic objectives and traits.

Town Leaders	Aristocrat (Politician). Several town leaders, elected by the Varaes as their representatives in matters of security, trade and more. Some have been bribed to give the bandits more room to expand.
Owner	Outsider (Criminal) A farmer turned criminal, lives in the bandit lair running operations there. Wants to be become rich and powerful.

ENCOUNTERS

Player Experience Level		Amount of players
E1	Troll <i>Hard</i>	1 X Saltu Troll (14) The troll is not aggressive, but very cautious. Attacking it is dangerous, but not futile.
E2	Guards <i>Easy</i>	2 X Bandit (1) Two guards are standing in the doorway. They take their jobs seriously but are sporting a bad hangover.
E3	Patrols <i>Challenge</i>	4 X Bandit (1) Four bandits are walking around the grounds, doing chores and checking that there are no intruders.
E4	Mage <i>Hard</i>	1 X Mage (1) The mage is doing illegal work in the main hall, experimenting with some Alteral compounds. Interruptions are unwelcome.
E5	Guards <i>Effortless</i>	1 X Bandit (1) One of the bandits is on watch duty and does not take it very seriously. Might be alerted to the players' presence if they make a lot of noise.
E6	Owner <i>Hard</i>	1 X Bandit (9) Laying plans in the farmhouse, may try to escape if confronted.
E7	Bandits <i>Challenge</i>	4 X Bandits (1) Some town leaders will resist in force, assisted by their bandit friends.
E8	Potter I <i>Hard</i>	1 X Potter (9), 4 X Bandits (1) If unmasked, the Potter will let the henchmen do most of the work, while looking for a way out.
E9	Potter II <i>Hard</i>	1 X Potter (9) The Potter will sneak in at night with a cursed blade (I5) dealing 1 Soul per attack.

OBSTACLES

O1	Suppression <i>Mystery, Secret</i>	The bandits, town leaders and the Potter will attempt to stop the players from gathering information.
O2	Hidden Cave <i>Exploration, Lost</i>	Tracks lead here. There is considerable effort in not making this place hidden, but much of the tracks have been washed away.

O3	Various Traps <i>Trap, Projectile</i>	Traps are set up all around the forest. Making it hard to approach unannounced. Spears that launch from the ground up deal 2 Body.
O4	Walled Hideout <i>Obstruction, Physical</i>	The wall is made from logs and deadwood that has been stored on the farm for a long time. It is roughly three meters, with openings around the doorway, river and on the east side.
O5	Secret Hideout <i>Exploration, Hidden</i>	A hidden hatch in the floor of the potter's barn. Leads to the hidden room beneath containing the documents (I3).

ITEMS

I0	Experience reward: 7 Loot reward: 8D6 x 10 Trait reward: 8D6 Item reward: Badge of Honor	
I1	Sword	Good longsword, made by the town smith, but not part of any stolen shipment. Belongs to a bandit who lost it in a raid.
I2	Bag of Potions	A bag containing two potions: 1 X Gift of the Unknown Spirit (2) 1 X Lion's Mane Nectar (4)
I3	Incriminating documents	Documents containing payment information to various town leaders by the potter and descriptions of the pots and vases the rewards were given in.
I4	Badge of Honor	Used to show accomplishments for the Odenite Army, but only on a local level in Caelora. Will help to give the wearer some sway with Odenite military.
I5	Cursed Blade	A dagger dealing 2 Body and 1 Soul per attack, its magic effect will fade when the Potter dies, leaving it useless.

CLUES

C1	Bandit Trail I <i>Aid</i>	The Tanner knows approximately where the attacks happened.
C2	Bandit Trail II <i>Aid</i>	The Troll knows the Bandit lair location.
C3	Potter's Trail I <i>Exposition</i>	A few of the Potter's products and documents detailing the Potter as the leader.
C4	Potter's Trail II <i>Exposition</i>	Documents (I3), implying town leaders as corrupt.

NOTES

LONGINGS

Medium Journey Adventure

CONTENT

OBJECTIVE

Tagline	An old tailor is looking for a lost spouse, who left on an adventure several years ago.
Backstory	Ten years ago, several people were killed in the surrounding forests. Druids were sent to investigate. They found a malevolent spirit and decided to quell it and put it to rest in what is now called the Frog Pond. The Frog Pond is a prison for spirits and creatures, initially intended to guard a long-lost queen of the dwarves. Six months ago, an ex-Odenite soldier was hired by a sage to look for the ancient tower of Savresh. The sage wanted to find secrets related to the Ember Puzzle. The ex-soldier (the tailor's spouse) uncovered the spirit's cell beneath the Frog Pond and awoke it by accident. It possessed the soldier's body. The spirit placed the soldier's mind and soul in a gem and vowed to exact its revenge on Soraya and any druids. It plans to unleash the undead army guarding the ancient queen. Skinwalkers worship these types of spirits and it found itself a toadie among the tribespeople. <i>Note: This quest contains reference to a sex worker (The Harlot), it is possible to adapt this to 'a friend', for child-friendly gameplay.</i>
Tangent	The players are contacted by the Tailor who sitting on the porch, overlooking the main road into the village. They are asked to find the tailors spouse, who has been gone half a year. They are given the locket (I1), with a likeness to a crystal locket worn by the spouse (I6). The tailor has heard that someone spotted the spouse at the Tavern of Ramshorn one month ago.
Horizon	Once found, the players struggle against the possessing spirit for the body and soul of the spouse. The spirit needs to forge a wand in Savresh – for that it needs a key. The key rested with the warden under the abandoned shelter. The toadie and the spirit were guided from Elhan's view, through the Ramshack to the abandoned shelter. When they found the key, they travelled back to the marsh, and are now in the process of creating the wand. The toadie travels back and forth from Soraya to get supplies. Must find the lost fortress of Savresh before the Spirit is able to get the wand and raise the army.

DEPTH

Secrets	▷ The Frog Pond houses a malevolent spirit ▷ The adventurer is possessed by an evil spirit and is now creating an army. ▷ The matron in Ramshack is aware of some of the comings and goings of the toadie and his companions. ▷ The toadie is working for the Spirit ▷ The Spirit has a vendetta against druids, and particularly the city of Soraya. ▷ The tower of Savresh is visible from one particular corner of the Frog Pond.
Ideals	▷ Kill or spare the toadie when they eventually confront him ▷ Wait out the snowstorm or attempt to travel through it. ▷ Trusting the word of the harlot ▷ The locals are suspicious of the Frog Pond and surrounding areas, and may not necessarily take kindly to people searching/travelling around there.
Consequences	▷ If the players use a lot of time, they may arrive at the pond when the spirit unleashes its army. They will have to escape the small island. ▷ If the army is released Soraya may fall to the enemy.

TIMELINE

STORYLINE

START

1. Akram Location	Players meet with the tailor at his home in Akram. He recounts what has happened and what he needs the players to do.
2. Ramshack Location	Players visit Ramshack in search of the spouse, and talk to an old woman there.
3. Bandit Battle Event	Leaving Ramshack, they players are ambushed by bandits on the road.

MIDDLE

4. Abandoned Shelter Location	Players visit an abandoned shelter in the mountains on their way toward Frog Pond, where they encounter the Warden's notes, which give them a better understanding of what's going on.
5. Snowstorm Event	While the players are in the abandoned shelter, a snowstorm is brewing.
6. Soraya Location	Players visit the city of Soraya still tracking the spouse, uncover the whereabouts and actions of the toadie.
7. Frog Pond Location	Upon reaching Frog Pond, the players must cross the lake in order to confront the Spirit.
	Must also locate Savresh.

END

9. Savresh, Lower Location	In Savresh, the players explore the fortresses and confront the toadie and the Spirit.
10. Savresh, Upper Location	Continue exploring the fortress.
11. March of the Undead Event	The Spirit raises an army of the undead, with which the players must contend in order to retrieve the spouse and defeat the Spirit.

NOTES

Errand	
Arc	

AREA OVERVIEW

See Appendix II of the Quest Pack for more Area information.

Rancari Mountain	First half of quest. Map Markers: Akram (b), Ramshack (c), Abandoned Shelter (f)
Roya's Marsh	Second half of quest. Map Markers: Soraya (c), Frog Pond (d), Savresh (h)

LOCATION & EVENTS

1. AKRAM (LOCATION)

Archetype	Village
Backstory	Old fortress town. The tailor lives here in a small house, with a sign on the door, sitting outside to attract customers.
Culture	Odenite (Old Garrison)
Landmarks	Barracks (Second Regiment), Shop (Mivresh' Shop of Wonders), Estate (Vassal's Estate)
Layout (A)	Akram is an old fortress from the War of Expansion. Its placement along the path across the mountains has made it a strategic position and a destination for travellers.
NPCs	Tailor
Encounters	-
Obstacles	-
Items	I1 (Locket)
Clues	C1
Travel	The road is still well-maintained, however the terrain surrounding the village is demanding.
Survival	-

2. RAMSHACK (LOCATION)

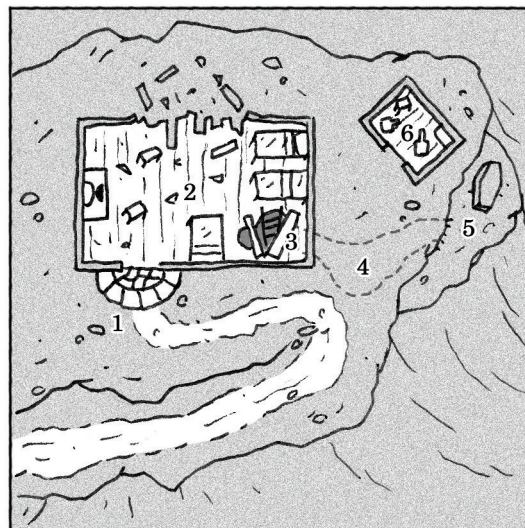
Archetype	Village
Backstory	Owned by a family from Asto Aglein looking for a more peaceful environment. There are a few logging cabins nearby, which supply daily customers. Local fishermen, sheep farmers and hunters supply food. Outside is a shrine to the Traveller, maintained by the owners.
Culture	Odenite (Old Garrison)
Landmarks	Shrine (Traveller), Stables, Eatery
Layout (A)	The Ramshack is a very welcome sight for most. A cottage along the forest path housing 10 people at the most, with food and stables available.
NPCs	Sage
Encounters	E1 (Bandits)
Obstacles	O1 (Matron's Secret)
Items	-
Clues	C2
Travel	The path is okay, a little narrow for the carriages in some areas, but nothing too hard. A problem may arise if there has been a snowfall, resulting in the path disappearing.
Survival	-

3. BANDIT BATTLE (EVENT)

Archetype	Travellers
Backstory	Over the past few months, Ramshack has been plagued by a small group of bandits, operating just outside the town on the main paths and in the woods.

Trigger	Players pass the edge of the forest on their way to Ramshack.
Course of Events	As players near Ramshack, bandits emerge from the woods and attempt to rob them. Players must defeat the bandits in order to make it to Ramshack.
NPCs	-
Encounters	E1
Obstacles	-
Items	-
Clues	-
Survival	-

4. ABANDONED SHELTER (LOCATION)



Archetype	Hill
Backstory	This shelter was once well-equipped and well-kept, but it is obvious that no one has been there for a very long time. The shelter itself is old, and falling apart in a lot of places, but it is nice enough to make a good stop during the players' travels.
Culture	Odenite-Shelter, Barakite- Cave
Landmarks	Abode, Pantry, Vista
Layout	1. Porch. Made from old stones. Footprints hint to the fact that two individuals have been here since last snowfall. 2. Shelter. Dilapidated and old, with a large hole in one wall. There are enough planks to cover it up. Add a working fireplace and a couple of beds. 3. Secret Entrance. Hidden under some planks there's a ladder down to the caves below (O2). 4. Cave. A lonely dwarf lived here, the old warden of Savresh left behind some notes about 'the Wand'. 5. Vista. A hidden terrace stretching out from the hill, not visible from below. There is a stone coffin out here, the lid is ajar. The spirit stole the warden's keys. 6. Pantry. This small house may be a viable option to stay in during the snowstorm. It is almost emptied out, save some eating utensils and a bottle of spirits.
NPCs	-
Encounters	E2 (Amarok)
Obstacles	O2 (Secret Entrance)
Items	I2 (Warden's Notes)
Clues	C3, C4
Travel	Travel to the cabin is a hard trek, requiring a Centre, difficulty 3, to avoid tiredness.
Survival	-

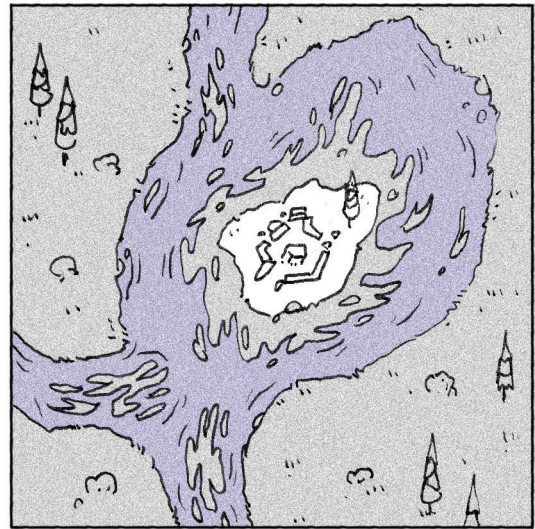
5. SNOWSTORM (EVENT)

Archetype	Weather
Backstory	As the players travel through the Rancari Mountains, they begin to notice that it is getting both colder and windier as they go along. This particular mountain range is known for particularly bad snowstorms.
Trigger	Players take too long to find the abandoned shelter.
Course of Events	A snowstorm is on its way as the players travel through the mountain (O3). If they take too long to find the shelter, or stay too long once they get there. They may choose to stay in the cabin, fixing the hole in the wall or risking the path. An Amarok can smell them (E2).
NPCs	-
Encounters	E2 (Amarok)
Obstacles	O3 (Snowstorm)
Items	-
Clues	-
Survival	Players must find shelter to hide out the storm. If they leave the shelter during the storm, they must withstand high winds and frigid temperatures until they are out of the elements again.

6. SORAYA (LOCATION)

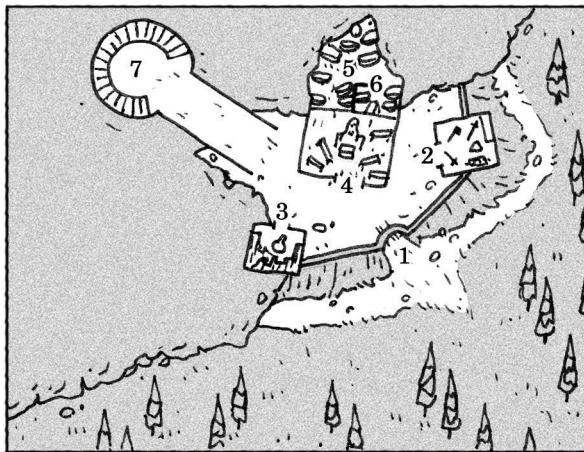
Archetype	City
Backstory	A large city, considering its location. It was founded to extract important resources from the marshes, but is now self-sustained with fish, fruits and more. It is a relatively busy city where Varaes Swamp culture meets an Odenite Garrison. Has a beach connecting to the Astral Pool, a large lake of clear water, known for its nightly starry reflections.
Culture	Odenite (Old Garrison)
Landmarks	Sunken ruin (Royal Grave), Sinkhole (Ritual Grounds), Grove (The Hive)
Layout	Toadie comes here once in a while to find supplies for the wand, visiting the harlot (O4). The harlot has a doll belonging to toadie (I3). If the player's do not manage to stop the Spirit, and army of undead will attack the city (E3). Soraya lies at the edge of the Astral Pool, a lake important in other quests.
NPCs	Toadie, Harlot
Encounters	E3 (Undead Army)
Obstacles	O4 (Harlot's Secret)
Items	I3 (Doll)- A doll belonging to the toadie representing a Forest Spirit important to the skinwalkers. Was left with the harlot to hide it from the spirit.
Clues	C6, C7, C9
Travel	From the north into Soraya is the only cart road in Roy's Marsh. There is a path leading south. Humidity and insects make travel a bad experience, regardless of the quality of road.
Survival	-

7. FROG'S POND (LOCATION)



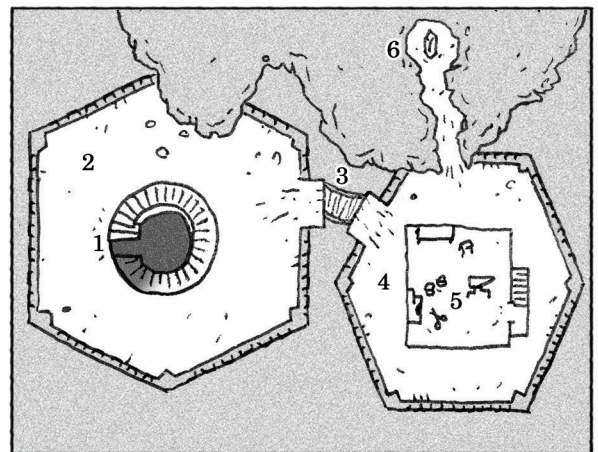
Archetype	Village
Backstory	A pond in Roy's marsh which is used to house spirits and powerful creatures. This is where the spouse of the tailor seems to have been lost.
Culture	Barakite
Landmarks	Ruin (Royal Grave), Lake, Marsh
Layout	In a small lake, with some wetland-elements, there is an island surrounded by swamplands (O5). On that island is the grave of a long-forgotten queen who died in the service of Nymnir. The ruin is a pentagonal shrine, with an altar (I4) in the middle. Attempts to manipulate it summons a guardian (E4). The ruins are not visible from the other side of the water. The pond has a lot of frogs, the sounds at night are deafening, except when approaching the ruin where there is total silence. If the players are late, the Spirit may already be here with toadie to unleash his army (E3) with the wand (I5), wearing the crystal (I6). The army waits beneath the ruins in a sealed tomb.
NPCs	Spirit, Toadie
Encounters	E3 (Undead Army), E4 (Guardian)
Obstacles	O5 (Lake Crossing)
Items	I4 (Altar)- Mystery, Magic Object (Mag 7, Fla Silence, Soul High Arcana). A ritual has been cast upon the altar, dedicated to Marmiru, Saint of Undeath, sealing the tombs below with Veil Tethering magic. The guardian (E4) will be summoned if anyone attempts to manipulate the altar. Getting access to the tomb requires a large sacrifice to Marmiru. I5 (Wand)- Mag 64, Fla Warmth, Soul Altera Soul Mastery (Control Undead Army) Can be re-forged by the spirit if the players use a lot of time finding it. Has the ability to break the seal of the queen's grave and also command her army. I6 (Crystal)- Mag 19, Fla Silence, Soul Altera Break the Alteral Cycle (Soul of Spouse) An heirloom belonging to the Spouse almost identical to (I6).
Clues	C5, C8, C10
Travel	Getting to and from the frog pond is relatively easy, if you know where to look. The south path from Soraya passes west of the lake. Leaving the path will be more difficult as the ground is very muddy. Travel time is doubled. If the players look, they may find a small hidden boat they can use to get to the island.
Survival	Insects on the island may cause Swampfever.

8. SAVRESH, LOWER (LOCATION)



Archetype	Fortress
Backstory	A well-hidden, old Barakite fortress. It has been mostly abandoned but is still in rather good condition. This old, winding building has many hidden chambers and hallways, as well as a temple to Nymnir.
Culture	Barakite
Landmarks	Armoury (Old Bastion), Tower (Savresh), Monument (Statue of Nymnir)
Layout	1. Entrance. The entrance is hidden in plain sight (O6). Enter the courtyard through a small opening in what seems the mountain-side but is actually a vertical wall carved flat on the inside. There are three buildings. Three graveners are guarding the entrance point (E5). 2. Armoury. A very decorative and nice building, even after a long time in disrepair. There are a few functioning weapons left (random), miraculously. 3. Guard Tower. The guard tower had three stories, but the wooden floors have given out. Now it is a hollow shell. Somewhere among the rubble is a potion (I7) in a pouch. 4. Temple of Nymnir. Inside the temple is a statue of one of Nymnir's forms. There are some benches nestled around it. The back wall has a hole in it. 5. Hidden Chambers. A tomb hidden behind the wall of the temple. Inside is twenty-five stone caskets, and seven are open. 6. Hidden Chambers 2. Around the bend from the hidden chambers, there are as many coffins in here, but only two are open. There is a chest of treasure in here (I8). 7. Savresh Tower staircase. A long, long staircase leading all the way to the top of the mountain. Graveners will attack the players in the stairs (E6).
NPCs	-
Encounters	E5 (Graveners), E6 (Stair Graveners)
Obstacles	O6 (Secret Entrance)
Items	I7 (Potion), I8 (Rewards)
Clues	-
Travel	Somewhere deep inside the forest this old fortress is hidden. Through thickets mangrove forest, stumbling on roots – roll Centre, difficulty 3, to avoid exhaustion
Survival	-

9. SAVRESH, UPPER (LOCATION)



Archetype	Fortress
Backstory	The upper towers houses the Focus forge, an ancient magical forge that harnesses astral powers.
Culture	Barakite
Landmarks	Bridge (Suspension Bridge), Cave (Shrine), Forge (Focus Forge)
Layout	1. Staircase. This staircase leads to lower Savresh. It is possible to see the entire way down, several hundred meters. 2. Tower 1. A large platform with an amazing view. On the eastern side there is a bridge. A Gravened Yuxa (E7) has been commanded to attack the players as soon as they enter the platform. 3. Bridge. An old wooden suspension bridge, players cross it at their own peril (O7). 4. Tower 2. The toadie is waiting for the players here (E8). 5. Focus Forge. The spirit is doing the final preparations in finishing the wand. It will not attack (E9) until the last moment if possible. 6. Cave. A small Shrine to Marmiru, saint of undeath. Destroying the shrine will weaken the spirit considerably, with a -2 penalty to MR and SR.
NPCs	-
Encounters	E7 (Gravened Yuxa), E8 (Toadie), E9 (Spirit)
Obstacles	O7 (The Bridge)
Items	I5 (Wand), I6 (Crystal)
Clues	-
Travel	Accessible via the several hundred metres of stairs.
Survival	-

10. MARCH OF THE UNDEAD ARMY (EVENT)

Archetype	Special Encounter
Backstory	If not defeated by the players quickly, the Spirit may successfully use the wand to raise an army of the dead. This army will have its sights set on Soraya and any druids it can find.
Trigger	Players take too long to the Spirit, or are unable to defeat the Spirit before it is ready to raise the army.
Course of Events	The Spirit uses the wand to raise an army of the undead.
NPCs	Spirit
Encounters	E3 (Undead Army)
Obstacles	-
Items	I5 (Wand), I6 (Crystal)
Clues	-
Survival	-

SUPPORT CONTENT

NPCs

TAILOR

Archetype	Villager (Craftsman)
Backstory	An old person, worn down by hard work and something missing. Working as hard as possible to make ends meet alone, knitting and sewing. The tailor is very welcoming, but also desperate.
Culture	Odenite
Objective	Wants to know what happened to their spouse.
Description	A good tailor, who has spent many years honing their craft. Old and friendly-looking, wispy hair and kind eyes, but an air of desperation and sadness because of the spouse's disappearance.

SPOUSE

Archetype	Soldier (Mercenary)
Backstory	Worked many years in the Odenite army. Was paid by the sage to find the Tower of Savresh, but accidentally awoke the spirit. Currently contained in a crystal around the spirit's neck. Exacts its will through dream of those nearby. Has no other desires than to get home.
Culture	Odenite
Objective	Wants to get home.
Description	Has a scar on their cheek, spirit currently contained in a crystal.

STOCK

Archetype	Magician (Priest)
Backstory	Stock is part of a priesthood working towards 'fate' in saving the Gladiators. Part of the Vulture King's design, to create a semblance of fairness in the kidnappings. Wants to help the players escape the dimension, has tried on other gladiators before, but failed miserably.
Culture	Astra (Priests of Fate)
Objective	Saving gladiators from their fate.
Description	Stock is two hundred years old and an enormous (about 5-ft) rat-like creature wearing a cape.

SAGE

Archetype	Villager (Sage)
Backstory	The sage has spent most of his life studying the dwarf ruins, looking for signs that they were the true inventors of the Ember Puzzle. Legend goes that the Tower of Savresh has a forge for these puzzles. The sage wants to find it, and was the one who paid the spouse to seek it out.
Culture	Oden (Asto Aglein)
Objective	To find the tower of Savresh.
Description	Very calm and collected. Smart, and interested in history.

TOADIE

Archetype	Minion (Toadie)
Backstory	A broken person who spent their life learning the art of skinwarping and now is forbidden to revert back to normal form. Is in a sorry state of human, with long limbs and excessive boniness.
Culture	Varaes (Skinwarper)
Objective	Avoiding more pain
Description	Melted skin and mutated

HARLOT

Archetype	Villager (Merchant)
Backstory	Works at a brothel in Soraya while saving money for their Cater. The harlot is extraordinarily beautiful and kind and takes in all kinds of clients. Owns a doll left behind by the Toadie. The harlot pities the Toadie.
Culture	Nomad (Seasonal)
Objective	Getting enough money to secure the Cater
Description	Golden hair and a pretty face. Fairly young, and tends to be kind to people and creatures that most of society would shun.

SPIRIT

Archetype	Other
Backstory	This spirit was sleeping within the Frog Pond, awakened by the spouse searching for Savresh. It is malevolent and wants to destroy Soraya. Is currently working on the wand in Savresh.
Culture	Altera (Forest Heart)
Objective	To gain the power to not be Quelled again.
Description	Spouse with green glowing eyes Has the ability to control a small amount of lesser undead, using faulty wands.

ENCOUNTERS

Player Experience Level Amount of players

E1	Bandits <i>Challenge</i>	3 X Bandit (1) If needed for suspense or excitement, there may be bandits trying to rob the tavern. Alternatively, an old enemy may have hired help to get rid of the players.
E2	Amarok <i>Hard</i>	1 X Amarok Hunter (6) The Snowstorm calls an Alteral creature out on a hunt. It will attempt to either stalk the players on the path or enter the shelter.
E3	Undead Army <i>Final Battle</i>	200 X Graveners (1), 5 X Revenants (40), 2 X Spectres (63) An army raised a long time ago, standing at the ready to follow the orders of the wandbearer. Travels slowly, but kills anything in its way, raising its victims to join the army.

E4	Guardian <i>Hard</i>	1 X Guardian, Light (6) A guardian put there by priests of Illar to protect the graves. Will talk to the players and ask them to leave before attacking.
E5	Graveners <i>Challenge</i>	3 X Graveners (1) Three Graveners are waiting at the entrance way. They are not sentient and only instructed to kill anything attempting to enter the fortress.
E6	Stair Graveners <i>Easy</i>	2 X Graveners (1) A set of graveners are patrolling the stairs, attacking without weapons. They are shambling and will be easy to topple into the stairwell. Offensive manoeuvres may prompt a Move roll while fighting in the stairs, to avoid falling.
E7	Gravened Yuxa <i>Hard</i>	1x Gravened Yuxa (6) The spirit raised a curious yuxa which entered the fortress. It is now forced to guard, ready to kill anyone reaching the top of the stairs.
E8	Toadie <i>Effortless</i>	1 X Toadie (1) The toadie wants to die but can be convinced to fight with the players against the spirit. Does not put up much of a fight.
E9	Spirit <i>Final Battle</i>	1 X Spirit, Unnamed (14) Standing at the top of the platform on the upper tower, working on the wand. Will fight the players. Dispossessing the spirit from the body will cause it to lose its grip on reality and it will temporarily fade away, if not destroyed.

OBSTACLES

O1	Matron's Secret <i>Mystery, Secret</i>	The matron knows that the toadie and his companion paid an Elhan's View local to travel to an abandoned shelter in the hills north of Akram.
O2	Secret Entrance <i>Exploration, Hidden</i>	Loose floor planks that are put back into place, there is a draft coming from the floor. A ladder is hidden below the planks to lead down into the caves.
O3	Snowstorm <i>Obstruction, Resistance</i>	A snowstorm approaches while the players are at the abandoned shelter. Travel in this weather is dangerous, freezing temperatures and low visibility can cause several adverse effects, also travel time is quadrupled. Roll Brawn, difficulty 4, to only have travel time halved instead. Roll Move to resist falling while walking, either suffer a -2 penalty to Centre (cold and wet), or suffer 2 Body from falling on the steep path. Roll Centre, difficulty 3, to resist frostbite. Roll for every other hour without heating. Roll Centre, difficulty 5, the morning after to resist a cold.
O4	Harlot's Secret <i>Mystery, Secret</i>	The Harlot knows how often the toadie comes along and has been told about the Frog Pond.

O5	Lake Crossing <i>Obstruction, Physical</i>	Getting across the little lake can be hard, if the players do not find the little boat hidden in a thicket. Roll Move to swim across. Roll Brawn, difficulty 3, to get free from the mud on the way over.
O6	Secret Entrance <i>Exploration, Hidden</i>	The entrance can be found through tracking the toadie, meditation or prayer to the Traveller, extensive searching, climbing into the trees. Savresh tower can briefly be spotted from the Frog Pond.
O7	The Bridge <i>Obstruction, Resistance</i>	The bridge can only support one person and 2 carry capacity at a time. Can be approximately accessed with a Logic. Roll Move to get to the other side if the bridge collapses. Roll Focus, difficulty 4, to fix the bridge to allow for 1 person and 5 carry capacity. Requires rope or other resource.

ITEMS

I0	Experience reward: 9 Loot reward: 10 x 1D6 x 10. Trait reward: 10 x 1D6. Item reward: Add one or two items, consider adding magic items on longer quests.	
I1	Locket	A valuable heirloom which looks like the crystal locket (I5). Given to the players by the tailor.
I2	Warden's Notes	Notes describing that the Warden of the Magic Forge in Savresh destroyed the original wand to command the armies of the queen. Most of the notes are missing (visible through page numbers), stolen by the spirit.
I3	Doll	A doll belonging to the toadie representing a Forest Spirit important to the skinwalkers. Was left with the harlot to hide it from the spirit.
I4	Altar <i>Mystery, Magic Object</i>	Mag 7, Fla Silence, Sou High Arcana. A ritual has been cast upon the altar, dedicated to Marmiru, Saint of Undeath, sealing the tombs below with Veil Tethering magic. The guardian (E4) will be summoned if anyone attempts to manipulate the altar. Getting access to the tomb requires a large sacrifice to Marmiru.
I5	Wand	Mag 64, Fla Warmth, Sou Altera. Soul Mastery (Control Undead Army) Can be re-forged by the spirit if the players use a lot of time finding it. Has the ability to break the seal of the queen's grave and also command her army.
I6	Crystal	Mag 19, Fla Silence, Sou Altera. Break the Alteral Cycle (Soul of Spouse) An heirloom belonging to the Spouse almost identical to (I6).

CLUES

C1	Ramshack	An old friend of the spouse and tailor had met the spouse at the Ramshack a while ago but acted very unfriendly.
C2	Matron	Matron had an 'Encounter' with the toadie. She saw pain and misery and she felt pity for the broken person. She will help the players if they Convince her that they want to help the toadie.
C3	Indentation	Warden's stolen keys have left an indentation on the body, a set of keys were stolen (depending on a perception roll).
C4	Wand	Warden's notes mention the wand that controls the army of the queen.
C5	Locket	Spirit wears the spouse's locket, which makes him easier to find.
C6	Distinctive	Toadie has roamed the market in Soraya and looks very distinctive, people remember.
C7	Dreams	Spouse visits the dreams of those close to the spirit. Some merchants tell of strange dreams of the spouse begging for help, holding the crystal.
C8	Guardian	The guardian may speak to the players and tell them that the spirit was released from its prison by the spouse. It may further reveal that it happened by accident.
C9	Crystals	If the players ask a mystic (druid, sage, etc.) about the possession, they may be told that usually the soul is siphoned into a gem. The same druid may give the players directions to another mystic in Soraya that knows an expelling ritual and has the supplies to reintroduce the spouse into the body.
C10	Savresh	Finding Savresh is hard, considering it is a 'lost fortress'. It is only visible from one angle, from the Frog Pond. The toadie will walk there if they wait.

NOTES

FOWL PLAY

Short Survival Incident

CONTENT

OBJECTIVE

Tagline	A mudslide caused by heavy rainfall uncovers a cave, releasing an evil presence.
Backstory	The Gondul live on the edge between the Deep and the world. They are a race of scaly humanoid with beaks and globular eyes. They worship Tenir, a demigod of Nymnir. Their leader, the High Priest, is a large winged Gondul. Deep beneath a hill in Roya's Marsh is the buried Temple of Tenir the Gondul are waiting for their promised war. When the time is right, the Gondul will create a torrent of rain, which in turn will start a mudslide, which will set them loose upon the world. A long time ago, an Astral entity took refuge in a lake in Roya's Marsh. It expands through the waterways in Royas marsh, infecting a few people a year with a degenerative disease, stealing their minds. It also protects the area from influences from the Deep.
Tangent	The players meet a caravan on the road, and as they pass each other a mudslide is released from the hill on the east side of the road, taking some of the travellers. A great bird of unknown origin is seen taking flight from the hill.
Horizon	The players need to stop the Gondul before they can poison the Astral Pool, the Gondul are lead by their High Priest. The first step is to bring the travellers to safety or to investigate the large bird, finding the temple of Tenir.

DEPTH

Secrets	▷ Gondul are the force behind the natural disasters happening. ▷ The town Sage worships Tenir, and has 'disappeared' to the nearby Inn. ▷ The Astral Pool is the essence of an Astral protective entity, which may be corrupted.
Ideals	▷ The Villagers of Ozra want to hang the Sage in the aftermath. ▷ The Sage offers to help the players find something of value in exchange for freedom and safety. ▷ The Astral Pool entity claims lives from the surrounding areas. ▷ The Astral Pool entity protects the area from the Deep.
Consequences	▷ If the Astral Pool entity is corrupted, a meteor shower will hit Roya's Marsh. ▷ After the corruption of the entity, it will wither and die, the Deep races may invade Roya's Marsh. ▷ If the Sage is killed, a new disease will ravage Ozra. ▷ If the Gondul are not removed from the Temple of Tenir quickly, more disasters will occur.

TIMELINE

STORYLINE

START

1. Mudslide Event	The Mudslide is the inciting event of the quest, prompting the players to find refuge and to help the travellers in Ozra.
2. Ozra Location	When in Ozra the travellers will supply the players with some clues about the bird.
3. Flood Event	A stream running through Ozra suddenly spills over its banks, destroying a lot of.



MIDDLE

4. Outbreak Event	Cholera breaks out in Ozra after the travellers arrive, caused by contamination from the flood.
5. Temple of Tenir Location	The Temple of Tenir is exposed after the mudslide, creating an opening for the players to stop the Gondul.
6. Storm Event	After the Temple has been razed, a great storm takes all of Roya's Marsh. Strange creatures follow.

END

7. Astral Pool Location	In the eye of the storm at the Astral Pool, the High Priest of the Gondul is attempting to poison the Pool.
8. Meteor Shower Event	If the entity is poisoned and corrupted, it will release a meteor shower over Roya's Marsh before dying.

NOTES

Errand	
Arc	

AREA OVERVIEW

See Appendix II of the Quest Pack for more Area information.

Roya's March	Map Markers: Ozra (a), Astral Pool (b), Temple of Tenir (g)
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LOCATION & EVENTS

I. MUDSLIDE (EVENT)

Archetype	Natural Disaster
Backstory	The Gondul have prepared for this moment for a long time. A ceremony has been going for days now.
Trigger	The players meeting up with the caravan of travellers, somewhere near Ozra.

Course of Events	The Caravan will offer up some coffee and other brews, perhaps to trade some books or other wares. While the players converse and trade with the caravan there is a loud crackle followed by a whoosh. A nearby hill is quickly moving towards them. The slide itself is about fifty metres wide. When the wave hits there is a chance of getting dragged under (O1). After the first wave hits, there is a lot of rocks, logs and trees floating around (O2). In the aftermath, there are several travellers drowning, hurt, scattered around the area around the road (O3). The Caravan Leader will ask the players to help them get to Ozra and safety.
NPCs	Caravan Leader, High Priest
Encounters	-
Obstacles	O1 (First Wave), O2 (Debris), O3 (Destruction)
Items	I1 (Trade Goods)
Clues	C1 (The Bird I)
Survival	Survival conditions for this event are complicated. Use the Obstacles (O1-O3) as a guide to make the conditions dynamic. The mudslide has a chance of taking away gear from the players. Getting hit by the slide causes all gear and clothing to be muddy and wet. Without heat drying it, characters are prone to get a cold, roll Center, difficulty 4 for each day spent cold and wet.

2. ABANDONED SHELTER (LOCATION)

Archetype	Village
Backstory	Ozra is a small village of 200 hundred inhabitants, mostly of Varaes and Odenite descent. All trade routes from Varaes, through Soraya also pass through Ozra, which is why it has a mix of culture and with a fairly high standard of living. Hot summers with many insects and frequent minor floods keeps more people from settling along the well-travelled road.
Culture	Varaes (Swamper)
Landmarks	Pavement (Market), Malton's Mechanical (Foundry and Workshop), Sage's Home (Abode).
Layout	When (or if) arriving with the travellers, they will be handled at one of the Inns, and told that the Sage will be able to help them with the injuries. The Village Elder facilitating the rescue will tell them that they have not seen the Sage in a few weeks. The Pavement runs through most of Ozra, a large paved road with market stalls, storefronts and panhandlers. Within the city there are three taverns, each fitted to room more than ten travellers at a time. Also along the Pavement is Malton's Mechanical, they have devised a method of extracting clean iron from the marshlands, creating a large array of specialized mechanical parts and utilities. Just at the start of the Pavement there is a large crooked bright painted house with a flower garden, the Sage lives here. Inside the Sage's house are evidence of Nymnir and Tenir worship, in a secret room behind a bookcase (O4). Here there are notes and a shrine to Tenir, touching anything in the room will conjure a guardian (E1).
NPCs	Sage (not present), Village Elder
Encounters	E1 (Guardian)
Obstacles	O4 (Secret Room)
Items	I1 (Sage's Notes)
Clues	C2 (Sage's Trail I)
Travel	Travelling to Ozra is usually a great affair on a well-travelled road, paved by the Oden Empire in order to traverse the marshlands safely. In light of the mudslide, this will be hard trek, especially in the scorching sun.
Survival	No special conditions, but remember to carry over the remnants from the mudslide.

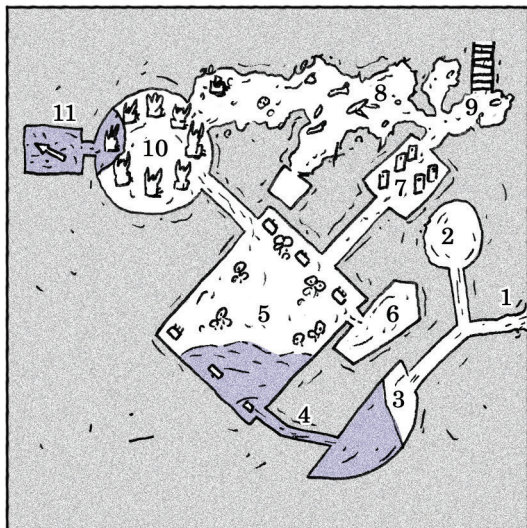
3. FLOOD (EVENT)

Archetype	Natural Disaster
Backstory	The Gondul are working to conjure the water spirit Fiara to break its bonds from the Astral entity, resulting in a flood starting immediately north of Ozra.
Trigger	A night spent near Ozra.
Course of Events	Depending on whether or not the night is spent at ground level, the players will either be alerted by water onto the Pavement or by shouting. Slowly, but suddenly, no large waves. Debris is taken by the water, creating a hazard in the dark (O5). The Bird (High Priest) is seen in the skies. At one point there is a foot of water all throughout Ozra, dark brown and muddy. Enzods will be drawn to the area by the currents, randomly nibbling at every bit of flesh they see (E2).
NPCs	Caravan Leader, Village Elder
Encounters	E2 (Enzods)
Obstacles	O5 (Debris II)
Items	-
Clues	C3 (The Bird II)
Survival	Everyone caught by the flood risk a host of diseases spread by the water, especially infected wounds from debris. Each scene spent in the moving waters requires a successful Brawn, difficulty 3, or fall over. Spending some time in the waters will require the players to roll to avoid Infection, page 92.

4. OUTBREAK (EVENT)

Archetype	Other (Disease)
Backstory	The flood waters contaminate Ozra's water supplies. The villagers have few alternatives as many of the wine cellars etc have been taken by the flood. Villagers start getting sick from cholera (see notes).
Trigger	A few days after the flood. Symptoms start to show.
Course of Events	Villagers start getting sick. The aftermath of the flood is chaotic, so it may be hard to detect from the start. More and more people get sick, while some of the old and already sick die. They will be searching for help, they will be willing to ask the Sage, even if the players have discovered the secret (O6). After a week without help, the Village Elder will die. Interacting with or asking anyone for help in Ozra is almost impossible without helping them (O7).
NPCs	Village Elder
Encounters	-
Obstacles	-
Items	-
Clues	-
Survival	During the Outbreak, uncontaminated food and water are well-guarded and expensive sources for some time. Taverns will be closed down. Contaminated drinking water can cause cholera (see quest notes).

6. TEMPLE OF TENIR (LOCATION)



Archetype	Temple
Backstory	At the very edge between the Deep and the surface world, the Gondul built a temple as a sign of their devotion to Tenir and Nymnir. It has been the home of their hibernating High Priest for a long time, before the devoted went to wake it. Following the mudslide their High Priest flew out into the world to facilitate the rest of the rituals.
Culture	Gondul
Landmarks	Deep staircase (Stair), Garden of the Unknown Flower (Temple Gardens), Hall of the Crowned Corpses (Statues)
Layout	1. The Entrance. A muddy hole with a constant flow of water. The Entrance itself is barely visible (O8). Opens to a hallway of cut stone. 2. Well. A large cylindrical space, filled up until a meter down with inexplicably clean water, one of the Gondul is hiding in the water, guarding the entrance (E3). 3. Flooded Chamber. The floor here is more slanted than in the entrance (O9). More than half of the chamber is flooded. Around the tunnel, the water level is more than two meters, higher than the door opening. 4. Flooded Tunnel. This entire section is flooded. Getting through requires complete submersion in water (O10). It used to be a staircase to the Garden, before it caved in. 5. Garden of the Unknown Flower. A lot of this section is flooded, where the floors caved in from the roots. Strange flowers luminescent flowers grow everywhere here, they are poisonous (O11). 6. Sacred Hall. A dry and somewhat warm room with an open barred metal gate. Can be used as shelter. 7. Mausoleum. Five large glass containers with ash, the remains of all the High Priests for several hundred years. Disturbing the containers will cause their guardians to materialize (E4). 8. Caves. The rocks in this cave are pale and smooth, the ceiling ranges from two metres to five in height. A strange grinding noise is heard through the area. The Gondul has used this area as their sleeping and eating area, the floor is strewn with unidentifiable bones. Far to the left in the caves a pack of Gondul are working on a large mill, grinding bones to be used in the ritual (E5). 9. Deep Staircase. Steep and strange, carved from a glass-like black stone. Setting a foot on the steps will cause a violent reaction (O12). 10. Hall of the Crowned Corpses. A circular domed room with eight statues along the walls. The statues resemble strange creatures each wearing a crown, bearing the ceiling. All of the creatures look different, but for the fact that they feel unnatural to the players. A force of Gondul covers this room from intruders (E6). One end of the room is partially submerged.

11. Ritual Chamber. This room is fully submerged up to a height of about one metre. Five Gondul are working at a ritual here, in their midst is a glowing spear (I1). The Gondul will only attack the players once one of them are interrupted from casting (E7).

12. In the cave, there is a hidden room - covered by a mural (O13). Inside is a few potions (I2) and a strange book (I3). A human appears to be buried here.

NPCs	-
Encounters	E3 (Gondul), E4 (Guardian), E5 (Grinders), E6 (Ritual Guards), E7 (Ritual Circle)
Obstacles	O6 (Secret Entrance), O7 (Slippery floor), O8 (Tunnel), O9 (Flowers), O10 (Deep Steps), O11 (Hidden Room)
Items	I1 (Mind Spear), I2 (Potions), I3 (Strange Book)
Clues	C4 (The Bird III)
Travel	Travel through this location is hard. All of the floors are slanted and slippery from algae and some sections are only accessible under water.
Survival	The air is thick here, on the verge of the Deep, players will notice they tire more easily. Roll Brawn, difficulty 3 to avoid becoming tired after a scene of physical activity.

6. STORM (EVENT)

Archetype	Weather
Backstory	After the Gondul in the Temple are defeated, their allies remain. The Sage participates from afar, creating a gathering storm over Roy's Marsh. If the Sage is taken out or hindered in any way, another servant of Tenir will do the deed.
Trigger	The Players leaving the Temple of Tenir.
Course of Events	Lightning strikes the Temple cave as they leave it, making the entrance collapse. Heavy rain falls down on the players, thunders roar across the marshes.
	The lightning strikes and thunder continue up until the point that the high priest or the Astral entity is killed.
NPCs	-
Encounters	-
Obstacles	O12 (Lightning Strike)
Items	-
Clues	-
Survival	The rain is relentless, cold winds blow making any adventurer as cold as can be in this climate. Staying cold for one full day risks a player to catch a cold. Roll Centre, difficulty 3, per day to resist.

6. ASTRAL POOL (LOCATION)

Archetype	Lake
Backstory	Several hundred years ago an astral entity was expelled from its realm in the stars. It fell from the skies like rain, pooling in the Astral Pool. The entity is in perpetual hibernation, but its mind wanders. Seeking to be left alone from its enemies, the pool entity has protected the area from unnatural presences - including the Deep. As sustenance, the entity invades a few inhabitants dreams, slowly consuming their minds. The consumption appears almost like dementia until the subject ultimately dies.
Culture	Natural
Landmarks	Fisher's Bay (Docks), Heart's Refuge (Island)

Layout	The Lake is a large body of very clear water. At its deepest it is twenty metres deep, a point which is visible from the surface. The Pool yields a lot of fish, and there are a lot of fishermen in the area. Close to the beach in Soraya there is a dock of several fishing boats, none are one the water in the current weather. In the middle of the lake is an Island, commonly used for local weddings. Locals around the lake have spotted that the Bird landed there a while ago. Boats are for hire (O15). Lightning strikes the island frequently. The High Priest channels the storm's energy, calling the Spear (I1). As the players approach, the spear will be consumed in a bolt of lightning, appearing by the High Priests side. It will attempt to rise to the skies, throwing the Spear into the depths of the lake (E8), Quicksilver elementals appear out of the lightning to attack the players. If the players manage to take out the High Priest before the spear is cast, a small cache of gems (I4) appears in a pool before the players, as thanks.
NPCs	High Priest
Encounters	E8 (Flight of the High Priest)
Obstacles	O13 (Getting there)
Items	I1 (Spear), I4 (Gems)
Clues	C5 (The Bird IV)
Travel	The Lake is easy to travel for the players, as if they are helped by the waters to row.
Survival	As the players reach the Lake, they get a feeling of ease, as if the cold doesn't matter anymore. The Astral entity senses that it is in danger. Drinking of the water in the pool will cure all their sicknesses and heal one point of Body, Mind and Soul.

8. METEOR SHOWER (EVENT)

Archetype	Natural Disaster
Backstory	The High Priest has created the Mind Spear to corrupt and kill the entity.
Trigger	The Spear hits the depths of the Lake.
Course of Events	The skies darken at first, glimpses of red are seen as jagged rocks start falling from the skies. As the entity dies, it is corrupted and lured to destroy its surroundings. The rocks hits buildings, trees and crushes anything in their way. The only thing that can save the entity now is someone swimming down to retrieve the spear from the depths (O16). Retrieving the Spear will make the shower stop and a mild rain to put the fires out. A small cache of gems will appear as a reward (I4). If the spear is not retrieved, the shower will subside, but the dark lingers. It spreads to the waters which turn dark and unwelcoming.
NPCs	-
Encounters	-
Obstacles	O14 (The Swim)
Items	I1 (Spear), I4 (Gems)
Clues	-
Survival	The meteor shower does not hit near the island.

SUPPORT CONTENT

NPCs

HIGH PRIEST

Archetype	Other (Deep Entity)
Backstory	The Gondul High Priest has been hibernating for a long time in preparation to invade the surface. It was awakened by the Gondul ritualists and set free to realise the rituals preparing for the Mind Spear attack.
Culture	Gondul
Objective	To kill the Astral Entity and unleash the Deep on Roya's Marsh.
Description	A Gondul, eight feet tall and a great wing span, with clawed arms hanging at its side. Its eyes are large glowing green orbs, almost spilling out of its skull.

SAGE

Archetype	Minion (Acolyte)
Backstory	The Sage has lived a long life in a lie. Always worshipping Tenir. Travelling from Ozra to anywhere else to put curses on common criminals, ultimately killing them.
Culture	Varaes
Objective	To serve Tenir.
Description	An old soul, devoted to serving a deity that defies mortal understanding. Is convinced that killing and cursing criminals is good and has with that been convinced to help with the plot of the Astral Pools destruction, thinking it will rid the world of a curse. Is at the Inn between Ozra and Soraya, cursing a thieving tavern-maiden and getting out of the way of the coming disasters.

OTHER

Characters with generic objectives and traits.

Village Elder	Villager (Craftsman), Varaes (Swamper) An elder wanting the best for the village of Ozra, also wanting to showcase the great community of crafts there.
Caravan Leader	Villager (Merchant), Varaes (Swamper) A travelling merchant and parent of children caught in the disasters. Wants to get the caravan and wares to safety.

ENCOUNTERS

Player Experience Level	Amount of players	
E1	Guardian Challenge	1 X Guardian, Bone (4) The Sage is paranoid that anyone will disturb the shrine to Tenir and has created a bone guardian, which will materialise from a large pot of bonemeal in the corner of the room. It will attempt to kill or ward off the players.
E2	Enzods Challenge	4 X Enzod, Swamp (1) These creatures have been starved for some time, caused by seasonal changes. When they are flushed out onto the Pavement in Ozra, they will be hungry.

E3	Gondul <i>Easy</i>	1 X Gondul, Guard (1) A Gondul is bathing in the pool, waiting to see if someone is approaching. It will attack through stealth if possible.
E4	Guardian <i>Hard</i>	3 X Guardian, Ash (3) Awakened if anyone attempts to disturb the ash containers in the mausoleum. They will become solid, materialising from the ash, when killed, the ash is returned to the containers.
E5	Grinders <i>Hard</i>	6 X Gondul, Worker (1) A pack of Gondul working to create bone meal for the rituals. They are busy and create a lot of sounds and will not be attentive to the players approach.
E6	Ritual Guards <i>Hard</i>	4 X Gondul, Guard (2) These are posted to guards the ritualists and will not go seek, even if they detect the players before they arrive.
E7	Ritual Circle <i>Final Battle</i>	5 X Gondul, Ritualist (2) They are un-attentive and will only break their concentration once one of them are broken off their channeling. In desperation one of them may pick up the Mind Spear (I1) to attack.
E8	Flight of the High Priest <i>Final Battle</i>	1 X High Priest (32), 4x Quicksilver Elementals (1) As the High Priest gets the finished Mind Spear it will attempt to take flight, leaving the players to fend off some Quicksilver Elementals, summoned through the lightning. The High Priest is rather frail, and will be defeated if it falls from significant height.

OBSTACLES

O1	First Wave <i>Obstruction, Resistance</i>	The Mudslide hits like a horse carriage on everything in its path. Roll Brawn or Centre, difficulty 4, to keep from getting dragged off by the currents.
O2	Debris I <i>Obstruction, Physical</i>	Rocks, branches, wares from the caravan are all made into projectiles by the current. Roll Move to avoid suffering 2 Body, partial success causes 1 Body. A player may opt to lose a held item of importance instead.
O3	Destruction <i>Other</i>	The situation is chaotic, the Caravan leader is underneath a carriage almost drowning, several people are in need of people. Roll Focus, difficulty 4, to map the situation. There are: - Three carriages - Five children - Ten merchants - Four pallets of cargo
O4	Secret Room <i>Exploration, Hidden</i>	The Sage has hidden a room behind a bookshelf, it may be obvious from the layout of the house, or from a successful investigation.

O5	Debris II <i>Obstruction, Physical</i>	The Flood brings more debris. Roll Move to avoid suffering 2 Body, partial success causes 1 Body. A player may opt to lose a held item of importance instead.
O6	Secret Entrance <i>Exploration, Hidden</i>	The entrance is hard to find, the only clue to go after is the location of the Bird seen in the skies. Investigation or perception may help them finding the small circular hole in the hills.
O7	Slippery Floor <i>Trap, Wild Card</i>	The floors are very slippery, it is hard to keep a footing. Roll Move to avoid falling into the icy cold water, suffering 1 Mind from shock.
O8	Tunnel <i>Obstacle, Resistance</i>	This tunnel is fully submerged and the only way into the temple. Swimming through the cold water requires a full minute of submersion. Roll Brawn to a total difficulty of 12, with each re-roll after the fourth causing 1 Mind damage. Repeating the obstacle on the way out is optional.
O9	Flowers <i>Trap, Wild Card</i>	The room is overgrown with luminescent flowers. Direct contact between skin and the flower releases the poison. The poison deals 1 Soul per round. Roll Centre, difficulty 3, to stop suffering damage after the first hit.
O10	Deep Steps <i>Mystery</i>	These stairs are narrow, carved from a glass-like black stone. Setting a foot on one of the Steps will reduce the characters SR to 0, for one full scene. For non-Deep entities the stairs appear endless, and by turning around the players see that the top is right behind them.
O11	Hidden Room <i>Exploration, Hidden</i>	There is a hidden room behind a painted wall in the cave. Investigation or perception may help them finding the room. Roll Brawn, difficulty 12, re-roll costs 1 Body, to break the wall.
O12	Lightning Strike <i>Trap, Falling Objects</i>	Lightning strikes hit trees, which will then hit the players. Roll Move to avoid getting hit. Suffer 1 Body.
O13	Getting there <i>Obstruction, Physical</i>	To get to the island the players will either have to swim, teleport or rent a boat
O14	The Swim <i>Obstruction, Resistance</i>	Getting down to the spear, removing it from the 'heart' of the entity. There may be other methods of doing it, so be prepared. Roll Brawn to a total difficulty of 16, with each re-roll after the fourth causing 1 Mind damage.

ITEMS

I0	Experience reward: 7. Loot reward: 8D6 x 10. Trait reward: 8D6. Item reward: I4 (Gems)
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NOTES

Cholera: This is not a disease to be made fun of. It puts the players lives at risk, unless they succeed at a Centre, difficulty 4. Involves violent diarrhea and vomiting, causing a -2 penalty to Strength and Wit. Advancement causes dehydration, Centre difficulty 5 to avoid it.

I1	Mind Spear	Mag 58, Fla Silence, Sou Astra. The stare from the void between the stars. The imbued spell de-stabilises a mind, but the magnitude signifies its connection to the ritual of murder. In the hands of an ordinary creature it is a long spear which deals an additional +1 Mind. After the death of the High Priest, the spear shatters into quicksilver, dealing 1 Mind to all nearby creatures
I2	Potions	1x Illar's Grace (9) 1x Gift of the Unknown Spirit (2) 1x Wine of the Wilds (7)
I3	Strange Books	This book is written in a forgotten language. Use it as exposition for later information about the Deep or as a bargaining chip for a Sage. To the uneducated observer it is about strange plant life from the Deep.
I4	Gems	A selection of gems, which may be more than meets the eye. One of them contains a shard of the entities Mind. It may be used to heal 1 Mind at three different occasions. Before the energy is spent, whispers can be heard from its icy blue core. The rest are valuables, the quest reward (8d6x10 Loot).

CLUES

C1	The Bird I	While the mudslide and chaos happens, one of the players spot a large bird taking flight from where the slide started. The Bird seemed to have arms, and no feathers where visible. The clue is used to find the Temple of Tenir either by ditching the caravan or by backtracking later.
C2	Sage's Trail	The Sage can help in the chaos after the mudslide (and the flood), but is nowhere to be found. Travellers in the caravan has frequently seen the Sage at the tavern south of Ozra. Notes can also be found in the Sages home, remarking on the thieving nature of a barmatron.
C3	The Bird II	Again, the bird is seen at the site of the Flood. It should be spotted at the exact moment of the flood reaching the Pavement.
C4	The Bird III	On the wall of the ritual chamber the ritualists have painted the shapes of the Astral Pool and the island. Investigating the ritual remains may divulge that the ritual intends to target a disembodied mind. The players might not be familiar, but the shape is distinct.
C5	The Bird IV	Locals have seen the bird hovering in circles around the Astral Pool and then landing on the island. Locals can also tell stories about an entity of the stars living in the lake.

ASH AND BLOOD

Medium Mystery/Drama Incident

CONTENT

OBJECTIVE

Tagline	A band of elves kidnap the players and take them to their empress, in order to stop a coming disaster.
Backstory	Deep in the marshlands, a band of elves is hiding. This rag-tag band is led by a powerful empress, a Valyun druid, who is the ruler of the city of Estelar. She maintains her place in Estelar, and communicates with her allies through messengers. Months ago, the empress began to feel uneasy, and at first was not sure why. As time went on, she felt a growing darkness and an unease amongst the forest spirits she held dear. From communing with the spirits, she learned that a cabal of Clerics, here in her own city of Estelar, had sworn allegiance to another spirit, a primal and predatory one. They were bent on a new goal- overthrowing the council and seizing power for themselves, by siphoning energy from one of the oldest spirits of the forest, Ellia. In secret, the empress began to form a small army of her most trusted advisors and friends to prevent this catastrophe from occurring.
Tangent	The players find a notice in a village or city in Royá's Marsh. It has been posted by a trader who would like to rid the trading roads in the area of an ever-increasing bandit problem. The trader seeks assistance from brave adventurers, and has posted a rendezvous location in one of the mangrove forests.
Horizon	The players travel to the rendezvous location, but are kidnapped by elves en route. The elves imprison the players in an old forest garrison, waiting until they can bring them to the empress in secret. The elves do not know who they can trust, so the players are imprisoned just so the elves can keep track of them. The players reach Estelar and meet with the empress. They investigate the situation with the rebel cabal of Clerics. They uncover the cabal's plan to corrupt the spirit of Ellia and try and prevent them from succeeding.

DEPTH

Secrets	▶ The notice asking for help that the players receive is a ruse, sent by the elves. However, there are commonly bandits on the roads the players must traverse. ▶ The elves holding the players captive really are trying to prevent a magical and religious catastrophe. Through dark magic, the leader of the rebel cabal of Clerics possesses the ability to magically control other elves, so they need the help of non-elves. They capture the players instead of just enlisting their help outright in order to maintain the secrecy of their operation. ▶ One of the members of the empress' band of elves is a double agent. Unless he is uncovered before the group gets to Estelar, the double agent will feed information about their whereabouts and intentions to Jahnys. ▶ The Double Agent is the drunk guard who tells the players what the elves are planning (in hope of getting the players to foil that plan, or at least to avoid helping). ▶ On the bandit's map, there is a spot marked with a rune that the players can't identify- this marks the spot of the lost Shrine of Ellia.
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Ideals

- ▶ If they receive information from the bandits, the players can choose whether or not to believe them.
- ▶ If the players learn of the elves' goals while they are imprisoned, they can choose to go willingly to Estelar to aid the empress.
- ▶ Can choose to fight the elves when they are first ambushed, or allow themselves to be taken when they realize the elves are trying to capture them, not kill them.

Consequences

- ▶ If the players do not stop the cabal of Clerics in time, they will have to fight the corrupted spirit of Ellia in order to escape with their lives.
- ▶ If the players choose to fight the elves during the ambush, they may die or be gravely injured.
- ▶ If the players take too long to cure their illnesses, they may not reach the Shrine of Ellia before the spirit of Ellia has already been corrupted and unleashed.

TIMELINE

STORYLINE

START

1. Notice Event	In a small town, the players find a notice posted on a town board from a trader who is having trouble keeping bandits off the trading roads. The players travel to find the trader to lend their assistance.
2. Ambush Event	The players are ambushed on the road by a band of elves. They are restrained and brought back with the elves.
3. Forest Hideout Location	The elves imprison the players in an old garrison building in the forest, which they have been using as their base.

MIDDLE

4. Prison Blues Event	While imprisoned, the players investigate their captors and their situation.
5. Lower Town Location	In Estelar, the players search the town and continue their investigation into the empress, and into the cabal of Clerics and their goals.
6. Orphan's Castle Location	The players gain entry to the palace, to continue their investigation there and to meet with the empress.
7. Vetting the Advisor Event	While in the palace, the players come head to head with Jahnys, one of the queen's advisors, who is secretly leading the cabal of Clerics.

END

8. Hidden Forest Location	After uncovering how and when the cabal intends corrupt the spirit of Ellia, the players return to the forest to locate the Shrine of Ellia.
9. Shrine of Ellia Location	Once located, the Shrine of Ellia can only be accessed by overcoming a series of obstacles and booby-traps put in place by the cabal.
10. Corrupting the Spirit Event	The players reach the shrine as the cabal is performing the rituals to corrupt the spirit of Ellia.

NOTES

Errand	
Arc	

AREA OVERVIEW

See Appendix II of the Quest Pack for more Area information.

Roya's Marsh	First part of quest. Map Markers: Forest Hideout (e), Entrance to Estelar (f)
Estelar	Last part of quest. No Area Map: Lower Town, Upper Town, Orphan's Castle

LOCATION & EVENTS

1. NOTICE (EVENT)

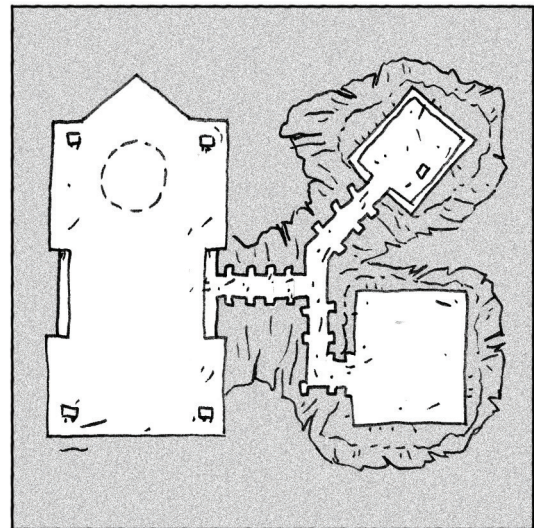
Archetype	Other
Backstory	A Trader has put up a notice, urging adventurers to meet up in a tavern further down the road. The notice says that the trader is in need of assistance helping rid the road surrounding the town of bandits.
Trigger	The players read the notice.
Course of Events	The players find the notice on the town board. They travel to meet with the trader.
NPCs	-
Encounters	E1 (Bandits)
Obstacles	-
Items	I1 (Roya's Marsh Map)
Clues	-
Survival	-

2. AMBUSH (EVENT)

Archetype	Special Encounter
Backstory	The traveling and trading roads around Roya's Marsh have recently had problems with bandits. The elves use the notice placed on the town board to lure adventurers that might help them, without attracting the attention of their enemies. As they look for the trader who summoned them, the players fall into the trap.
Trigger	The players reach the rendezvous location indicated in the town board announcement.
Course of Events	The players are immediately ambushed by elves. Give the players the opportunity to notice that something is happening. Suddenly surrounded by bow wielding elves, while a row of swords and shields draw closer. The Lieutenant advises the players to lay down their arms.

NPCs	Elf Lieutenant, Double Agent
Encounters	E2 (Band of Elves)
Obstacles	-
Items	-
Clues	
Survival	The elves are trying to kidnap the players, not kill them. The elves outnumber the players at least 3 to 1, and are much stronger than them. They can choose to fight the elves or allow themselves to be taken back to the hideout.

3. FOREST HIDEOUT (LOCATION)



Archetype	Fortress (Abandoned)
Backstory	This small Oden garrison is nestled on top of one of the mountain ridges in Roya's Marsh, guarded by the denseness of the mangrove forest in which it sits. Its high altitude is great for scouting without being seen, and in the past, it was often used as a watchtower. It has since been abandoned, but remains in good shape.
Culture	Oden
Landmarks	Guard Tower, Prison, Great Hall
Layout	The garrison is small in comparison to other Oden military outposts. 1. Great Hall: large, open room, multipurpose. A well (now dry) sits near one end of the hall. 2. Guard Tower: Connected to the Great Hall by a stone bridge. Large windows and parapets. Top of tower is highest point in the garrison, barely peeking out over the tops of the mangrove trees. 3. Prison: Medium-sized room with cells lining one wall. The other side of the room seems to have functioned as the garrison's armory. Hooks and stations for weapons remain, but the weapons themselves are long gone.
NPCs	-
Encounters	-
Obstacles	O1 (Motivation)
Items	I2 (Cell Keys)
Clues	C2 (Drunk Guard)
Travel	-
Survival	-

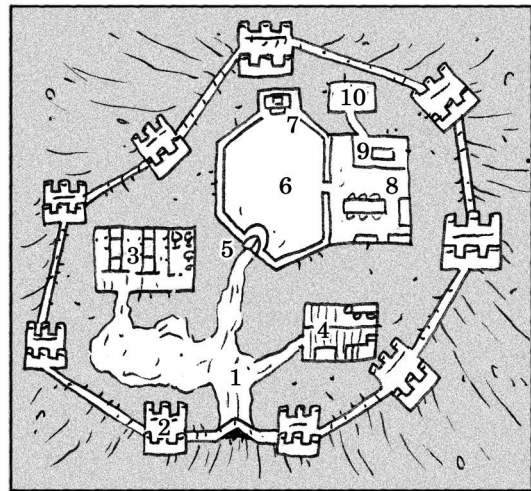
4. PRISON BLUES(EVENT)

Archetype	Special Encounter, Cultural
Backstory	The players investigate their situation and the motivations of their captors.
Trigger	The players are held captive by the elves who want their help until they know they can be trusted.
Course of Events	If they choose to escape, they must make it through the guards. If they don't, they are put back in prison.
NPCs	Double Agent
Encounters	E3 (Elf Guards)
Obstacles	O2 (Prison Blues)
Items	I2 (Cell Keys)
Clues	-
Survival	If the players choose to try and escape, they will have to make it past two waves of elf guards- one at the door of the prison, one in the main hall.

5. LOWER TOWN (LOCATION)

Archetype	City
Backstory	The Lower Town in the city of Estelar contains most of the residential and commercial streets.
Culture	Valyun
Landmarks	Entrance Tunnel, Bastion of Anfale, Garlen's Apothecary
Layout	Near the entrance gate to the city, there is a bustling commercial district with narrow, well-kept streets and many shops. At the far end of the Lower Town, there is an access road to the Upper Town, where many of the government and religious buildings are.
NPCs	-
Encounters	-
Obstacles	O3 (Entrance to Estelar), O4 (Palace Guards)
Items	C3 (Midnight Meetings)
Clues	-
Travel	The ground in most of the Lower Town is covered by a soft moss, perfect for walking. Travel time is shortened a little, some elves rent out handcarts that transport people and goods around town
Survival	The air is fresh and the ground is soft here, becoming Tired or Exhausted here is unlikely. There is little natural food, but greens and meats are sold on every corner.

6. ORPHAN'S CASTLE (LOCATION)



Archetype	Castle
Backstory	Orphan's Castle is the oldest building in the city of Estelar, and sits on the highest point in the city. For centuries, it has housed the leaders of the city, their advisors, and their families. Currently, this is where the Empress lives.
Culture	Valyun
Landmarks	Royal Shrine (Temple)
Layout	1. Central processional way. The main open area in the bailey, connecting all the buildings within the castle. 2. Outer wall with parapets. The castle is surrounded by stone walls with towers (2). 3. Stables and armory 4. Outbuildings. Servants quarters and visitors area. 5. Keep gate. Made from a heavy swamp tree. 6. Keep. The main part of the Keep, with a large open area. There is a fountain in the middle of the room, watering the many exotic plants thriving inside the Keep. 7. Throne room. A bejeweled room with a wooden throne, made for the Orphan Empress. 8. Council chambers. This is the living quarters and offices of the imperial advisors. Jahnys is here, working. 9. Empress' chambers. The private quarters of the Empress. 10. Royal Shrine. The Shrine where the Empress communes with the Spirits.
NPCs	Empress, Jahnys
Encounters	-
Obstacles	O5 (Citadel Gate)
Items	I3 (Book of the Forest)
Clues	C4 (Secret Correspondence)
Travel	The castle is heavily guarded, particularly at the entrance to the outer wall, and the entrance to the citadel. Physically, travel is easy and unrestricted, but the players should expect to be questioned regularly about their presence.
Survival	The players must carry out their investigation without tipping anyone off. They will have the empress' permission to snoop, but if they blow their cover the guards will remove them from the castle.

7. VETTING THE ADVISOR (EVENT)

Archetype	Character
Backstory	Jahnys, the empress' trusted advisor has been secretly heading the cabal of rebel Clerics, and it is Jahnys who has discovered the magic and rituals necessary to corrupt the spirit of Ellia its power. In order to protect this secret, Jahnys attacks the players, striking them with a magical sickness.
Trigger	The players discover the Book of the Forest (I3) and/or Jahnys' secret correspondences with other Clerics (C4)
Course of Events	The players discover that Jahnys is one of the Clerics in the rebel cabal. Jahnys responds by attacking the players. Jahnys strikes the players down with a magical sickness, which they must then figure out how to cure.
NPCs	Empress, Jahnys, Double Agent, Royal Physician
Encounters	E4 (Jahnys)
Obstacles	O6 (Plague)
Items	I4 (Shrine Water), I5 (Druid's Staff)
Clues	-
Survival	The illness weakens the players more each day they still have it. If they do not figure out how to heal themselves before they become too weak, they could die.

8. HIDDEN FOREST (LOCATION)

Archetype	
Backstory	The dense forests outside of Estelar house some of the oldest shrines. This part of the forest is also not well-known by most people because of its rocky and hilly terrain, combined with thick underbrush.
Culture	Valyun
Landmarks	Shrine of Ellia
Layout	The shrine of Ellia is deep within this forest, as are other shrines. There are some paths, but most of the forest is difficult to access and traverse.
NPCs	-
Encounters	-
Obstacles	O7 (Landslide)
Items	I5 (Druid's Staff)
Clues	C5 (Tracks)
Travel	Travel through this part of the forest is very difficult. The tree cover is dense and the underbrush makes it difficult to travel and to track. The terrain is hilly and rocky and prone to landslides.
Survival	The players must be able to safely maneuver their way through the dense forest and avoid landslides and falling rocks.

9. SHRINE OF ELLIA (LOCATION)

Archetype	Ariva Spirit Shrine
Backstory	The Shrine of Ellia is one of the largest Valyun shrines in Roya's Marsh. However, it was also set in one of the deepest, most unreachable parts of the mangrove forests, and so few people ever visited it. Over time, it was lost to all but a small few who live in the area. The Shrine itself sits on the edge of small lake in a clearing. It is made of wood and marble, but is now covered in moss and ivy. Across from the shrine is a sacred tree, larger and older than all the others in the clearing. The cabal of Clerics has set up a series of traps on the approach to the clearing.

Culture	Valyun
Landmarks	Shrine, Lake, Sacred Tree
Layout	The shrine is hidden deep in a mangrove forest, a few days walk from Estelar. It is nearly impossible to see until you've come upon it. There is a small lake and a clearing. The shrine is set up at the edge of the lake. On the other side of the lake is the sacred tree.
NPCs	Jahnys, Elf Lieutenant
Encounters	-
Obstacles	O8 (Pit Traps), O9 (Firestorm), O10 (Magical Barrier)
Items	I1 (Roya's Marsh Map), I5 (Druid's Staff)
Clues	C5 (Tracks)
Travel	This part of the mangrove forest is the most dense and the most difficult to traverse.
Survival	In order to make it to the shrine, the players need to survive not only the rough terrain of this region of the marshland, but also the traps set for them.

10. CORRUPTING THE SPIRIT (EVENT)

Archetype	Special Encounter
Backstory	In order to corrupt the spirit of Ellia, Jahnys and the Clerics must recite a complicated spell (contained in the Book of the Forest (I3)), perform a blood sacrifice, and destroy a sacred tree.
Trigger	The players reach the shrine
Course of Events	The players reach the shrine. Depending on how long they spent, the Clerics are either preparing to begin the ritual, partway through performing the ritual, or already done with the ritual. If the ritual is already complete, or they so not prevent its completion, the players must battle the corrupted spirit of Ellia itself.
NPCs	Jahnys, Elf Lieutenant
Encounters	E5 (Cleric Cabal), E6 (Corrupted Spirit of Ellia)
Obstacles	O11 (Ritual)
Items	I3 (Book of the Forest), I5 (Druid's Staff)
Clues	-
Survival	The players' best chance of survival is figuring out how to stop the ritual before it is completed.

SUPPORT CONTENT

NPCs

ELF LIEUTENANT

Archetype	Soldier (Officer)
Backstory	This soldier rose through the ranks of the empress' army and then her personal guard to become her right-hand. The lieutenant is the empress' most trusted ally in her search for the rebel Clerics. The lieutenant leads the band of elves in the woods in their search for the truth.
Culture	Valyun
Objective	To protect the empress and her interests. To that end, to find and destroy the cabal of rebel Clerics.
Description	Strong, swift, and a natural leader. Commands the loyalty of the empress and troops.

EMPRESS

Archetype	Aristocrat (Royal), also Magician (Druid)
Backstory	The current empress of Estelar came to the throne when she was very young, but has ruled her domain fairly and successfully since then. She has a very personal connection to nature, and takes her religion very seriously.
Culture	Valyun
Objective	To find and destroy the rebel Clerics before they corrupt the spirit of Ellia.
Description	Tall, beautiful, and strong-willed. The empress is in tune with nature and its spirits, and is willing to be ruthless in protecting those spirits and her people.

DOUBLE AGENT

Archetype	Soldier (Knight)
Backstory	This knight has served in the empress' army for a few years, and has become fed up with the lack of recognition they have received for their services. Was recruited by Jahnys to serve as a double agent.
Culture	Valyun
Objective	To help Jahnys corrupt the spirit of Ellia and its power, and hopefully gain some of that power.
Description	Strong, sturdy fighter. Good soldier, but not particularly clever.

JAHNYS

Archetype	Magician (Druid)
Backstory	Since she came to the throne, Jahnys has been a trusted advisor of the empress. Jahnys primarily advises her on religious matters, but sometimes other things as well. In secret, Jahnys has slowly been developing a plan to corrupt the Spirit of Ellia, something that goes against their religion, and their station as a Cleric.
Culture	Valyun
Objective	Corrupt the spirit of Ellia and its power and use the power for personal gain.
Description	Jahnys is stoic and serious most of the time, and sometimes too smart. Jahnys' overthinking and distrust of the Council of Clerics was what first spurred the plan to corrupt the spirit of Ellia.

ROYAL PHYSICIAN

Archetype	Villager (Sage)
Backstory	The physician is an herbalist and healer who is well-respected in all of Estelar. The physician's success and kindness caused the empress to seek them out to serve as the castle physician.
Culture	Valyun
Objective	Protect the empress and those under her care
Description	Old and wise, the physician has practiced the craft of healing for many decades, with much success.

ENCOUNTERS

Player Experience Level		Amount of players
E1	Bandits <i>Challenge</i>	5 X Bandit (1) The bandits that have been plaguing Roy's Marsh spot the players and attack them on the road.
E2	Band of Elves <i>Hard</i>	8 X Elf, Soldier (1) The band of elves attacks the players, though their intention is to kidnap them, rather than harm them. They need more firepower to uncover the cabal. If the players continue the fight, though, the elves will respond in kind.
E3	Elf Guards <i>Challenge</i>	2 X Elf, Soldier (1) When the players get out of their cell, they will have to successfully battle through the guards to make their escape. Two guards at the entrance to the prison. Two guards in the Great Hall.
E4	Jahnys <i>Challenge</i>	1 X Elf, Magician (1) When the players learn of the treachery, Jahnys confronts them. When (if) Jahnys is close to being defeated, Jahnys casts a spell to give the players a plague, and escapes.
E5	Cleric Cabal <i>Hard</i>	8 X Elf, Magician (1) The Clerics fight the players to defend Jahnys during the attempt to cast the spell from the Book of the Forest
E6	Corrupted Spirit of Ellia <i>Final Battle</i>	1 X Disembodied Magical Power (17) When corrupted, the spirit of Ellia takes the form of disembodied magical power/energy. It can fight the players in this form with magic alone, or it can possess a body and fight with weaker magic, but also with brute force.

OBSTACLES

O1	Motivation <i>Mystery</i>	The players must investigate why they have been kidnapped in order to determine what their next move should be.
O2	Prison Break <i>Mystery</i>	If the players choose to escape, they must unlock their door. The guard has the key. They can attempt to steal it from him, convince him to give it to them, etc. or they can attempt to pick the lock themselves. They can also find another way out.
O3	Entrance to Estelar <i>Exploration, Hidden</i>	The entrance to the city of Estelar is well-hidden in the forest near the Forest Hideout.
O4	Palace Guards <i>Obstruction, Guard Post</i>	The players can't enter the palace without passing the guard post. They can attempt to persuade the guards, fight them, or find another way in.

O5	Citadel Gate <i>Obstruction, Guard Post</i>	Once in the palace, the players need to pass the gate to get into the citadel. It is also guarded, and also contains a large, heavy, locked door. Since they are already within the palace grounds, the players should attempt to pass through this gate without attacking or alarming the guards in any way.
O6	Plague <i>Riddle</i>	The players must figure out the cure to their magical ailment. They can call upon the knowledge of the physician and others, as well as their own knowledge. Note: the plague can only be cured by drinking water drawn from fountain at the Royal Shrine (on castle grounds).
O7	Landslide <i>Obstruction, Physical</i>	A landslide has taken out a huge chunk of the main path on which the players must travel to find the Shrine of Ellia. There is now a gaping chasm that must be crossed. The damage created by the landslide is too large to just go around- the forest surrounding it is too dense.
O8	Pit Traps <i>Traps, Pit</i>	The forest approach to the Shrine of Ellia has been lined with pit traps on all sides. The players can search for them and disarm them- they are not particularly well hidden. If they fall into one, they find they are lined with wooden spikes.
O9	Firestorm <i>Traps, Projectile</i>	Two of the members of the Cleric's cabal are stationed in trees, well-hidden, and pelt the players with fireballs as they approach the Shrine. Finding and killing the two Clerics is the quickest way to diffuse this trap.
O10	Magical Barrier <i>Traps, Confinement</i>	The clerics have erected an invisible forcefield of magical energy around the clearing where the Shrine is. While the barrier is up, nothing from outside it can get in, and nothing from inside it can get out. Magical problem, requires a magical solution.
O11	Ritual <i>Mystery</i>	How do they stop the ritual? If the players are not fast enough, they may have to fight the Clerics while also determining how to stop the ritual before it is complete. Possible answers: Kill Jahnys, destroy the Book of the Forest (I3), protect the sacred tree

ITEMS

I0	Experience reward: 9 Loot reward: 10D6 x 10. Trait reward: 10D6. Item reward: 1 x Potion	
I1	Roya's Marsh Map	A map of Roya's Marsh and surrounding regions belonging to the bandits. Safe roads and towns are marked, as well as some other locations. These seem to be marked in some sort of code.
I2	Cell Keys	Large iron keys to the cells in the prison. The Double Agent, who guards the players, possesses these.

I3	Book of the Forest	A large, ancient magical tome containing spells and rituals for summoning, working with, and using the forbidden magic of the power of the Forest spirits.
I4	Shrine Water	Water from the Royal Shrine's fountain. Accessible through the empress' chambers.
I5	Druid's Staff	The empresses' personal druid staff. She enchants it to guide the players to the Shrine of Ellia.

CLUES

C1	Bandit Gossip	The players may overhear the bandits, or may interrogate them after they are attacked. If they do, the bandits will know that the name of the trader on the town board is fake. They may also provide information about traversing the region, where the old forest garrisons are, etc. Amongst the bandits and their things, they players may also find a map of Roya's Marsh (I1), with safe paths marked out.
C2	Drunk Guard	Late one night, the guard (Double Agent) has a little too much to drink and talks with the players while they are incarcerated. The amount of information given will vary, but can include background about both the empress and the cabal of rebel Clerics. May also include implication that the guard is working for both sides. In this case, he may also reveal that he knows the location of the Shrine of Ellia.
C3	Midnight Meeting	When asking around town and investigating, the players may uncover that Garlen's Apothecary has seen some strange midnight meetings over the past few months. If the players follow up on this, Garlen will admit that he has been providing a place for the rebel cabal to meet. If pressed, he will name names.
C4	Secret Correspondence	The players search the castle for clues and interrogate those they meet, with the authority of the empress behind them. If they search Jahnys' rooms, they may uncover secret correspondences in the form of letter, in addition to the Book of the Forest (I3). The letters are well-hidden, but they confirm Jahnys' connection to the rebel cabal.
C5	Tracks	In addition to the empress' staff, which will help point them in the right direction, the players may also follow the tracks left by the Clerics as they search for the Shrine of Ellia Some of the tracks have been recovered, but not well.

NOTES

VULTURE KING

Medium Crawler Incident

CONTENT

OBJECTIVE

Tagline	An important package is stolen from the players before it is delivered.
Backstory	A few hundred years ago, a community of Vulustrix found a book of children's stories - upon reading it, they were driven mad. Their madness led them to the pool of reflection and into the jaws of the entity known as 'Ilo'. As a bargain to restore their sanity, the Vulustrix agreed to provide Ilo with entertainment, and so the Spectramfi was born. The Vulustrix appointed their leader as a King for their new dimension. Ilo made it into a paradise inhabited with animals. Vulustrix traveled through the reflection pool to kidnap people and creatures to fight as gladiators in the Spectramfi. With each death and burial around the ring a talking animal spirit was born within the dimension. As time went on, the pile of tombs became an arena. Weasel and Goat are two of the animals living in this dimension, making a fortune on kidnapping humans and creatures and enthralling them to fight in the arena. Now Weasel and Goat has arrived in Caelora to lure new fighters into the Spectramfi.
Tangent	'Rich merchant' Weasel (Shapeshifted) hires the players to deliver a chest of important medicines to Iron Valley within a fortnight. A note is put up in the town square. Weasel pays handsomely for the players' time. Weasel explains that many criminals are after this type of medicines, because of their recreational use.
Horizon	After one night at a tavern, the players are poisoned to sleep and the chest is stolen, with a nice set of clues to lead them to the culprit. The players follow the clues to find the chest at the reflection pool. When arriving at the reflection pool, the players will be drawn into the Vulture King's dimension. Here they will be enthralled, compelled to fight in the arena. They will have to find a way to get free of the Vulture King's grasp. Weasel, Goat and the Vulture King serve Ilo, the entity driving the conflict.
Secrets	▶ The package is only a ploy to lure the players into a dimension to serve as gladiators for the Vulture King. ▶ The purpose of the gladiator battles is to entertain Ilo. ▶ The Vulture King's primary goal is to protect Mar'Goon, which he does by running the gladiator battles to keep Ilo happy. He is not cruel or unreasonable, and he is not evil.
Ideals	▶ Wait out the rainstorm in a makeshift shelter or find shelter at wherever the tracks are leading (Travel Cabin). ▶ Players can choose whether or not to heed Stock's warning, and then act accordingly. ▶ Fight the gladiator battles willingly or attempt to escape. ▶ Destroy the Vulture King (saving future kidnapping victims) or escaping (saving the strange paradise).

Consequences

- ▶ If the players leave Caelora immediately, the chest will have to be stolen from them while they are on the road. (Bandits, sleeping potion, etc.)
- ▶ The longer the players stay in Mar'Goon without heading towards Spectramfi, the more strong (and more dangerous) the magical pull towards Spectramfi becomes.
- ▶ If players choose not to fight in the arena, or choose to try to escape, a number of outcomes are possible (recaptured and forced to fight anyway, punishment inflicted on party members, successful escape can lead to rescue attempt, etc.)
- ▶ If the players win multiple gladiator battles, Count Vulu may attempt to help them escape or gain their freedom, for fear that they'll beat his champion, Kirbelok.

TIMELINE

STORYLINE

START

1. Caelora Location	While in Caelora, the players find a note on the town board looking for people to transport medicine to Iron Valley. They meet with Weasel, who gives them the medicine .
	The players rest up for one night before beginning their travels.
2. Stolen Chest Event	During the night, the chest containing the medicine is stolen and the players must retrieve it.
3. Rainstorm Event	As they are following the trail of clues leading to the chest, the players are hit by a rainstorm.
4. Travel Cabin Location	Players rest/take shelter at Travel Cabin, and follow the clues to find the hidden entranceway in the basement of the cabin.

MIDDLE

5. Hidden Tunnels Location	Players find a maze of hidden tunnels below the Travel Cabin. Upon investigating, they are attacked and travel to Astra/Mar'Goon through the reflection pool.
6. Mar'Goon Location	Players wander and investigate 'freely' in the city of Mar'Goon, meeting with locals and patronizing businesses, though they are being magically drawn toward Spectramfi.
7. Stock's Warning Event	While in Mar'Goon, Stock senses that the players are being drawn toward Spectramfi and warns them against travelling on the outskirts of town.
8. Spectramfi Location	The players arrive at the gladiatorial arena and are separated from each other by the guards. One by one they are called to fight in the arena.

END

9. Kirbelok, the Champion Event	Having beaten their way through the first six rounds of gladiator battles, the players must face Kirbelok, the reigning champion of the arena.
10. Vulture King's Court Location	After either (or both) fighting their way to the top of the gladiatorial ranks, or escaping the arena, Stock leads the players to the Vulture King's Court.
11. Freedom Event	Based on their actions up to this point, the players try to reason/ bargain with the Vulture King for their freedom and release back to their own realm. They can be their own advocates, or have Stock speak for them.

NOTES

Errand	
Arc	

AREA OVERVIEW

See Appendix II of the Quest Pack for more Area information.

Varaes Forest Region	First half of quest. Map Markers: Caelora (c), Travel Cabin (e), Hidden tunnels (Inside e)
Astra	Second half of quest. No Area map: Mar'Goon, Spectramfi and Vulture King's Court.

LOCATION & EVENTS

1. CAELORA (LOCATION)

Archetype	City
Backstory	Caelora is an old Odenite City originally founded as a garrison for expansion troops. Caelora is ruled by governor. Oden's military has a visible presence here.
Culture	Odenite (Old Garrison)
Landmarks	Monument (Emperor's Statue), Estate (Governor's Mansion), Barracks (Odenite troops), Prison (South Oden Prison)
Layout	The city is laid out similar to most Odenite garrisons. It is built primarily on a grid system, and has official buildings and soldiers' barracks spaced out amongst the other architecture of the city.
NPCs	Weasel
Encounters	E1 (Weasel)
Obstacles	-
Items	I1 (Chest)
Clues	C3 (Tracks)
Travel	Travel by river or road, the roads are guarded by soldiers and has a few prepared campsites along the way. Very comfortable travel route.
Survival	-

2. STOLEN CHEST (EVENT)

Archetype	Special Encounter
Backstory	Two of the animal spirits of Spectramfi now work to recruit gladiators for their gambling ring, the Weasel and Goat. Weasel gives the victims a mission of delivering a chest, the Goat steals the chest and leads the players to its location - the reflection pool.
Trigger	The players go to sleep in Caelora the night before they plan to set off to bring the chest to Iron Valley.
Course of Events	The players go to sleep- taking as many precautions as they choose with the chest before doing so. Goat uses magic to ensure the players don't awaken, and steals the chest from them. Goat leaves a very obvious trail to follow him, which they players do when they awaken.

NPCs	Goat
Encounters	-
Obstacles	-
Items	I1 (Chest)
Clues	C3 (Tracks)
Survival	Depending on when and how the chest is stolen, players may need to take precautions, or recover, before attempting to follow the trail (sleeping potion, wounds, etc.).

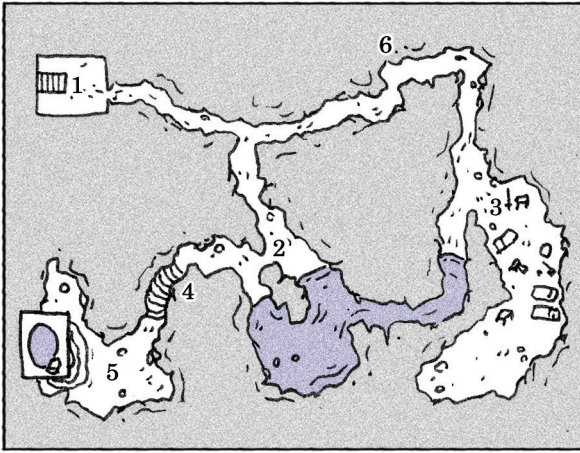
3. RAINSTORM (EVENT)

Archetype	Weather
Backstory	As the players travel along the path, following the tracks that Goat has left them, the weather becomes increasingly disagreeable and it begins to rain heavily.
Trigger	The players take too long to reach the shelter of the Travel Cabin.
Course of Events	While the players are following the tracks, it begins to rain. Quickly, the wind picks up, and it rains harder, obscuring the tracks and making visibility and movement more difficult. Players must decide whether to wait out the storm and pick up the tracks later, or to push on in hopes of shelter.
NPCs	-
Encounters	-
Obstacles	O1 (Storm Damage)
Items	-
Clues	C3 (Tracks)
Survival	Players must find shelter to wait out the rain. After the rainstorm, the once easy tracks left by Goat will now be much harder to follow. If they leave the shelter, or choose to push on, they must withstand the elements as they go.

4. TRAVEL CABIN (LOCATION)

Archetype	Tavern (Abandoned)
Backstory	An abandoned tavern, without any inventory, used by travelers.
Culture	Varaes
Landmarks	Bar (Picked apart), Cellar (Hidden tunnels), Stables (Empty)
Layout	Upstairs there are five bedrooms. Mattresses are gone, but the beds are still there. Outside there is a cellar door leading down to the hidden tunnels. There are a lot of footprints in the mud leading to and from the cellar (O2).
NPCs	-
Encounters	-
Obstacles	O2 (Hidden Entrance)
Items	-
Clues	C3 (Tracks)
Travel	The Nomad plains are made for light travel, but good shelter is few and far between.
Survival	-

5. HIDDEN TUNNELS (LOCATION)



Archetype	Cave
Backstory	This winding cavernous passage houses the twin of the reflecting pool in Mar'Goon, creating a doorway from the players' realm to Astra. The caverns are old, dark, and cold, but are only barely hidden under the ruins of the Travel Cabin.
Culture	Natural and Astral
Landmarks	Lake (Reflection Pool), Cellar (Entrance), Stairs (Trick stairs)
Layout	1. Cellar. The basement of the Travel cabin. The place has been looted a good long while ago. There is a trail of muddy boots going into the caves through a narrow crack in the foundation. 2. Pool. Weasel and Goat are watching the players here, waiting for them to fight the attacker, an enslaved Yuxa forced to attack (E2). 3. There are signs of a bandit camp here, with lots of activity lately. 4. Stairs. Beautifully cut stone stairs, these are a trap (O3). 5. The reflection pool. The chest is placed on the edge of the pool. It is a marble structure, with stairs leading up to its greenish glowing water. Standing too close to it, will cause the pool to be activated (O4).
NPCs	Weasel, Goat
Encounters	E2 (Attacker)
Obstacles	O3 (Stairs), O4 (Pool)
Items	I1 (chest)
Clues	-
Travel	Players get here through either the Travel Cabin or the Pool of Reflection.
Survival	The caves are wet and cold. Players must employ appropriate gear.

6. MAR'GOON (LOCATION)

Archetype	City
Backstory	Mar'Goon is a haven for all creatures. There is plenty of food and drink for everyone. The streets are filled with animals chattering, having a good time. Gladiators are welcome everywhere and none of the citizens make any distinction to the fact that the players are human.
Culture	Astral Temperate Forest
Landmarks	Marketplace (Adder's Market and Things), Tavern (Nests for Pests), Monument (Unknown Monument)

Layout

In the middle of the City is a marketplace called Adder's Market and Things - it is overflowing with adders selling everything from fly-risotto to magical potions. An important artifact is sold here as well (I2).

At the far end of the square is a fifty metre tall statue of a strange, unknown entity, the locals have not put much thought into who or what it represents.

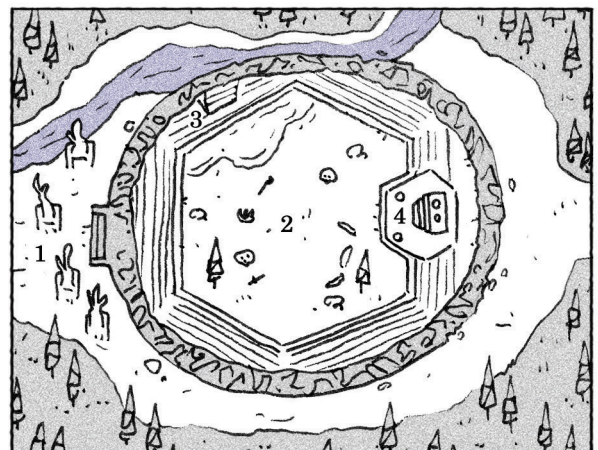
Also by the marketplace is a four-story tavern with a hundred rooms in very varying size. Everything from shoeboxes to stables are available. The players will have to be very specific about their diet and accommodation needs.

NPCs	Stock
Encounters	-
Obstacles	O5 (Arena Summons)
Items	I2 (Mask of Yanaw the Powerful)
Clues	C1 (Eye of Ilo)
Travel	The Pool of Reflection has its counterside in Mar'Goon. On the outskirts of town is a similar pool, decorated with fresh roses and orchids.
Survival	-

7. STOCK'S WARNING (EVENT)

Archetype	Character
Backstory	Stock, as a Priest of Fate, has spent many years trying to free gladiators from the arena and send them home.
Trigger	Stock senses the players' arrival in Mar'Goon and identifies the magical pull that is bringing them towards Spectramfi.
Course of Events	Stock senses the players' arrival and searches them out. Stock warns the players of the magic that will draw them toward the arena, and tells them not to go. May provide bits of lore or other information here to assist both his own argument and the players overall. Stock continues to track the players (they may notice this) as they are inevitably drawn to the arena.
NPCs	Stock
Encounters	-
Obstacles	O5 (Arena Summons)
Items	-
Clues	C1 (Eye of Ilo)
Survival	-

8. SPECTRAMFI (LOCATION)

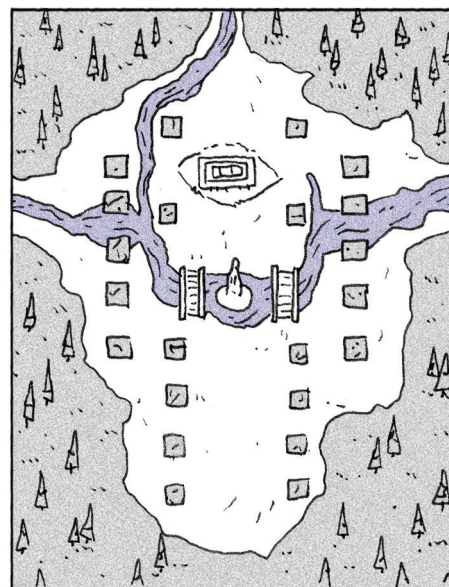


Archetype	Ruin
Backstory	The gladiatorial ring in which the fights take place. The burial grounds outside the ring house many animal spirits that died in their battles.
Culture	Astral Temperate Forest
Landmarks	Monument (Statues), Battleground (Gladiator Ring), Balcony (King's Balcony)
Layout	1. Entrance. Four statues of very strange entities are placed outside the arena, completely ajar or broken. Behind it is the Spectramfi. It is built from the gravestones of fallen warriors with a blue cement-like substance. There is an entranceway into the bowels of the arena, with a corridor leading to the stairs to the arena. 2. Battlegrounds. The players will be forced to fight the battles in the arena (E3-9). Once inside they will be free to attempt to leave, but there are Vulustrix guards at every exit (O6). 3. Arena. The arena space itself has a 30 meter diameter. There are up to five rows of audience benches. 4. Balcony. The Vulture King sits here along with a select few from his court. Before every battle the King blesses the participants.
NPCs	Vulture King, Count Vulu
Encounters	E3 (First Round), E4 (Second Round), E5 (Third Round), E6 (Fourth Round), E7 (Fifth Round), E8 (Sixth Round)
Obstacles	O6 (Guards)
Items	-
Clues	C2 (King)
Travel	The Spectramfi is a short walk outside of Mar'Goon, painted signs and lanterns show the way.
Survival	Players must either win their battles or find a way to escape the arena.

7. KIRBELOK, THE CHAMPION (EVENT)

Archetype	Character
Backstory	After they fight their way through six rounds of gladiator battles, the players must defeat Kirbelok, the reigning champion of the arena, in order to take his title.
Trigger	The players win all six rounds of gladiator battles.
Course of Events	Players win first six rounds of gladiator battles. They must face the champion of the ring, Kirbelok. Kirbelok will fight them, but he does not want to. The players may be able to work with him. If they fight, they must win in order to bargain for their freedom.
NPCs	Kirbelok
Encounters	E9 (Round 7)
Obstacles	-
Items	-
Clues	C1 (Eye of Ilo)
Survival	Players must either defeat Kirbelok in the gladiatorial ring, or devise another way out of the situation.

10. VULTURE KING'S COURT (LOCATION)



Archetype	Castle
Backstory	This is where the Vulture King spends most of his time, when he is not in Mar'Goon or overseeing the gladiatorial battles. The architecture is primarily open to the sky and surrounded by natural beauty.
Culture	Astral Temperate Forest
Landmarks	Monument (Eye of Ilo), Fountain (Fountain of Well-being), Monument (Throne of the Vulture King)
Layout	This is an open-air court, centered around the marble throne of the Vulture King. Around it is a formation of stones, in the shape of an eye of Ilo. It is not visible from ground level. Surrounding the eye is a green hill with rows of columns. Fresh mountain streams pass through the area and supply a marble fountain decorated with a statue of a strange creature holding a vase. Two bridges cross the streams, the rows of columns lead back to Mar'Goon. All around the area there are animals and Vulustrix lounging about. A group of foxes are entertaining the King when the players arrive. The Vulture King sits in the throne, never looking at the players directly.
NPCs	Vulture King, Stock
Encounters	E10 (Vulture King and Court)
Obstacles	-
Items	-
Clues	-
Travel	The Vulture King's court is a short and delightful walk from both Spectramfi and Mar'Goon.
Survival	-

11. FREEDOM (EVENT)

Archetype	Character, Special Encounter
Backstory	They may put forth their case for freedom or let Stock talk for them.
Trigger	Each of the players is able to either win through all the gladiator battles, or escape from the arena.

Course of Events	Stock finds the players as they regroup, and tells them he may have a way for them to gain their freedom. Stock brings them to the court of the Vulture King. Here, they can bargain or make a case for their freedom, or they can choose to fight their way out (E10).
NPCs	Stock, Vulture King
Encounters	E10 (Vulture King and Court)
Obstacles	O7 (Diplomacy)
Items	-
Clues	-
Survival	In this particular case, it is better for the players to be diplomatic and come to a solution with the Vulture King. An outright attack on the king and his court would be very dangerous for the players.

SUPPORT CONTENT

NPCs

WEASEL

Archetype	Villager (Merchant)
Backstory	In the Astra, Weasel is an actual talking Weasel, with a comprehension of several useful spells for kidnapping and control.
Culture	Astra
Objective	To make as much gold as possible from gambling.
Description	Silver hair Weasel is an obvious and slick merchant clad in adorned robes. Without any reservation the Weasel is upfront about the monetary motivations.

GOAT

Archetype	Outsider (Criminal)
Backstory	In the Astra, Goat is an actual talking goat, blessed with incredible strength and an affinity for telekinesis.
Culture	Astra
Objective	Getting winning champions for the Gladiator Ring
Description	Very small feet, almost hooves Goat is the perfect thief with the ability to climb up almost any surface. Likes to steal and to visit the real world to drink and eat.

STOCK

Archetype	Magician (Priest)
Backstory	Stock is part of a priesthood working towards 'fate' in saving the Gladiators. Part of the Vulture King's design, to create a semblance of fairness in the kidnappings. Wants to help the players escape the dimension, has tried on other gladiators before, but failed miserably.
Culture	Astra (Priests of Fate)
Objective	Saving gladiators from their fate
Description	Stock is two hundred years old and an enormous (about 5-ft) rat-like creature wearing a cape.

KIRBELOK

Archetype	Soldier (Militia)
Backstory	This Kobold was kidnapped along with its parents, when it still was an infant. Growing up in Astra, it has become a legendary warrior and the 'main attraction' in the fights.
Culture	Kobold
Objective	Survival
Description	Is owned by the Count Vulu. Uses human bones and skulls as armor, and often wears animal skins. Taunts and demeans other gladiators before battles.

COUNT VULU

Archetype	Minion (Servant)
Backstory	Works as the Vulture King's advisor. Loves to gamble, owns the champion Kirbelok.
Culture	Astra (Vulustrix)
Objective	Wants to get as much gold as possible from gambling.
Description	Is a 4 metre high Vulustrix in golden robes.

VULTURE KING

Archetype	Aristocrat (Royal)
Backstory	The Vulture King lives in a constant stream of Astral voices, shielding its people from the true nature of their realm. It feels responsible for each soul in the Astra, and will do anything to maintain the goodwill of Ilo.
Culture	Astra (Vulustrix)
Objective	Pleasing Ilo. Protecting Mar'Goon.
Description	The Vulture King is a beautifully coated Vulustrix which speaks in a soothing voice, and tends to avoid meeting the gaze of others. Blue shimmering feathers.

ENCOUNTERS

Player Experience Level	Amount of players	
E1	Weasel <i>Hard</i>	1 X Weasel (9) Weasel will not attack or do anything aggressive towards the players, unless they try to contact the authorities.
E2	Attacker <i>Effortless</i>	1 X Yuxa This specimen has been in the weasels employ for a while, but has never proved useful. They are trying to test their new fighters by letting it attack them.
E3	1st Round <i>Effortless</i>	1 X Asgorovex the Brutal (1) This monstrous creature will surely scare the players, but in reality it is not half as tough as it seems. Asgorovex has dragonlike traits, but walks on two legs. It has a very weak bone structure.

E4	2nd Round <i>Effortless</i>	1 X Muldo the Fierce (1) A champion of the arena which has lost all its fights, but seems to reassemble after the fight. After several attempts at executions, the Vulustrix gave up and let Muldo fight. Muldo is small and grey and of unknown origin.
E5	3rd Round <i>Hard</i>	1 X Wolfram (9) This challenger is an actual hybrid of wolf and ram, bred by Oshundi academics, then stolen. The creature is scared, not looking forward to its first fight.
E6	4th Round <i>Challenge</i>	1 X Pufodaros (6) A large aquatic creature living in the pond of the arena. Can swell up to many times its own size to survive on land for a while.
E7	5th Round <i>Hard</i>	1 X Ekur (17) Ekur is a mutated Enzod from 'The Deep', it is at least four metres long with a purple fin on its back. Its bite is highly poisonous.
E8	6th Round <i>Challenge</i>	1 X Manimuran (6) A Nomad who sought shelter in the Travel Cabin. Has survived a few fights, is a strong fighter with an axe. You may add as many battles as you want to the gladiator portion.
E9	7th Round <i>Challenge</i>	1 X Kirbelok (14) Kirbelok is the champion of the arena. Does not really want to fight, but will try to overcome the players.
E10	Vulture King and Court <i>Final Battle</i>	1 X Vulture King (41), 8 X Vulustrix (14) The King and its court has no ambition to attack the players, but if threatened they will respond with force. Vulustrix will leap atop the columns and concentrate on attacking with magic. Killing the Vulture King will destroy the dimension.

OBSTACLES

O1	Storm Damage <i>Obstruction, Blockage</i>	After the rainstorm, the once easy to follow tracks left by Goat are much more difficult to follow. The tracks and evidence has largely been washed away, and in some places the path has been obstructed by falling trees and mudslides.
O2	Hidden Entrance <i>Exploration, Hidden</i>	This entrance really is not hidden, there is an effort to make it known, subtly, through muddy boots.
O3	Stairs <i>Trap, Pit Fall</i>	The stair is long and very steep. While halfway down, the trap will initiate and the steps even out to create a slide. Roll Move to avoid sliding down the stairs. If one player avoids falling down, the Weasel and goat will try to push.

O4	Pool <i>Trap, Wild Card</i>	The Pool is a forced portal. Standing in the same room as the reflection pool will immediately start the process. The transfer usually takes ten seconds. Roll Center, difficulty 4, to resist the initiation of the process. If this is successful, the player will emerge on the other side with clothes and equipment.
O5	Arena Summons <i>Mystery</i>	The longer the players are in Mar'Goon, the stronger the magical pull for them to travel to the arena becomes. They can resist through willpower or magic for a while, but they will eventually be drawn to the arena regardless.
O6	Guards <i>Obstructions, Guard Post</i>	Vulustrix guards are posted around all exits of the arena. They will hinder the players, but not actually stop them from leaving.
O7	Diplomacy <i>Riddle</i>	What and how can the players get free from this dimension? Let them talk their way out of the issue. The Vulture King is reasonable.

ITEMS

I0	Experience reward: 9 Loot reward: 11D6 x 10. Trait reward: 11D6. Item reward: Winnings (I3)	
I1	Chest	A chest of about 2 kgs, made from an exotic wood. The lid is decorated with the Eye of Ilo. Inside is carefully packaged medicinal herbs of unknown origin.
I2	Mask of Yanaw the Powerful	Mag 19, Fla Primeval, Soul Arcane Focus (Conduit) This is the funeral mask of a past Odenite Emperor, Yanaw. Made from amber, it is a conduit of power of unknown use. It has been missing from the royal tombs for a little over one hundred years.
I3	Winnings	The total quest reward, in small precious gems, paid if the players win.

CLUES

C1	Eye of Ilo	In some obscure coincidence, the players may have heard of the Astral entity Ilo, but that is not likely. The Entity is known as a 'Guardian of Delusions' and is represented by the eye symbol.
C2	King	The Vulture King is the lord of the dimension, the gladiators are told to bow before their ruler.
C3	Tracks	All along the way from Caelora to the Travel Cabin there has been put out clues by the Goat. - Old Campsites with burnt herbs in the ashes. - Broken twigs and leaves leading along the path to the reflecting pool. - (Difficult to see) Evidence of footprints in the dust of the path.

ARBAKLOK'S REVENGE

Long Journey Adventure

CONTENT

OBJECTIVE

Tagline	Kobolds have overtaken a mine near a city.
Backstory	This quest can both be short and very long, depending on if the players find Arbaklok's plans while exploring the first mine. Ennam Sargon, a great Alteral entity has taken hold of several individuals in the natural world. Using the skull of Omzep the Dragon, Kobold cultist were able to summon 'The Destroyer' to the Kobold city of Eknomzep, sparking a quick but catastrophic war between the summoned ice monsters and the Kobolds. Ultimately King Nilduk ordered a retreat. He took his people to a cave near the foot of the mountain their city was located inside. Arbaklok Grblgok is the Royal Trapmaker, he heard that there is a book somewhere inside a tomb that can give them answers. He took a few warriors with him to find the book and found a large mine and the tomb, locked. He sent word to the king, and he sent his surviving children back for Arbaklok to take care of in the warmer climate. Arbaklok promised that, given a little time, he would make a new home for the Kobold in the mine, until he could liberate Eknomzep. He started working on a plan for revenge on the ice creatures and how to open up the vault, waiting for the king to arrive. Lately they have plundered a nearby town, Iron Valley, to steal supplies for nests and for Arbakloks machines.
Tangent	Being approached by the Noble in Iron Valley.
Horizon	The conflict has three layers. The most apparent one is to save Iron Valley from the invading Kobolds. The second is help the Kobolds return home and hinder further invasion from them. The third is to spare the world from an invasion of Alteral beings. The progression will be to investigate the mine, root out the Kobolds. Hopefully the players will learn Arbaklok's plan and travel to Eknomzep to neutralise the threat there. Ennam Sargon and its servant, the Great Blind One is driving the conflict to invade the natural world.
DEPTH	
Secrets	▶ Kobold princes are hidden within the mine, guarded by Arbaklok. ▶ Scavenger attacks are preparations for the king's arrival. ▶ There is a vault inside the mine, with secrets to help the players defeat Ennam Sargon. ▶ Ice monsters are driven by an Alteral entity. ▶ There are several secret doors and ways and a lot of traps in Eknomzep.
Ideals	▶ Is it okay to kill the Kobold princes? Are they 'vermin'? ▶ Should the players help the Kobolds get their kingdom back? They are regarded as 'monsters'.
Consequences	▶ If the players do not enter the mine, the King will arrive at Iron Valley. ▶ If the players do not clear out Eknomzep, there will be an invasion of the icy horde from the Altera.

TIMELINE

STORYLINE

START

1. Iron Valley Location	The Iron valley is an impressive sight to see, here the players will be approached for help. Their forces are away and can not at the moment deal with the Kobold threat.
2. Raiders Event	While searching for the mine that the Kobolds take refuge in, the players will be beset by Kobold scavengers.
3. Iron Mine Location	The players are asked to find the Kobolds within the mine and clear it out, here they may find the Elder's Vault and Arbaklok's plans to lead them.
4. Elder's Vault Location	This is an old tomb for a noble Barakite family, hiding an ancient artifact which may help the players in defeating Ennam Sargon.

MIDDLE

5. Path Event	Arbaklok's plans may lead the players to search for the cave where King Nilduk is hiding, the sanctuary, the path also leads to Eknomzep.
6. Mountain Sanctuary Location	The King has a sanctuary here, in an old dwarf ruin. If the players don't start trouble, the King will help them in getting into the city.
7. Afflicted Event	On their way to Eknomzep, an animal driven mad by the Alteral frost attacks the players.
8. Avalanche Event	On the way to Rancari Peak, the players may inadvertently set off an avalanche on the mountainside.
9. Entrance to Eknomzep Location	High in the Rancari mountains, the den of a long dead dragon houses a kingdom for the Kobolds. Its entrance is marked by four towers, centered around a pit.
10. Main Hall Location	Decorated with the bones of the dragon Omzep, which once resided in Eknomzep. It is the main hub of all the areas of the city. The entirety of Eknomzep is supernaturally cold.
11. Vortex Event	While in the city, the players experience a strange magical phenomena.
12. Nests Location	The living quarters for all the Kobolds, it used to be a warm haven of nests, but it is now a frozen horror show. To accomplish Arbaklok's plans, the players will have to retrieve a mechanical device from here.
13. Pillars of the Gigaros Location	A large hall used to fish a Deep species of giant shark. It is a mechanical marvel in itself. The players will have to start the heating system here in order to accomplish Arbaklok's plans.
14. Mess Hall and Kitchen Location	This part of the city is between the Main Hall and the Grand Hall.
15. Grand Hall Location	The Grand Hall is a large complex, with several places of importance for Arbaklok's plans. It is also where the Destroyer hides, Ennam Sargon's emissary.

END

16. Portal Event	The Destroyer leaves through a portal, and the players may follow. The portal closes after a while. While in transit, the players travel through a dream. The dream informs the players of what they need to know to destroy Ennam Sargon.
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17. Ennam Sargon Location	The players arrive in the Alateral plains of Ennam Sargon and are afforded the opportunity to stop its invasion.
17. Return Event	Through a portal, the players are return to the natural world, but where in this world are they?

NOTES

Errand	
Arc	

AREA OVERVIEW

See Appendix II of the Quest Pack for more Area information.

Varaes Forest Region	First part of quest. Map Markers: Iron Valley (f), Iron Mine (k), Elder's Vault (within k)
Rancari Mountain Range	Second part of quest. Map Markers: Mountain Sanctuary (g), Entrance to Eknomezep (h)
Eknomezep	Third part of quest No Area map: Main Hall, Nests, Pillars of the Gigaros, Mess Hall and Kitchen, Grand Hall.
Altera	Last part No Area map: Ennam Sargon's Dimension

LOCATION & EVENTS

1. IRON VALLEY (LOCATION)

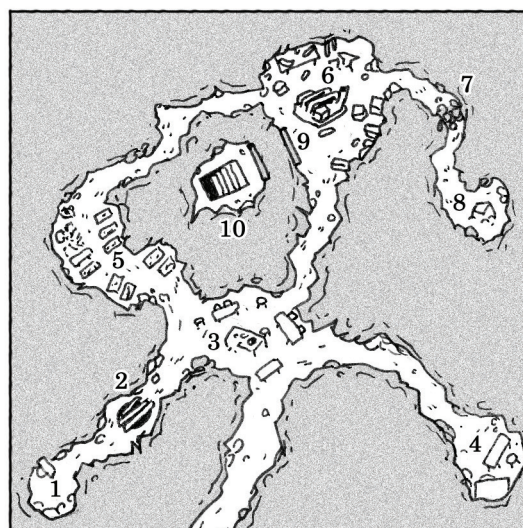
Archetype	Town
Backstory	Iron Valley used to be a mountain. Years of arduous mining cut a slice out of the middle of the mountain. In are two large buildings made from volcanic rock. The buildings are actually remnants of old mine shafts. It has stood abandoned for a long time, the Odenites and Varaes feared it being haunted. Now a hardworking noble from Triatan has moved in, attempting to find new iron to mine. The last few weeks a band of Kobolds have started raiding the town, taking furniture and livestock and one of them attack a town guard.
Culture	Barakite, Oden (Old Garrison)
Landmarks	Barracks (Bolg), Castle (Barak)

Layout	Bolg is a dwarf mine-workers facility carved out of the mountain, now refitted into a tavern called by the translation of Bold: 'The Belly'. Barak is translated to 'Gateway', in its bowels there is a large gate that none has managed to open or pass through. Barak is used by the Noble and administrators of Iron Valley as living quarters. Surrounding these two buildings there are new houses and workshops in Odenite style. All around the town is also fertile wheat fields growing on the flatbed of the mountain. There is a large smithy in the city, employing ten smiths.
NPCs	Noble
Encounters	-
Obstacles	-
Items	-
Clues	C1 (Raiders I)
Travel	There is a fairly well maintained road through Iron Valley, from Last Orchard and further north. There are now wheat fields covering the flats of the artificial valley with paths leading to most of the mines.
Survival	-

2. RAIDERS (EVENT)

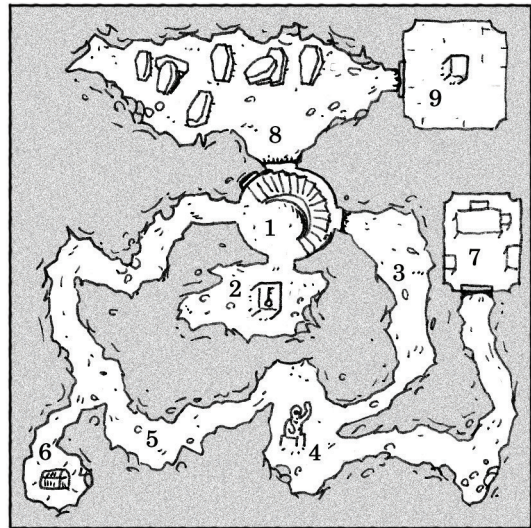
Archetype	Special Encounter
Backstory	Arbaklok's assistants are sent out to fetch new supplies (mostly furniture) to equip the mine in wait for the King.
Trigger	The players setting out from Iron Valley to find the mine.
Course of Events	The players may or may not notice the scout (E1) sneaking around them. If the players fail to notice the scout, it will inform the raiders to avoid them. If undetected, the raiders (E2) will make themselves known later, when first entering a home in town, attempting to grab a set of pillows.
NPCs	-
Encounters	E1 (Scout), E2 (Raiders)
Obstacles	-
Items	-
Clues	C2 (Raiders II)
Survival	-

1. IRON MINE (LOCATION)



Archetype	Cave
Backstory	The Iron Valley mines were more than mines, because of Barak (the Gate), they are sacred. The family that once was tasked with guarding the gate is buried in an old mine shaft close by. The Kobolds moved in to find the vault and a home for the King, in case their kingdom is lost. Arbaklok has tried several ways to open the vault, but has failed repeatedly.
Culture	Barakite
Landmarks	Tomb (The Vault), Abode (Royal Nest), Library (Arbaklok's hoard)
Layout	1. Entrance area (O1). In a separate tunnel rocks have laid bare something that looks like a ventilation shaft to the Kobold mines. Ropes with some kind of structure around it reveal this as the way in and out for the Kobolds. 2. Trapped tunnel with pit fall (O2). 3. Common area. Several sets of furniture, most likely stolen from Iron Valley, are placed apparently randomly around the room. A small kitchen island is built in the middle of the room, with mud water used as dish water. It appears the meal is just over. Around the room, Kobolds are relaxing (E3). They will take one round to get ready for battle if attacked. 4. This is Arbaklok's office, with a few Kobold guards and Arbaklok (E4). He has hidden several children in a small nest behind a bookcase. The bookcase contains common stolen books, detailing gardening and fishing, etc. His plans are hidden in the desk (I1) along with his keys (I2). 5. Barracks. This is where all the Kobolds sleep (E5). The beds are made from churned up roots and plants and some grass, looks almost like a nest (O3), a trap is set here. They can count the amount of Kobolds to all encounters, including the Scavengers. 6. Arbaklok's Workshop. Filled with mechanical parts and other junk. A machine is being built here, it looks like a boring machine. Two kobold warriors stand guard in front of the entrance to the king's lair (E6). There is a flag on each side of the entrance in Kobold 'Beware of the king and his power'. 7. Trapped tunnel with falling rocks (O4). 8. The Throne Room is a 6 X 6 m large room with a high ceiling. In the middle of the room a square vertical mine shaft is carved out in the rock, filling up the shaft are horribly disfigured dwarf bones and bone shards. (Well of the Damned). There are nests made-up everywhere, but no one has slept here yet. 9. The Vault Door (O5). 10. This room is painted dark. Inside is a staircase leading to the elder's vault.
NPCs	Arbaklok Grblgok
Encounters	E3 (Soldiers), E4 (Arbaklok), E5 (Soldiers), E6 (Warriors)
Obstacles	O1 (Entrance), O2 (Floor Trap), O3 (Nest Trap), O4 (Falling Rocks)
Items	I1 (Arbaklok's Plans), I2 (Arbaklok's Keys)
Clues	C3 (The Truth I), C4 (Vault)
Travel	It is possible to miss the entranceway and therefore get lost in the mines.
Survival	-

4. ELDER'S VAULT (LOCATION)

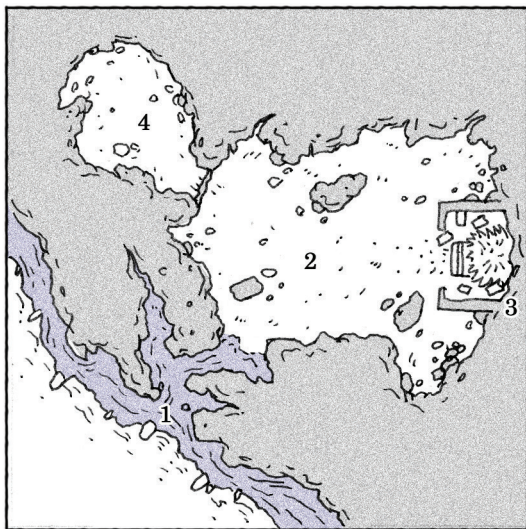


Archetype	Cave (Tomb)
Backstory	The Tomb and Vault was created to house the secrets of the Hammerhands. Its locks remained sealed for well over hundred years after Iron Valley was abandoned and later opened. All planned by the long gone seers the Hammerhand family, to at last reveal their secrets to the world.
Culture	Barakite
Landmarks	Tombs (Family Tomb), Statues (Hammerhand), Reliquaries (Cube Vault)
Layout	1. Stairwell. The entryway is a large circular room cut from rock, with smooth surfaces. The silence is broken by heavy footsteps in the corridors – stone against stone. 2. Servant's Tombs. On a pedestal in the middle of the room rests one silver key (I3). Around the room are stone coffins marked with servant's names. 3. Guardian's Path. The starting place of one of the two Guardians (E6) patrol going south, it holds a copper key (I3). 4. Hammerhand Statue. The statue is holding a gold key (I3), getting it is hard (O6). 5. Guardian's Path. This is the starting place of one of the two Guardians (E7, E8) patrol going south, it holds a bronze key (I3). 6. Treasury. The room has a chest with rewards, along with worthless heirlooms. 7. Guardian's Office. An old office filled with rotting things. The guardians have written down a tale of how they built the vault after Elder Hammerhands death and how they planned its opening. 8. Family Tombs. A large cavern filled to the brim with caskets of representatives of the extended Hammerhand family. The vault door to the reliquary needs four keys (O7). 9. Hammerhand's Reliquary. Inside is a cube (I4) and a book (I5).
NPCs	-
Encounters	E7 (Bronze Guardian), E8 (Copper Guardian)
Obstacles	O6 (Statue's Key), O7 (Reliquary Door)
Items	I3 (The Four Keys), I4 (Elder Cube), I5 (Book of Zorbiar)
Clues	C5 (Riddles)
Travel	Only access is through the vault doors in the Iron Mines. Magical barriers hinder veilwalkers from entering, without access.
Survival	-

5. PATH (EVENT)

Archetype	Weather
Backstory	This path was laid by Odenite soldiers during the war of expansion, but it has fallen into disrepair since. The bridge across the river is destroyed.
Trigger	Walking on the path.
Course of Events	The path stretches through the entire region, the crossing is the hardest part (O8). Along the path is the Mountain Sanctuary, where the King resides. Close to the Sanctuary, the party will be attacked by a Kobold raiding party (E9). The path passes by the foot of Rancari Peak and Eknomzep. Getting there requires the players to leave the path and trek up the mountain side, at the start of that part, they will be attacked by a Spirit (E10). Moving up may take days of hard work (O9). At one point during their travels, the players will meet a Traveller, offering food, wine and a warm bonfire.
NPCs	Traveller
Encounters	E9 (Scouts), E10 (Frost Spirit)
Obstacles	O8 (Rocky Terrain), O9 (The Ascent)
Items	-
Clues	C6 (Scouts)
Survival	Finding a campsite on the road is hard, every inch of the path is elevated. It may be possible to put up a tent on the path itself, in some places. The path is cold at night, risking frostbites and a cold, if not prepared. The biggest challenge is melting water from the mountains, where the path has decayed, leaving icy cold streams to cut through it. Treading the water causes frostbites, unless quickly dealt with. The streams are also slippery with ice, getting over without falling is hard.

6. MOUNTAIN SANCTUARY (LOCATION)



Archetype	Cave (Temple)
Backstory	This hall was built as a temple of Atra, a stone-shaping Spirit of the Mountain, a long time ago. It has been a sanctuary for travellers of all types, up until the road gave in and the river filled up the entrance. The King fled here after the retreat from Eknomzep.
Culture	Barakite
Landmarks	Lake, Temple (Temple of Atra), Crevice

Layout	1. The river is freezing cold. Somewhere along the mountainside there is a crevice (O10) leading to a small lake. This is the entrance to the cave. 2. The Cave. There are Kobolds all around this room, the king's cohorts and servants (E11). They are celebrating, having built fires inside, there is little smoke. 3. The Temple of Atra. King Nilduk of the Terrible Breath (E12) has made his nest here. He is resting here along his treasures. The King may give up the key, if they decide to talk to him. 4. Secret Room. The Kobolds haven't found it yet, it is behind a secret door (O11).
NPCs	King Nilduk
Encounters	E11 (Cohort), E12 (King Nilduk)
Obstacles	O10 (Crevice), O11 (Secret Door)
Items	I6 (Key to Eknomzep)
Clues	C7 (Entrance), C8 (The Truth II)
Travel	The party will have to cross the freezing river to enter the sanctuary, other than that, travel is safe.
Survival	The cave is warm and comfortable.

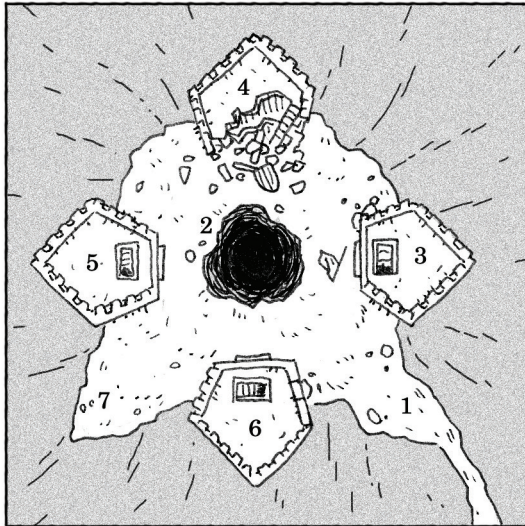
7. AFFLICTED (EVENT)

Archetype	Special Encounter
Backstory	An ice shard has afflicted a bear, leaving it to frost-rot. It seeks the players, raging to afflict more creatures with the frost rot.
Trigger	Starting the climb towards Rancari.
Course of Events	As the players leave the path and start their long climb towards Rancari, a bear roar is heard echoing in the mountain. A while later, the bear is seen charging towards them (E13).
NPCs	-
Encounters	E13 (Afflicted Bear)
Obstacles	-
Items	-
Clues	C9 (The Truth III)
Survival	-

8. AVALANCHE (EVENT)

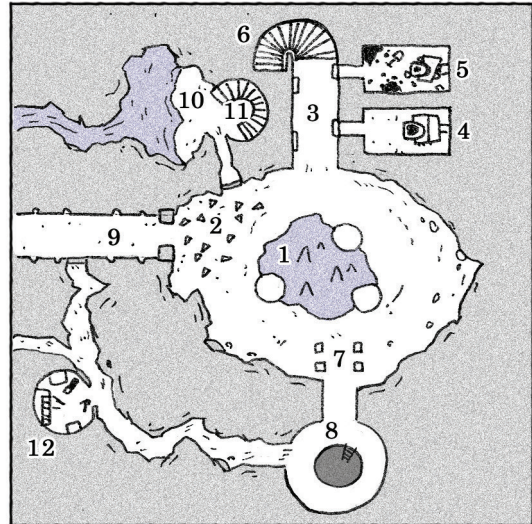
Archetype	Natural Disaster
Backstory	Rancari Peak is treacherous.
Trigger	Making loud noises or bold movements while in the mountain.
Course of Events	After the trigger a loud crack is heard. The players can clearly see that the mountain is moving quickly towards them, slowly building up a cloud of ice and snow. Barring a miracle, the players will be taken by the snow (O12). Shortly after being taken, air becomes an issue (O13). If they manage to escape, the path is gone.
NPCs	-
Encounters	-
Obstacles	O12 (Snow), O13 (Drowning)
Items	-
Clues	-
Survival	Other than the obstacles, there are other challenges. The cold is first and foremost. Without a fire or shelter to warm the players, they may freeze to death within a day. The Avalanche may also take their equipment, food and other things.

9. ENTRANCE TO EKNOMZEP (LOCATION)



Archetype	Fortress
Backstory	The Towers of the Great destroyers was built while the dragon Omzep still lived. They were used to guard and feed the aging beast. The Maw was used to feed the dragon, who was too big to leave its cave.
Culture	Kobold (Eknomezep)
Landmarks	Tower (Towers of the Great Destroyers), Pit (Omzep's Maw), Cliff (Lord's View)
Layout	1. The Plateau. The end of the climb, there are four large towers nestled around a large pit. There are howling winds and large amounts of snow. 2. Omzep's Maw. The cavern was once home to the dragon Omzep, who became too large to leave his home – he was fed by the Kobolds until his death. It is possible to climb down to the bottom (O14). 3. Tower of Anzotl. A large tower of 30ft made with hewn stone and painted in some sort of blood mixture. The flag pole is broken off and lies on the ground in front of the tower. The tower door is frozen shut. Inside are countless Kobolds frozen to death or starved. They tried to flee the tunnels and were shut inside. The walls are hacked and clawed. 4. Tower of Athad. The entire interior structure has collapsed to the ground. Crushed corpses are everywhere. Under a part of the debris is a secret entrance stairway (O15) to Main Hall, part 11. 5. Tower of Radash. Dedicated to the Kobold god of war. Inside the tower are families of Kobolds almost starved to death (E14). They have a bonfire fuelled with furniture, and have several large rats on a rack above the fire. 6. Tower of Rgghlr Brrglr. Dedicated to the Kobold demigod of Sharkfishing. An Amarok is prowling inside (E15). 7. Lord's View. Kings before Nilduk's time used to hold a ritual on this cliff, celebrating all that was theirs, but later times made the Kobolds realise that the world despised them.
NPCs	Starving Kobolds
Encounters	E14 (Starving Kobolds), E15 (Amarok)
Obstacles	O14 (The Descent), O15 (Secret Staircase)
Items	-
Clues	C10 (The Truth IV)
Travel	Getting through the area is hard, the winds blow and each footing can be treacherous. Moving around takes four times as long as usual.
Survival	It is cold on the mountain, but colder winds spill out from the Maw.

10. MAIN HALL (LOCATION)



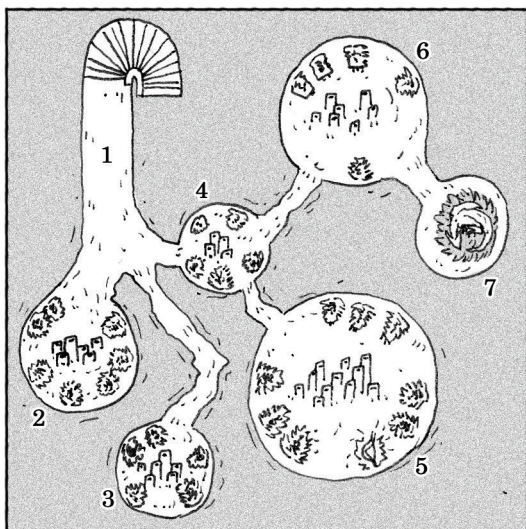
Archetype	City (Abandoned, Under siege)
Backstory	It is said that the dragon Omzep lived its last days in this hall, wedging its head between the pillars to be fed by the Kobolds. It is the main hub of the city, having a road to every other area. Arbaklok made several improvements, creating secret doors from old tunnels.
Culture	Kobold (Eknomezep)
Landmarks	Workshop (Arbaklok's Workshop), Graveyard (Walk of Triumph), Pit (Pillars of the Gigaros)
Layout	1. Lake of Ice. At the very bottom of the pit there is a lake of clear ice. Large spikes can be seen under the surface. There are three pillars of ice reaching to the top. The lake is about the same level as the floor of the hall. A frost spirit haunts this area (E16). 2. Halls of Omzep. The cave is decorated with the dragon Omzep's scales, as if it filled the entire cavern before it died. Three large tunnels lead away from the cavern. A secret door is hidden in the room (O16). 3. There is a cold gust of wind coming from Mazra Bosh, 'Fire Nest'. The corridor leads to the city's living quarters. It is freezing cold, paintings of fire decorate the upper half of the hallway. There are two doors in addition to the staircase leading below. Both doors are trapped (O17). 4. Furnace room 1. A large furnace is placed in the middle of the room. It is unclear what has been used to fuel it. Looks like nothing is broken (O18). 5. Furnace room 2. Same as #4, but it is broken. This room has a large amount of stored coal and several Frost Enzods (E17). 6. A set of large stairs with very small steps, suitable for Kobolds. They are decorated with common Kobold sayings, such as 'It is never too late to die of waiting' and 'Sea monsters are not as bad as the sea'. 7. Pillars of the Sharks. Four large pillars decorated with shark cartilage and teeth. An Amarok is hiding in the snow drifts (E18). 8. The large circular hole in the middle of the room opens up to a large chamber beneath it. There are 5 diameter, 25m pillars embedded with the skeletons of gargantuan sharks (called Gigaros). Scaffolding leads alongside the pillars down to the floor of the lower cavern. A secret door is hidden in the room (O19). 9. Walk of Triumph. The hallway is large, each step creates an echo. The story of Kobolds is painted on the wall. Small holes have been drilled to act as graves. Hallway is trapped (O20). 10. Secret Entrance. A storage room with a lot of salvage and scrap from the city and a pond of fresh water, hiding an underwater tunnel leading to the kitchen. There is a brick wall with a hole in it, containing a staircase. On the floor is a dead Amarok, killed by a trap (O21). 11. Staircase leading to the tower of Athad. 12. Arbaklok's workshop. Filled to the brim with tools to repair Arbaklok's broken inventions, there are also a few items stashed away (I7), (I8), (I9).

NPCs	-
Encounters	E16 (Frost Spirit), E17 (Frost Enzod), E18 (Amarok)
Obstacles	O16 (Secret Door), O17 (Door Trap), O18 (Furnace), O19 (Secret Door), O20 (Crowning Trap), O21 (Rock Trap)
Items	I7 (Marobek's Dink), I8 (Crep's Sword), I9 (Crep's Very Small and Insignificant Armor)
Clues	C11 (The Truth V)
Travel	The ice is slippery and the rocks are jagged. Every step taken is a risk.
Survival	-

11. VORTEX (EVENT)

Archetype	Supernatural
Backstory	The Destroyer is practicing powerful magics, channeling the Alternal Blizzard, while increasing Ennam Sargon's hold on the dimension. The magic is volatile and can create vortexes, especially near sources of Deep Magic, like potions.
Trigger	The players walking in the halls of Eknomezep.
Course of Events	A strange visual disturbance is seen in front of the players, the air and lights bend as a wave. The disturbance increases until a focal point forms, with the air and light bending as a maelstrom around it. The Vortex (O22) draws everything to it, until it dissipates without a trace.
NPCs	-
Encounters	-
Obstacles	O22 (Vortex)
Items	-
Clues	-
Survival	The Vortex actually fills the area with a pleasant warmth, curing frostbites and cold if staying close to it for a few moments.

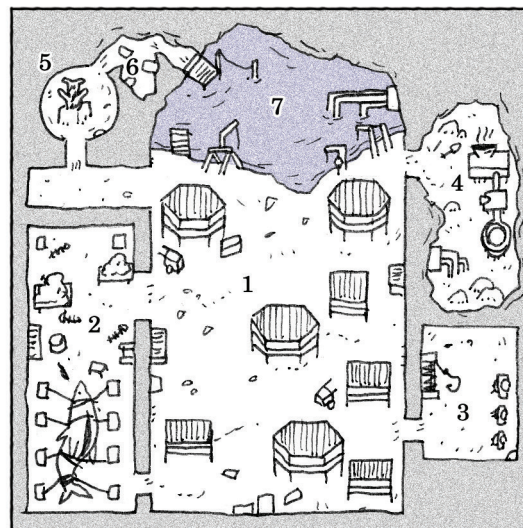
12. NESTS (LOCATION)



Archetype	City (Abandoned, Under siege)
Backstory	Arbaklok fitted this area with heating machinery, which held the living quarter in a comfortable warmth. When the invasion happened, the people hid down here. The warmth gave in to the ice and most of the inhabitants hiding were slain or froze to death. Now the destroyer's dragon rests here, ready to eat anything that presents itself.

Culture	Kobold (Eknomezep)
Landmarks	Abode (King's Nest), Machinery (Heating devices)
Layout	1. This hallway is covered with horrible blood-coloured ice; Kobolds have frozen their feet in the ice and died standing there. Two frost spirits are waiting for the players (E19). 2. Nest Room 1. A large sphere lined with small holes. A mass of pipes come out from the floor in the middle of the room – the heat exchanger is no longer working. Kobolds have died in their small nest holes. 3. Nest Room 2. Same as above. 4. Nest Room 3. Same as the other nests, but there are two ways ahead, one leads to the king's nest. 5. Largest nest. Seems to be empty, but there is a magic bow (I10) frozen in one of the nests. 6. Watcher's nest. Mostly empty, a few armour-clad Kobolds remain frozen in their posts around the entrance to the King's nest. 7. King's Nest. It is filled to the brim with generations of straw, grass, fabrics and furs. There is a very large rat-blanket packet into the middle nest, which is elevated half a meter above ground on a mechanism (O23). A dragon is sleeping on it (E20).
NPCs	-
Encounters	E19 (Frost Spirits), E20 (Dragon)
Obstacles	O23 (Heating Mechanism)
Items	I10 (Crep's Bow)
Clues	-
Travel	Travel through the north staircase in the Main Hall. There are no other entrances or exits from this area.
Survival	This area is a horror show, the sights are draining. On any creature with +1 Charisma or more, it will cause +1 Soul damage. This is in addition to the Alternal blizzard conditions.

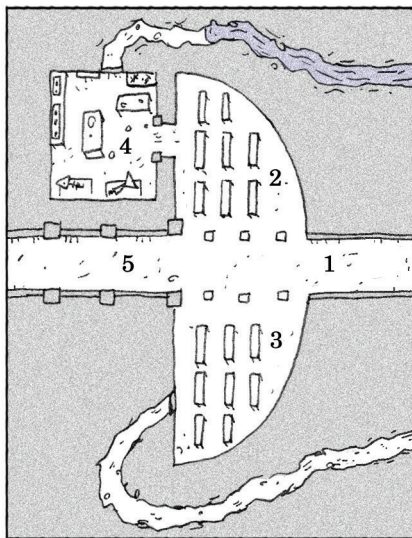
13. PILLARS OF THE GIGAROS (LOCATION)



Archetype	City (Abandoned, Under siege)
Backstory	Before this room was outfitted, the Kobolds had to rely on scavenging villages to survive. Scavenging is costly and risky, so Arbaklok devised a grand display of machinery. Half of Eknomezep worked here, fishing the Gigaros, recovering food and other products.
Culture	Kobold (Eknomezep)
Landmarks	Statue (Rgghlr Brrglr), Monument (Pillars), Workshop (Shark Fishery)

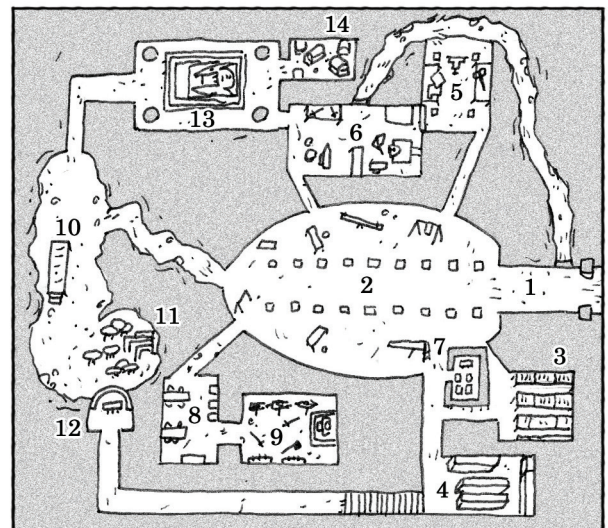
Layout	1. Erhve'Iro Gigaros. Scaffoldings all the way down to the cavern floor. It is a large cave with enormous mechanical features to it. The Kobolds fish a strange cavern-dwelling shark called Gigaros from the pool. Pulleys and ropes are set up to drag the creature into area #2. 2. Carcassium. Hundreds of ropes and tallies connected to columns, all culminating in a Gigaros' carcass on the floor. The process of stripping it of meat and fat has been started, with a sleigh loaded with putrid parts of the shark. Amaroks feast on shark meat (E21). 3. Fisher's room. A beautifully painted room with somewhat advanced equipment, several suits of armour in a row. They can be retrofitted to a human. A large fish hook rests on a large roll of rusting chain. The hook has several grooves for the Kobolds to sit in while fishing. 4. Processing room. A large room filled with sea salt from the water hole and processing equipment for fat, bones and other elements. In the back is also a boiler making drinking water from the sea water. The Kobolds make soap, tools, liquor and everything else they need in this room. The heating pipes have a hub here (O24). 5. Statue of the Patron Saint of Shark-feasts, more commonly known as Rgghlr Brglr the God of Sharkfishing. A secret door is hidden in the room (O25). 6. A secret room. Arbaklok has hidden a few items here, there may be some secondary traits here. There is a secret door leading to the pool, to access some of the ropes that guide the hook. 7. Pool. A large pool of water connected to tunnels of unfathomable size. Close to the mating grounds of the Gigaros sharks. Heating pipes lead into the pool (O26). Players staying too long in the water may see something move beneath them (E22).
NPCs	-
Encounters	E21 (Amarok Pack), E22 (Gigaros)
Obstacles	O24 (Heating machinery), O25 (Secret Door), O26 (Heating pipes)
Items	-
Clues	-
Travel	Travel here down through the scaffolding from the Main Hall. With the right magic or gear, you can enter the 'Deep World' through the Gigaros tunnels.
Survival	The Deep pool has some residual heat, making this area hotter than the others, especially the area behind the statue.

14. MESS HALL AND KITCHEN (LOCATION)



Archetype	City (Abandoned, Under siege)
Backstory	This used to be military training quarters for the scavenger parties, but when food was plentiful it was rebuilt into a mess hall with kitchens. It lies along the Columns of Coronation, Kobold tradition dictates that along this strip of columns all newly coronated kings must suffer an assassination attempt at the hands of a volunteer.
Culture	Kobold (Eknomzep)
Landmarks	Kitchen, Mess Hall, Murals (Athad and Anzotl)
Layout	1. Walk of Triumph ends. Murals telling the tale of Radash's triumph over 'the Deep'. 2. Mess Hall I. Filled with tables and benches. Along the walls are Kobold-sized cutlery and dishes for hundreds of Kobolds. There is a door to the kitchen here, trapped (O27). Murals on curved wall depict Anzotl. 3. Mess Hall II. Same as #1 Murals on curved wall depict Athad. An Amarok is picking apart Kobold remains (E23). 4. Kitchen. A large room with a stench of rotting shark meat. Can be vented and heated for accommodation. The door to the mess hall is trapped (O27). There is a secret door to Arbaklok's tunnels here (O28). 5. Columns of Coronation. Leads directly to the crowning quarter of Eknomzep.
NPCs	-
Encounters	E23 (Amarok)
Obstacles	O27 (Door trap), O28 (Secret Door)
Items	-
Clues	-
Travel	Players can get to the Mess Hall and Kitchen through one of three tunnels, see Main Hall. The floors are covered with ice and snow. The area leads to the Crowning quarter through the main tunnels.
Survival	-

15. GRAND HALL (LOCATION)



Archetype	City (Abandoned, Under siege)
Backstory	This is the oldest part of the city, Kobolds snuck past Omzep and into these caverns, preparing for the dragon's demise. The Grand Hall is a testament to the King's power. Arbaklok has furnished most of the rooms here to serve as workshops and schools.
Culture	Kobold (Eknomzep)
Landmarks	Monument (Omzep's Skull), Farm (Fungus Farm), School (Arbaklok's School)

Layout	1. Entrance. The Pillars of Coronation continue through the Grand Hall, in this little area however, there are murals of the last King, painted over all the previous ones. There is a secret door on one wall (O28). 2. 'The Grand Hall of the Sovereign and Mighty King Nilduk of the terrible breath who is playing and has fun. This vast room is a result of countless hours of work, it is filled with primitive playground implements, in addition to all the connecting room tunnels. A pack of wendigo (E24) patrol the area. 3. Holding cells. An area for prison cells and circus animals. None of the cells are in use, there are twenty of them in the room. 4. Royal Library. This room is not filled with ice. There are several bookcases stacked against the walls, filled with books. Most of them are cookbooks, some are scrolls and some are the king's diaries (I11). 5. Tailor's Workshop. A surprisingly well fitted workshop for several tailors to work. Their main source of material is cured Gigaros hide, but the players may discover a stash of cured dragonhide. 6. Blacksmith and Carpenter. This room is mostly destroyed. Kobold corpses are everywhere. They had their last stand near the forge to repel the creatures. 7. School House. Arbaklok had taught the young Kobolds in this room, a working Persintificator is stashed here (I12). 8. Guard Post. Nothing of interest here, a waiting room for the palace guards. 9. Armoury. The King's Armoury is here. His ceremonial armour is still here, along with several small sized leather and metal armour and weapons. 10. 'Hall of the Ever-present putrid smell'. A place of public executions. Outsiders who trespassed into Eknomzep were hung from the cave ceiling, until they rotted enough to fall down on their own. To the left in the cavern is the fungus farm, to the right is the Throne Room. 11. Fungus Farm. This is the second part of the Kobold diet. Large overgrown fungi are grown in this cavern hall, now they are frozen and destroyed. The heating pipes have a hub here (O29). 12. Speech Balcony. A balcony set high above the fungus farm. Nilduk used it to hold speeches and to water the fungi from above. 13. Throne Room. A large pillared room with a raised stair platform in the middle. Corners of the room contain a large column decorated with bronze painted skulls. The walls are painted with the Kobold genesis, but nothing is visible now behind the ice and snow. The throne is a large dragon skull with seating carved into the ridge between the eyes, there sits the Destroyer (E25). The Destroyer will leave through a portal (O30) midway through the fight. At the far end of the room is the Vault Door (O31). 14. Royal Vault. Nilduk managed to take some of the treasures with him. The rest is still here (I13). Most of it is junk.
NPCs	Destroyer
Encounters	E24 (Patrol), E25 (The Destroyer)
Obstacles	O28 (Secret Door), O29 (Heating Hub), O30 (Portal), O31 (Vault Door)
Items	I11 (King's Diaries), I12 (Persintificator), I13 (Hoard)
Clues	C12 (The Truth VI)
Travel	Enter through the Columns of Coronation, the players may leave and return through the portal to Altera.
Survival	It is even colder, closer to the source, the air is also very light in here. Failing a physical roll (Attack, Move, Larceny, Brawn) causes a player to be tired. Further failure causes exhaustion.

16. PORTAL (EVENT)

Archetype	Supernatural
Backstory	The Destroyer channels Alternal energies to the natural world in order to increase Ennam Sargon's influence. Defeat in the Grand Hall is of no consequence. The Destroyer will leave through the portal, in order to return to Ennam Sargon and finish their work, opening portals several places in the world. What the entity and the Destroyer did not consider was the influence of another Alternal entity, seeking to halt Ennam Sargon's influence.
Trigger	The destroyer being close to defeat.

Course of Events	In the middle of combat (E25), the Destroyer opens a portal to escape. The players may seek to pursue it through the portal. Upon entering the portal, they will be put into a dream, it seems to last for a long time. A booming voice speaks to them, telling them about the Shrine with the Portal Stone. It may also tell the players which page of the Book of Zorbiac (I5) to find the spell needed to destroy the Portal Stone. After the dream, the players find themselves on the Alternal Plains.
NPCs	Destroyer, 'Entity'
Encounters	-
Obstacles	-
Items	-
Clues	C13 (Portal Stone)
Survival	-

17. ENNAM SARGON (LOCATION)

Archetype	Alternal Plains (Wasteland)
Backstory	The Dimension of Ennam Sargon is a wasteland in perpetual Blizzard. It is created by the entity Ennam Sargon and its servant, the Great Blind One.
Culture	Alternal (Ennam Sargon)
Landmarks	Shrine (Portal Stone), Monastery (Hall of the Great Blind One), Meadow (Winter's Orchids)
Layout	The direction of the winds determines a sloping of the local gravity, which rotates slightly – as if standing on the deck of a ship. The players are transported to a hollow monastery, with the hordes awaiting them (E26). They must get out through the meadow and to the shrine (O32) to stop the portals opening, the Sargonite Spear (I14) rests at the Shrine.
NPCs	Ennam Sargon
Encounters	E26 (the Great Blind One and its Horde)
Obstacles	O32 (Portal Stone)
Items	I14 (Sargonite Spear)
Clues	-
Travel	Getting here is not easy. Only through the open portal in the monastery and through the closing exit portal at the shrine.
Survival	Death is imminent in this area, see the Climate. Intentionally delaying their return causes death.

18. RETURN (EVENT)

Archetype	Supernatural
Backstory	The players have stopped the ritual and deactivated the portal stone, now they have to return. An open portal is considered a great imbalance in the world and is closely watched, especially when used for an invasion. Those who fight for balance to be returned are rewarded by the Fires of Retribution.
Trigger	Stopping the Portal Stone.
Course of Events	The players disable the portal stone and are immediately filled with warmth, cancelling the Alternal Blizzard. One moment later, the players are put back into the natural world. The quest reward is at their feet. The Gamemaster decides where the players end up. They may end up in Eknomzep or on a convenient location for their journey onwards.

NPCs	-
Encounters	-
Obstacles	-
Items	-
Clues	-
Survival	Everything is good.

SUPPORT CONTENT

NPCs

NOBLE

Archetype	Aristocrat (Imperial)
Backstory	Was born into a rich family of iron traders and has had a contract for arming the Odenite army. Their supply of iron has run out and now they are in danger of losing their contract. The Noble has travelled to Varaes to search the ruins of Iron Valley for iron.
Culture	Odenite
Objective	Saving the family business.
Description	Is in a desperate situation. The Odenite troops sent with the Noble have been requisitioned. Is on the lookout for anyone who can save the iron production.

KING NILDUK

Archetype	Aristocrat (Royal)
Backstory	King of Eknomezep in now in exile, his title is King Nilduk of the Terrible Breath. Lost the kingdom to Ennam Sargon and fled.
Culture	Kobold (Eknomezep)
Objective	To get back Eknomezep from the monsters.
Description	He is short of stature but very strong, wearing gold and gems. Will bargain with the combination to the royal vault in order to get the players to save his kingdom. He can also hand them a set of keys to the secret entrance to Eknomezep (I6).

ENNAM SARGON

Archetype	Other (Entity)
Backstory	Has tried several times to conquer the world, spreading its splinters and creating followers.
Culture	Alteral (Ennam Sargon)
Objective	Increase influence in the natural world
Description	A large mass of animated ice with a desperate wish to control the natural world. Controls his subjects by infecting them with ice splinters in their body.

OTHER

Characters with generic objectives and traits.

Entity	Other (Entity), Is a competing entity with Ennam Sargon, wants to help the players to stop the invasion, in order to limit its influence.
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Destroyer	Magician (Priest), Functions as the high priest and is the first to be sent to infect creatures. Holds open the portal to let Ennam Sargon's influence increase.
Starving Kobolds	Villager (Farmer) A small family of Kobolds, sitting around a small fire, wanting to simply weather the storm.
Arbaklok Grblgok	Magician (Savant), Is the Royal Trapmaker and the designer behind most of the innovations in Eknomezep. Wants to find a way to retake the Kingdom.
Traveller	Outsider (Adventurer), An enigmatic figure travelling the land, rewarding other adventurers with what they need on their travels. Offers food, drinks and a bonfire.

ENCOUNTERS

Player Experience Level		Amount of players
E1	Scout <i>Effortless</i>	1 X Kobold, Scavenger (1) Sneaks around in front of the raiders, will try to avoid the players, if possible and warn the others of their approach.
E2	Raiders <i>Challenge</i>	3 X Kobold, Scavenger (1) Sneaks through the wheat fields, on their way to Iron Valley. If they get past the players, they will get into a house and grab a set of pillows.
E3	Soldiers <i>Hard</i>	4 X Kobold, Spears (1) 1 X Kobold, Juggernaut (1) Kobolds are relaxing on the stolen sofas, waiting for the scavengers to return. They are not ready to fight.
E4	Arbaklok <i>Hard</i>	2 X Kobold, Spears (1) 2 X Kobold, Runner (1) Arbaklok Grblgok (6) Arbaklok is very aggressive because of the children. He will order his soldiers to protect him while using his crossbow.
E5	Soldiers <i>Challenge</i>	3 X Kobold, Spears (1) Kobolds are playing a game in the nest area. They may be ready for attack if the players make a lot of sound.
E6	Warriors <i>Final Battle</i>	2 X Kobold, Royal Guards (6) These are the best of the best Kobold Warriors, they are waiting for their king, guarding his future nest.
E7	Bronze Guardian <i>Hard</i>	1 X Guardian, Bronze (6) A large construct made from bronze. It has a key around its neck. It has a pre-set path through the crypt, protecting the key.
E8	Copper Guardian <i>Challenge</i>	1 X Guardian, Copper (1) A large construct made from copper. It has a key around its neck. It has a pre-set path through the crypt, protecting the key.

E9	Scout <i>Challenge</i>	3 X Kobold, Scavenger (1) Patrolling the regions around the Sanctuary, looking for food and valuables.
E10	Frost Spirit <i>Challenge</i>	1 X Spirit, Frost (1) The Spirit floats towards the players, looking to kill the first living thing it encounters.
E11	Cohort <i>Final Battle</i>	50 X Kobold, Commoners (0) 20 X Kobold, Spears (1) In the middle of a feast, not paying much attention to the entrance. They are cautious, but not hostile. Kobolds spears will get up and warn the king if the players are noticed.
E12	King Nilduk <i>Final Battle</i>	1 X King Nilduk (19) 3 X Kobold, Juggernaut (9) King Nilduk is eating a dead donkey stolen from some merchants. He is guarded by his juggernauts.
E13	Afflicted Bear <i>Challenge</i>	1 X Bear, Afflicted (6) A bear inflicted with a wasting disease. It is aggressive and wounded
E14	Starving Kobolds <i>Effortless</i>	12 X Kobold, Commoners (0) The family of Kobolds is almost frozen, not even fit to defend themselves. Sitting around a fire.
E15	Amarok <i>Hard</i>	1 X Amarok, Hunter (6) The animal was aware of the players once they arrived at the peak but cannot open the door.
E16	Frost Spirit <i>Effortless</i>	1 X Spirit, Frost (1) The spirit haunts the lake where countless creatures have met their end.
E17	Frost Enzod <i>Challenge</i>	4 X Enzod, Frost (1) Enzods have been locked inside and are now hibernating. Silent players can sneak up on them.
E18	Amarok <i>Challenge</i>	1 X Amarok, Frostfur (1) Hiding in the snowdrifts ready to attack whatever warm body decides to drop by.
E19	Frost Spirits <i>Challenge</i>	3 X Spirit, Frost (1) The spirits dematerialise to avoid detection. These ice spirits rest around the carcasses of dead Kobolds. They cannot resist the warm essences of the players approaching.
E20	Dragon <i>Hard</i>	1 X Dragon, Glacial (9) The dragon is sleeping in the frozen remains of the King's Nest. It is young and prefers to keep away from the other creatures, even though it serves Ennam Sargon.
E21	Amarok Pack <i>Challenge</i>	4 X Amarok, Glacierwalker (1) Four Amarok are feasting on a shark corpse, paying little attention to anything else.
E22	Gigaros <i>Final Battle</i>	1 X Gigaros (201) If spending too much time in the water, the player may alert a curious Gigaros shark. A shadow appears in the deep. If they do not hurry a shark will certainly kill any non-legendary character.

E23	Amarok <i>Challenge</i>	1 X Amarok, Hunter (6) The Amarok is digging through a pile of remains for frozen meat. Pretending to not notice the players approaching, seeing them in the reflection on an ice-covered snowdrift.
E24	Patrol <i>Final Battle</i>	5 X Wendigo (9) A pack of wendigo is patrolling the main hall. The players must be warned that the odds are against them if they attack without turning on the heat.
E25	Destroyer <i>Final Battle</i>	1 X Destroyer (22) 10 X Frost Spirit (1) Each round of combat a new ice spirit will enter through the portal. The Destroyer is ruthless and hard to fight without heat, it will escape through a portal when near death. When leaving it will threaten the players with an invasion.
E26	Great Blind One and its Horde <i>Final Battle</i>	1 X Great Blind One (1308) 4 X Horde Faceless (1) 20 X Horde Masked (1) There are no ends to the horde, but almost all of them are partaking in the ritual. They will switch out in turn to attack the players, if necessary. The Great Blind One is dormant.

OBSTACLES

O1	Entrance Area <i>Exploration, Hidden</i>	The main entrance to the mine has had a cave in. An alternative route is through a mine shaft higher up along the Iron Valley mountain-side.
O2	Pit Fall <i>Trap, Pit Fall</i>	A masterfully hidden trap covers most of the cave floor, leading to a pit of sharpened table legs. Falling in deals 2 Body.
O3	Nest trap <i>Trap, Pit Fall</i>	A trap in one of the nests, leading to a pit of sharpened table legs. Falling in deals 2 Body.
O4	Falling rocks <i>Trap, Heavy Object</i>	Rigged to release loose rocks from the ceiling to anyone within range. Move to avoid the rocks or suffer 2 Body to all within 5 meters in the tunnel.
O5	Vault Door <i>Locks, Vault Door</i>	The door is locked and protected with magic, a veil tethering spell (Mag 3, Fla Veiled, Soul Astral). The spell hinders all magical passing through the door and into the chamber. Open the vault by turning the combination lock in the correct order (C4) and turning the key (I2). Doing anything else to the lock triggers the trap, dealing 1 Mind.
O6	Gold Key <i>Riddle, Special object</i>	The statue holds the key in its hands, getting it out is a feat of Concentration. Roll Focus to get it out without triggering the mechanism, difficulty 15. Use accumulative -1 rolls each round. A result of 2 or less on any roll results in reset and 1 Mind dealt from secreted venom.
O7	Reliquary Door <i>Locks, Vault Door</i>	The door needs all four keys to be opened. The catch is that all keys need to be entered within one minute of retrieving the first. All keys are returned to their original place and the guardians are restored to full health if the keys are not put into the door before time runs out. A small hourglass on each key measures time.

O08	Rocky Terrain <i>Obstruction, Resistance</i>	When crossing the river starting the climb up Rancari mountain, the path has been taken by a rockslide. Roll Move to keep up travel speed. Roll Centre in difficult areas, difficulty 3.
O09	Ascent <i>Obstruction, Resistance</i>	Getting from the road to Rancari Peak is harder than the rest of the journey. The terrain is very rocky and the snow lies at least half a meter deep, moved around by howling winds. Roll Move to avoid Trauma or losing gear. Roll Centre to avoid Tiredness, difficulty 4. One roll per day of travel, Successive failed rolls cause Exhaustion, then Sapped. Roll Brawn to keep travel speed, difficulty 4, re-rolls are allowed once per day.
O10	Crevice <i>Exploration, Hidden</i>	Clues should point the players to the area where the stream has dug into the mountain side, otherwise it may be hard to find.
O11	Secret Door <i>Exploration, Hidden</i>	The door is hidden in plain sight. A flat unassuming surface, not taking any attention from the rest of the chiselled walls. Opens by pushing. Roll Brawn to open, difficulty 10, several players can contribute.
O12	Snow <i>Obstruction, Physical</i>	The snow hits the players like a tsunami, dealing 1 Body. Roll Brawn, difficulty 7, to keep from getting dragged under by the snow.
O13	Drowning <i>Obstruction, Physical</i>	If dragged under by the snow, a successful Move is required to escape. Characters suffer -1 Body per failed attempt.
O14	Descent <i>Obstruction, Physical</i>	The fall is over 100m, but it is technically climbable with great gear.
O15	Secret Staircase <i>Exploration, Hidden</i>	A trapdoor in the floor of the tower, hidden by rubble. Easier to find if they are led to it by King Nilduk. Leads to Arbaklok's secret chambers below in Eknomezep.
O16	Secret Door <i>Exploration, Hidden</i>	Arbaklok's keys glow in proximity to this door. One of them open this. Without it, Focus difficulty 12, is required.
O17	Door trap <i>Trap, Wildcard</i>	The traps are activated if the doorknob is touched. A blast of fire hits anyone within 2m radius of the door, dealing 3 Body. Roll Move to avoid damage, only suffering 1 Body on success.
O18	Furnace <i>Mystery, Plot Function</i>	A large furnace that can be fixed, if it is refilled with coals from the room next door. Will start the heating system in the nests, causing ice creatures to gain a -2 penalty to all Resist traits. Roll Focus, difficulty 15 to repair the mechanism. Accumulative -1 re-rolls cost 1 Lore.
O19	Secret Door <i>Exploration, Hidden</i>	Arbaklok's keys glow in proximity to this door. One of them open this. Without it, Focus difficulty 12, is required.

O20	Crown Trap <i>Trap, Wildcard</i>	Arbakloks best achievement is the trap that protects the entrance to the crowning quarter. It is a three-level trap designed to follow a story. 1. 'The Assassination of the First King.' Spray of poisonous gas dealing 2 Soul to all within a 3m radius. Roll Centre, difficulty 4, to negate damage. 2. 'The War of Unlawful Assassinations.' Hail of needles, dealing 1 Body per target size within 3m radius. 3. 'The Burning of Innocent Bystanders.' A blue flame dealing 2 Mind to all within a 3m radius. Roll Focus, difficulty 4, to negate damage.
O21	Rock Trap <i>Trap, Heavy Object</i>	The only indicator of this trap is a completely flat Amarok on the floor. Upon release this trap will deal 5 Body to all creatures within its 3 x 3m range. A large rock falls from the ceiling and is hoisted back up again. Roll Move to escape the area if the trap is triggered.
O22	Vortex, <i>Trap, Wildcard</i>	The Vortex should not exist in this world. It drains 1 Mind per round. Each player has to roll a successful Logic, until half of the players are convinced the vortex is not real and it dissipates.
O23	Heating Mechanism <i>Mystery, Plot Function</i>	If the furnace is started, this mechanism can be activated to retrieve the Conbiguator, necessary for the following steps. This also reroutes the heating to the other channels. Roll Focus, difficulty 5, to retrieve the Conbiguator from the machine.
O24	Heating Pipes <i>Mystery, Plot Function</i>	The pipes lead from the unfinished pipes in the pool and to the heater, but the valve is closed. Roll Brawn difficulty 4, to open the rusted valve.
O25	Secret Door <i>Exploration, Hidden</i>	Arbaklok's keys glow in proximity to this door. One of them open this. Without it, Focus difficulty 12, is required.
O26	Heating Pipes <i>Mystery, Plot Function</i>	The main intake for the heater was almost finished and it can be opened. The valve is located 10m below water. Roll Brawn to open the valve, difficulty 15. Use accumulative -1 rolls each round. Remember the Gigaros (E19) threat.
O27	Door trap <i>Trap, Projectile</i>	Arbaklok has installed a trap on the kitchen door, by request of the chefs who are tired of break-ins. Deals 2 Body if discharged a character.
O28	Secret Door <i>Exploration, Hidden</i>	Arbaklok's keys glow in proximity to this door. One of them open this. Without it, Focus difficulty 12, is required.
O29	Heat Hub <i>Mystery, Plot Function</i>	Installing both these mechanisms will engage the heating for the entirety of Eknomezep, causing a -2 Resist penalty to all ice creatures inside. Roll Focus, difficulty 15 to install the Conbiguator and Persintificator. Accumulative -1 re-rolls cost 1 Lore.
O30	Portal <i>Mystery, Plot Function</i>	The Destroyer will open the portal and escape through it. It will remain open for three rounds before it is permanently closed.
O31	Vault Door <i>Lock, Vault Door</i>	The vault combination can be found in Arbaklok's secret workshop.

O32	Portal Stone <i>Mystery, Plot Function</i>	Outside the monastery, across the meadow there is a shrine. On a pedestal rests the portal stone. The Book of Zorbiak details on how to destroy the stone and how to get sent back through the portal. Activating the portal stone will send the players directly to a large city of gamemaster's choice, somewhere hidden.
ITEMS		
I0	Experience reward: 13. Loot reward: 18D6 x 10. Trait reward: 18D6. Item reward: I7, I8, I9, I10	
I1	Arbaklok's Plans	A set of sheets with detailed plans for Arbaklok on how to retake his Kingdom from the ice monsters. The gamemaster may decide that the text needs to be translated/deciphered to build tension. 1. Activate Main Furnace. 2. Retrieve the Conbiguator from the Royal Nest. 3. Open Processing Room Valve. 4. Open Gigaros Pool Valve. 5. Retrieve Persintificator from school. 6. Install C & P in Mushroom farm relay 7. Wait for heat to build. 8. Single-handedly save kingdom.
I2	Arbaklok's Keys	Mag 1, Fla Warmth, Sou Arcane Fire Mastery (Key proximity glow) A set of keys that glow in proximity to Arbaklok's Secret doors. They also act as keys to all doors in the Kingdom, except the vault. One of the keys are new and were made to open the dwarf vault door. It helps disarm trapped doors as well. Roll Focus, difficulty 3, to disarm an already spotted trap.
I3	Vault Keys	Mag 1, Fla Veiled, Sou Arcane Veil Transpositioning (Teleport to origin) Four Keys needed to open the Vault Door, (O7). Silver Key, Copper Key, Gold Key, Bronze Key.
I4	Elder Cube	Strange Mystery Cube. Save it for later mysteries involving dwarves. Made from a strange meteoric metal.
I5	Book of Zorbiak	A Major Artefact, with deciphered text. It was written one thousand years ago by Ariva monks and stolen by dwarves. It details a lot of future events. The Book has many uses, but it has a set of translated pages detailing on how to destroy and Alteral Portal Stone and some of the mechanics around the travel.
I6	Keys	A set of keys made from dragon bones that open up the secret entrance to Eknomezep (O13). They also can be used to open the royal vault door (O28).
I7	Marobek's Dink	Mag 8, Fla Raw, Sou Arcane Accessory, Core Strengthening (+1 Agility) A dink is a necklace with a small bottle as a pendant, filled with dried mushrooms and herbs. The smell inspires and sharpens. Made for the Kobold legend Marobek.

I8	Crep's Sword	Mag 8, Fla Raw, Sou Arcane Weapon, Lower Resist (-1 MR) A longsword made from a strange meteorite rock. Owned by the 'master mage' of the Kobolds Crep, who lived several hundred years ago.
I9	Crep's Very Small and Insignificant Armour	Mag 6, Fla Root, Sou Arcane Accessory, Protection (+1 MR) A silver necklace with a pendant shaped as a strange plate armour. Owned by Crep.
I10	Crep's Bow	Mag 4, Fla Silence, Sou Astra Weapon, Damage Type, Mind A Longbow made from a strange meteorite rock. Owned by Crep.
I11	King's Diaries	Use the King's Diaries to insert plot devices, reveal mystery.
I12	Persintificator	A mechanical device that is used to control heat flow in the heating system of Eknomezep. Needs a Conbiguator for full effect.
I13	Hoard	The hoard belonging to the Kobold King. Consists of 5D6 x 10 Loot + 1D6 x 10 per player.
I14	Sargonite Spear	Mag 7, Fla Root, Sou Arcane Weapon, Damage Type, Soul A long spear made from crystals, its pure nature absorbs the unclean nature of the soul. Crafted in the Altera.

CLUES

C1	Raiders I	Townpeople have seen Kobold movements near a set of mine shafts.
C2	Raiders II	Tracks from the raiders lead to one specific shaft. The entrance is found within.
C3	The Truth I	Arbaklok's plans (I1) explain what has happened in their kingdom.
C4	Vault	Arbaklok's workshop notes have found some of the symbols, but does not how to use them. The notes have been taken from a stone tablet amongst the rubble. It is possible to use Arbaklok's notes to decipher the tablet and find the combination.
C5	Riddles	It is important that the players know that there is a riddle to solve, if they do not understand that after the first try.
C6	Scout	The scouts are not careful at all, their tracks lead towards the entrance to the mountain sanctuary.
C7	Entrance	The King may be kind and tell the players where the secret entrance to Eknomezep is, and give them a key.
C8	The Truth II	The King can tell the players about what happened in the cave and of the cultists that worshipped 'The Entity'.
C9	The Truth III	The players can spot the shard as an origin point for its affliction, it melts away and leaves a coarse blue sand.
C10	The Truth IV	The players are told by the starving Kobolds that the ice creatures killed the cultists, and that there is an open portal inside the city.

C11	The Truth V	When entering the city, the main hall is proof of what the King has warned about. Every surface is covered in ice and a biting cold draws through the area.
C12	The Truth VI	The Destroyer is standing in the throne room, channeling energy. There is no visible portal, but it will be opened.
C13	Portal Stone	The dream during the portal event should explain how to close the portal permanently.

NOTES

ERRANDS

THE GIFT

OBJECTIVE

Tagline <i>Delivery</i>	An old clairvoyant wants to send a wedding gift (Locket) to his daughter.
Backstory	A woman left his father many years ago, after an argument. She married and led a life, never speaking to her father again. One month ago the daughter was murdered by a 'burglar'. The seer had a dream about a girl, believing it to be his daughter, then decided to give a family heirloom (I1) to her, to mend their relationship. The dreams were sent by the patron saint of parenthood, so that the seers grand- daughter may meet her grandfather. The seer is preparing to hire someone to find her and deliver it to her, where she lives.
Tangent <i>Entity</i>	While travelling, a player dreams about a cabin in the woods, and an old man crying.
Horizon	A little ways down the road, the player recognizes the area and spots a small path leading into the woods. If they choose to follow it, they will arrive at the Seers home. He will say his prayers have been answered. The conflict is simply that the Seer does not know where his daughter is and that he does not know she is dead.

TIMELINE

Quest Weaving	Presented on the road. Best added when on the way to a settlement where the investigation can take place in finding the farm nearby.
Challenge <i>Obstacle</i>	(O1) Finding the farm house, discovering that the daughter has died. The only clues are that the daughter wanted to leave for a nearby settlement when she left and her name.
Completion	Delivering the locket to the granddaughter.
Advancement	▸ The Grand daughter is a Seer as well, she "divines" a future Errand or Quest. ▸ Finding the daughter's killer.

SUPPORT CONTENT

NPCs

Seer	Magician (Clairvoyant) An old man clad in rags, now living in a run-down cabin. His only wish is to mend the broken bond with his family.
Grand-daughter	Magician (Clairvoyant) A girl resembling her mother. She has a strange and knowing look. Wants to know more about her gift and family.
Daughter	Villager (Farmer) A simple girl who wanted something more from life. She made an impression on some townsfolk when she first arrived there. Was killed a month ago by an old lover.

OBSTACLES

O1	Lost daughter <i>Exploration, Lost</i> Has to be solved with some detective work, talking to locals, investigating and more. Someone knows her name, or maybe it is registered in official documents for the wedding.
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ITEMS

I0	Experience reward: 4. Loot reward: 2D6 x 10. Trait reward: 1D6 per player
I1	Locket A golden engraved necklace with a gemstone in it. Must be worth a lot, belonging to the Seers family for generations.

ACCOMPLICES

OBJECTIVE

Tagline <i>Assist</i>	A former bandit is robbed of smuggled goods while traveling on the road.
Backstory	A tavern patron hires the players to take back merchandise from a monster. The former bandit managed to smuggle stolen goods all the way from Oden, but was attacked on the road by a Bellix Burrower. The players help retrieve stolen silverware and wines from the Bellix Burrower's lair.
Tangent <i>Town Board</i>	A note on a town board, put up by the bandit. 'Need brave adventurers to help secure great treasure from gruesome monster. Contact (name) at the tavern.'
Horizon	Go to the tavern and find the bandit, who recounts the story of the attack and theft. If players agree to help, must track the Belix Burrower to his lair. Defeat the Belix Burrower and find the stolen items. Return stolen items to the bandit.

TIMELINE

Quest Weaving	Given on town board when the players are in a small town on other business. Makes most sense in an area where the town is close to an area with forests or caves that can serve as a lair for the Belix Burrower.
Challenge <i>Encounter</i>	(E1) The players must defeat the Belix Burrower in its lair and find the items that were taken from the bandit.
Completion	The players return the stolen items to the bandit. The bandit is pleased with the outcome and decides to pay the players their due.
Advancement	▸ Who is the Belix Burrower working for? ▸ Find the creature's master.

SUPPORT CONTENT

NPCs

Former Bandit	Outsider (Criminal) A person who was a common thief for a long time, but is a generally good person. Good-natured and adventurous. Frequents the taverns in town and is well-known in the areas. Still steals things occasionally, but has generally moved on to other things.
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ENCOUNTER

E1	Bandit <i>Moderate</i>	1 x Bellix Burrower (6) Hiding in its lair, waiting for its master to come.
I0	Experience reward: 4 Loot reward: 2D6 x 10. Trait reward: 1D6 per player. Item reward: I1	
I1	Wine	3 bottles, from the set that the players recovered for the bandit.

CROW'S NEST

OBJECTIVE

Tagline <i>Kill</i>	A druid disguised as a crow keeps stealing things and pestering a local storeowner.
Backstory	A particularly thieving crow is actually a local druid, hiding near a quest location, protected by a pack of wolves. A long time ago, the druid was married to a local storeowner. The crow has been stealing from the store in order to get what is 'due.' Feeling mistreated by their former spouse, the crow wants to take back some items of value. The storeowner has no clue, and has tried to follow the crow back to its nest, but it manages to escape.
Tangent <i>Quest-Giver</i>	The storeowner recruits the players to hunt down the crow who is stealing from the store and bring back its corpse and what it has stolen.
Horizon	Find the crow's nest, either by looking for the crow or by going by the storeowners description. To find it, the players have to defeat the wolf pack protecting the druid. When entering they will encounter the druid in human form.

TIMELINE

Quest Weaving	Given when players enter a merchant's shop. Works in any town the party might pass through. The Crow's nest is placed near or in a quest location.
Challenge <i>Kill</i>	(E1) Kill the pack of four wolves that protects the druid. (O1) The druid will be easy to kill in crow form without her protectors, but she is difficult to find. Once the wolves are killed, the players must search for and locate the crow in order to kill it.
Completion	Return the crow's corpse to the storeowner.
Advancement	▷ N/A

SUPPORT CONTENT

NPCs

Storeowner	Villager (Merchant) An average-looking merchant, who tends the shop well but is not overly friendly with customers. Looks to be about 50 years old, wearing high-end clothing.
Druid/Crow	Magician (Druid) Was once married to the storeowner. Ran away from home and became a druid. Harbours grievances against the storeowner. Uses her crow form to steal trinkets and other items, primarily from the former spouse.

ENCOUNTER & OBSTACLE

E1	Wolf Pack <i>Challenge</i>	4 x Wolf (1) Locate, fight, and kill the pack of wolves protecting the druid.
O1	Find crow <i>Exploration, Mobile</i>	Find and kill crow. Investigate or deduct the location.

ITEMS

I0	Experience reward: 4 Loot reward: 2D6 x 10. Trait reward: 1D6 per player. Item reward: I1	
I1	Crow's Ring	A very expensive, very old gold and emerald ring that once belonged to the druid/crow, as a gift from the Storeowner before they were married.

DOGS

OBJECTIVE

Tagline <i>Gather</i>	A pack of hunting dogs have become sick, and the herbalist is out of medicine.
Backstory	The hunting dogs need a specific medicine but the herbalist has no more. The herb is only known to grow within a location (Pick any quest location) and it is hard to find. When gathered, it needs to be kept fresh and used within a short while (depending on travel time). Players need to gather at least five blossomed Batarian flowers and deliver to the herbalist.
Tangent <i>Town Board</i>	A note on a town board, put up by the herbalist. 'Need urgent help to gather Batarian flowers for sick animals. Contact dog owner (name) or herbalist (name).'
Horizon	The players must first find the flowers in the specific location where they grow. Once found, the flowers must be picked carefully, correctly, and quickly to avoid poisoning the players or the flowers going bad before they can be brought to the herbalist. The players deliver the gathered flowers to the herbalist as quickly as possible.

TIMELINE

Quest Weaving	Players come across the note on the town board that the herbalist has posted. Alternate possibility- they come across the herbalist tending to a sick wild dog while they are in the woods completing another quest or errand.
Challenge	(O1) The plants that the players need to pick are themselves are poisonous, Creeping Death. Difficulty applies to picking without correct equipment.
Completion	Flowers are delivered as fast as possible after picking to the herbalist.
Advancement	▷ The illness came from a wild animal. Is there a disease spreading in the forest? ▷ Can choose to search for the source of the disease, and then how to cure it.

SUPPORT CONTENT

NPCs

Herbalist	Villager (Sage) The herbalist lives in the woods on the outskirts of a town, and has spent their entire life working with plants and herbs, turning them into recipes and cures. Lives simply, and cares for and protects the forest and its animals.
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OBSTACLE

O1	Find crow <i>Exploration, Mobile</i>	The players must pick the flowers to create the medicine for the dogs, but they are both poisonous and difficult to pick. Roll Focus, difficulty 5, to pick a set of flowers. Failing the Focus roll causes the player to be injected with Creeping Death poison, see page 93 in the Core Rulebook.
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ITEMS

I0	Experience reward: 4 Loot reward: 2D6 x 10. Trait reward: 1D6 per player. Item reward: I2	
I1	Medicinal Herbs	When correctly picked, the flowers will keep fresh a number of days roughly equal to a little less than the travel time back to the village.
I2	Medical Kit, advanced	As a reward for their assistance, the herbalist gives the players a medical kit, see page 71 in the Core Rulebook.

EXPLORER'S FOLLY

OBJECTIVE

Tagline <i>Escort</i>	An old prospector has disappeared while looking for a lot for a new roadside tavern.
Backstory	A prospector has disappeared while working and is currently hurt and needs help to get back home. The prospector climbed up a dilapidated tower, and broke his leg falling through the floor. Lowered a bottle with a string to the stream below the tower. Find the prospector and get him safely back home.
Tangent <i>Message in a bottle</i>	An actual message in a bottle found in a small stream, sent by the prospector. 'I need help, I am injured and trapped in the tower' the message says.
Horizon	The players find the note. Players track the prospector using a combination of their own skills and information provided in the message. Find the dilapidated tower and climb it to get to the prospector. Safely maneuver the injured prospector out of the tower. Escort the prospector back home

TIMELINE

Quest Weaving	Find the message in the bottle when walking through any wooded area with a stream. Can be in the woods for any reason, including working on another errand or quest.
Challenge	The players have to climb a dangerous, dilapidated tower in order to reach the prospector. When the players find the prospector, his leg is broken, making it difficult to move him.
Completion	Getting the prospector home.
Advancement	▷ N/A

SUPPORT CONTENT

NPCs

Prospector	Villager (Prospector) A smart, driven, hard worker. Always looking for good plots of land on which to build new businesses or homes. He is a little accident prone, and sometimes manages to get lost or take the 'scenic route' when looking for new places to build.
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OBSTACLE

O1	Tower Climb <i>Obstruction, Physical</i>	The prospector climbed up a dilapidated tower, and broke his leg falling through the floor. The players have to scale the tower and manage to bring the injured prospector safely back down with them.
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ITEMS

I0	Experience reward: 4 Loot reward: 2D6 x 10. Trait reward: 1D6 per player. Item reward: I1	
I1	Lessons and Notes	In exchange for being safely delivered home, the prospector is able to provide relevant information about the landscape and/or history of the local area that can aid the players in another errand or quest. Extra 1D6 Lore or aid finding a location within the same area.

LAST WISH

OBJECTIVE

Tagline <i>Assist</i>	A ghost wishes to have its body buried next to its family.
Backstory	The soul of person who was killed is connected to a magic amulet found by the players. The corpse is located on a quest location, killed during an encounter connected to the quest, as an innocent bystander. The graveyard is in a nearby village.
Tangent <i>Entity</i>	Ghost emanating from the magical amulet, either as an apparition or as a voice.
Horizon	The players find a magical amulet, in which the soul/essence of a ghost is contained. The ghost tells the story of how they died and asks the players to assist in returning their body to their family. Find the body of the ghost. Confront the killer (optional and variable based on backstory). Bring the corpse back to the family and help them bury it in the graveyard.

TIMELINE

Quest Weaving	One of the players stumbles across the magical amulet. This can occur basically anywhere, though it should be fairly close to the place where the encounter that killed the bystander occurred.
Challenge	(O1) Find the corpse. (E1) Confront the killer. This encounter is flexible based on the nature of the bystander's death. Possible options: the players kill a beast still lurking in the woods, or find and bring to justice a criminal.
Completion	Finding the corpse and burying it near its family.
Advancement	▷ One of the family members of the bystander needs a favour (open ended).

SUPPORT CONTENT

NPCs

Ghost	Villager (Ghost)
	An innocent bystander, a villager living in a town or city with which the players are familiar. This person was in the wrong place at the wrong time and died violently. A magical amulet they always wore absorbed the echoes of their essence and the ghost uses it to call out for help.

ENCOUNTER OR OBSTACLE

E1	Killer <i>Moderate</i>	(This can be a person, creature, etc. based on the needs of the quest-related encounter in which the ghost was killed).
O1	Find the body <i>Exploration, hidden</i>	Find the ghost's corpse so it can be returned to its family.

ITEMS

I0	Experience reward: 4 Loot reward: 2D6 x 10. Trait reward: 1D6 per player. Item reward: I1	
I1	Spirit's Grace	The players gain favour with the family of the person who was killed. This can be called upon later to aid on other quests and errands. Extra 1D6 Favour, or a minor ritual effect from related entity.

MASTERFUL

OBJECTIVE

Tagline <i>Gather</i>	An artist needs a special type of clay for his tribute statue to Elana.
Backstory	A master artist is making a special statue in tribute to Elana, but it requires a very special type of clay that is only available in certain areas. In the area where the artist normally gathers clay, there have been rumours that a cult of skinwalkers have begun to inhabit the surrounding regions. The artist is not good at fighting, and needs someone to gather the clay, just in case the rumours about the skinwalkers are true.
Tangent <i>Quest-Giver</i>	The artist is on the tavern looking for brave adventurers.
Horizon	Gather four buckets of clay from the swamp area.

TIMELINE

Quest Weaving	The players can run into the artist in any tavern they visit during their quest.
Challenge	(O1) Making it safely through the swamp area to retrieve the clay. The swamp has been booby-trapped all over, and it seems that skinwalkers are behind it.
Completion	Getting four buckets of clay back to the artist before it dries out.
Advancement	▷ Further investigating the Skinwalker rumours.

SUPPORT CONTENT

NPCs

Artist	Outsider (Artist)
	This artist is somewhat quirky, but is generally good-natured. Very well-renowned for their work, particularly in the realm of sculpture.

OBSTACLE

O1	Quagmire <i>Trap, Grappler</i>	Brawn 7 or Focus 4 Getting through the swamp area without getting trapped.
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ITEMS

I0	Experience reward: 4 Loot reward: 2D6 x 10. Trait reward: 1D6 per player. Item reward: I2	
I1	Clay	The portion has a weight of 3. Needs a fitting container.
I2	Loot	Something expensive, or that might be useful to the players later in their quest. Extra 1D6x10 Loot, in the form of a valuable trinket.

ERASED

OBJECTIVE

Tagline <i>Assist</i>	A magician in possession of an ancient spell book has suddenly lost his memory, and his ability to read the book.
Backstory	One night, a magician, the leader of a secret order, was passing through the town on his way to deliver an ancient spell book to his colleagues. He stopped at the only inn/tavern the town had to rest for the night. While he was drinking at the bar, he noticed a man in the corner of the room playing card games with the patrons, cheating using cheap magic and sleight of hand. He confronted the man, who became angry. The next morning, the magician woke up with no memory. He gathered all his belongings and left the inn, desperately trying to figure out where- and who- he was.
Tangent <i>Quest-Giver</i>	As players leave a town, they are stopped by an old man dressed in magician's robes and carrying a large book. He frantically asks them where he is, and if they can help him figure out what's going on.
Horizon	The players and the magician go back through the town and find the inn where he stayed the night before. From the tavernkeeper or another patron, they learn of the confrontation between the magician and the gambler, when the magician figured out he was swindling patrons. They confront the gambler and learn he possesses some magic, and has cast a spell on the magician from his own book to erase his memory. Convince the gambler to reverse the spell.

TIMELINE

Quest Weaving	Presented on the road when leaving or entering a small town, close to the town itself. Works best if the town (and its NPCs) are already familiar to the players.
Challenge	(O1) Retracing the magician's steps to figure out what might have happened to him. (E1) Confronting the gambler to force him to reveal what he did to the magician and how it can be reversed.
Completion	Getting the gambler to restore the magician's memory.
Advancement	▸ Escort the magician on the rest of his journey to deliver the book.

SUPPORT CONTENT

NPCs

Confused Magician	Magician (Savant) A wise-looking old man, wearing well-kept magician's robes. He has a stubbly white and gray beard and crystal blue eyes. Has lost his memory, and with it his ability to understand and perform magic.
Tavernkeeper	Villager (Merchant) A long-suffering barkeep at the only inn/tavern in town. He is a gruff man who runs his business alone, but enjoys talking with the travelers and customers who come through his bar.
Gambler	Outsider (Criminal) A regular at the tavernkeeper's bar. He dresses in dark colors and often hides his face. He has a dubious past, and currently makes a living swindling unsuspecting (and often drunk) patrons at games of skill and chance.

ENCOUNTER OR OBSTACLE

E1	Gambler <i>Moderate</i>	Gambler attributes can be assigned to best fit current questline. Must confront the gambler and force him to reverse the spell. This can be done through violence/force or the party can attempt to negotiate/reason with him.
O1	Retrace Steps <i>Mystery</i>	Must figure out that the magician spent the night at the inn. Can ask around- some locals may have seen him coming and going. Can attempt to track with skill or magic.
I0	Experience reward: 4 Loot reward: 2D6 x 10. Trait reward: 1D6 per player. Item reward: I1	
I1	Ancient Tome Page	A page torn from the magician's spell book. Contains a one-use spell, see page 210 in the Core Rulebook.

NOTES

FUNERAL MASK

Whisper

CONTENT

OBJECTIVE

Tagline <i>Delivery</i>	Several hauntings in different locations are caused by fragments of the same cursed item.
Backstory	A curious graverobber stole a funerary mask from an unmarked tomb several months ago. The grave belonged to Sylwraek the Great, a Sheshy war hero. It was made from a delicate material and the graverobber shattered it to sell as precious gems. He used the fragments of the mask as buy-in on a card game and lost all of them. Now the new owners are haunted by pieces of Sylwraek's consciousness, including the innkeeper who hosted the game. The graverobber has the remaining stolen goods and lives comfortably somewhere close by. The Keeper of the Grave, a Spirit of the Forest, will want to claim the graverobber's life to reforge the Mask and put Sylwraek to rest again. The players will have to decide if they are willing to kill to put the ghost to rest, saving the affected families and sparing Sylwraek from suffering. The game happened ten weeks ago.
Tangent <i>Entity</i>	The players will arrive at an Inn, where something is off. It is completely empty, and there are strange noises. After a few rounds of questioning the Innkeeper will divulge what is wrong.
Horizon	The Innkeeper will ask the players if they could help to lift the haunting. Act 1 - Discovering the truth Searching the Inn, finding the source of the haunting (I1), finding background information. Act 2 - Finding the Shards Using the information supplied by the Innkeeper to find the participants in the card game and collect the shards. Act 3 - Breaking the Curse When the shards are collected, the curse increases, the players will need to find the Graverobber, and the tomb where the mask was buried, then decide what to do.

DEPTH

Secrets	▷ The owners of the shards are not easy to find. ▷ The haunting is the product of a great hero in agony.
Ideals	▷ The great hero deserves its rest, regardless of the cost. ▷ Ghosts do not have a right to 'life'. ▷ It is not right to sacrifice the Graverobber, no matter the cost.
Consequences	▷ The Innkeeper commits suicide when his family is gone and his Inn is bankrupt. ▷ The Spirit haunts the players if they forget about the fragments. ▷ The Graverobber dies in a bar brawl and cannot make amends by dying.

STORYLINE

ACT 1

1. Cold Ale Event	The players enter an empty inn. A set of strange experiences may prompt them to ask the Innkeeper what is happening. The Innkeeper asks them for help. They will be led to the shards, but not to their origin.
2. Sage Character	If necessary, there must be a Sage to help the players identify what the shards are, and to tell the tale. This will lead the players to find the rest of the shards. The sage will give them the means to locate the rest of the Mask shards.

ACT 2

3. Farmer Character	A shard is owned by a Farmer from a nearby village, the way to another quest. The Farmer has hidden the shard and all gambling winnings in order to save gold to move to Triatan.
4. Story I Clue	In an Inn there is a story of a local fisher going insane, jumping into the river, disappearing. The fisher had told a friend of a ghostly apparition.
5. Haunts Event	The fisher's cabin by the riverbank has been taken by bandits. It is still haunted by the shard hidden under the floorboards,
6. Trader Character	One trader at a market has no customer, despite having a lot of great merchandise. The Trader looks horrible and is talking loudly without anyone to speak to. The Trader has a shard in the pocket.
7. Story II Clue	At the Inn there is rumours of dark works of poetry and fiction, depicting apparitions and all manner of horrors. The works are written by a local brewer, who suddenly started writing.
8. Brewer Character	The Brewer is rather enjoying having the shard, being inspired to write horrible works of poetry and fiction. Has to be convinced to give it up.
9. Tailor Event	The last shard is with a poor tailor, old and alone - not minding the company of the apparitions.

ACT 3

10. Grave- robber Event	Finding the Graverobber is not easy. Traces are found in the Arc events. The Graverobber is living on a Tavern, drinking excessively.
11. Shrine of Unlife Quest	The arc ends at this point, where the mask will be put back into place and the players will have to decide whether to spare the Ghost or the Graverobber.

TIMELINE

1. COLD ALE (EVENT)

Archetype	Supernatural
Backstory	Since the game night, the Innkeeper has suffered falling profits, with travellers rather setting up tents outside of the Inn than spending time in there. The Ghost of Sylwraek is shattered, speaking in an old Sheshy dialect of things that happened long ago. The Innkeeper is slowly going insane and depressed from the constant disruptions and horrors.
Trigger	Feasting at the empty Inn, noticing disembodied voices calling out from the dark corners.

Course of Events	This shard of Sylwraek's ghost contains war memories and traumas. Enemies' screams and apparitions of body parts, entrails and worse details from a war appear out of nowhere, subtle and softly. Screams may at first seem like the creaking of a door. Slowly it will be undeniable that something supernatural is happening. The shard rests in the cash box at the Innkeeper's desk. When it gets obvious, the Innkeeper will start to cover it up and when that facade falls down, the Innkeeper will open up. The players will be told about the hauntings, the Innkeeper doesn't know what causes them (O1).
NPCs	Innkeeper
Encounters	
Obstacles	O1 (The Cause)
Items	I1 (Shard)
Clues	C1 (The Owners)
Survival	The shard drains 1 SR per hour spent in the Inn, while it still remains within a home.

5. TAILOR (EVENT)

Archetype	Supernatural
Backstory	The Fisher who owned the shard committed suicide a two weeks ago, rumours spread and the abandoned cottage now has new inhabitants, bandits. They moved in only a three days before the players arrive and are still eating from the granary and drinking what was stored.
Trigger	The players arrive at the Cottage.
Course of Events	Drunk and unaware the Bandits are very aggressive once the players arrive. Two of them are outside of the cottage enjoying a pipe each. When noticing the players, they will fumble to get out their weapons, with attempts of intimidation (E1). The bandits inside the cabin will also attempt to protect their new home (E2). The shard is hidden beneath the floorboards (O2).
NPCs	-
Encounters	E1 (Bandits I), E2 (Bandits II)
Obstacles	O2 (Finding the Shard)
Items	I1 (Shard)
Clues	-
Survival	-

9. TAILOR (EVENT)

Archetype	Supernatural
Backstory	The Tailor was by accident at the Tavern that night. Buying in for a once in a lifetime experience. Won some shards from the Graverobber and went home. Has been living with the ghosts ever since.
Trigger	Entering the woods near the tailors house.
Course of Events	The players will notice song as soon as they enter the vicinity of the Tailor. The ghosts in that shard contain happy memories of family, childhood and song. The tailor is enjoying the company while sewing clothes as never before, sitting in the workshop of the cottage.
NPCs	Tailor
Encounters	-
Obstacles	O3 (Gifts)

Items	I1 (Shard)
Clues	-
Survival	-

11. SHRINE OF UNLIFE (QUEST)

Short Mystery Adventure

Tagline	The Mask has to be buried with Sylwraek and a life offered to Keeper of the Grave.
Backstory	An ancient tomb filled with remnants of important heroes. They are guarded by the Keeper of the Grave, The Shrine was robbed by the Graverobber, causing the Spirit of Sylwraek to be awakened.
Tangent	When the Graverobber tells the players where the Shrine of Unlife is.
Horizon	The players will have to put Sylwraek to rest, either by destroying the ghost or by reforging the mask and giving the Graverobbers life to the Keeper of the Grave. They will have to travel to the Shrine and decide between Sylwraek and the Graverobber. The curse on the Mask drives the conflict.

SUPPORT CONTENT

Add Quests, Events, Characters and Clues in order of appearance in the timeline.

NPCs

OTHER

Innkeeper	Villager (Farmer) The host of the card game. Is slowly growing insane from the hauntings, but is too attached to the Inn to leave. Will try to help the players as best as possible
Sage	Magician (Savant) Someone trained and interested in hauntings, ghosts and magic. Has leads on where to find a Spirit Box (I3), and also help with the origin of the shards.
Farmer	Villager (Farmer) The Farmer has not noticed the hauntings yet, but is very willing to trade the shards, if the players get there. Is most known for the blueberry wine produced at the farm, served at the game night.
Trader	Villager (Trader) The trader is actually rich, but does love the trade, which is now crumbling. All shreds of sanity have been taken away as the trader speaks to the shadows. It clothed in mud-soaked rags peddling wares alone at a market.
Brewer	Outsider (Artist) The Brewer used to create luxury oils and premium ale, but has now used inspiration from the hauntings to create poems and dark stories. Does not want to give up the shards,
Tailor	Villager (Craftsman) The tailor is old and frail and the shards is the only bright spot in an otherwise dull life. all traces of family are gone. Will offer to give away the shard.
Graverobber	Archetype (Sub-type) Is living in comfort on occasional winnings, but in perpetual guilt. Drinks to get over the guilt and into stillness.

Player Experience Level Amount of players

E1	Bandits I <i>Easy</i>	2 X Bandit (1) They are drunk and very aggressive, when approached.
E2	Bandits II <i>Challenge</i>	6 X Bandit (1) They are drunk and sitting down when the players enter. The Bandits are crystal clear that they will kill the players.

OBSTACLES

O1	The Cause <i>Mystery</i>	The Inn is haunted, but the Innkeeper does not know the cause. The only thing is that it started shortly after the card game.
O2	Finding the Shard <i>Exploration</i>	The shard has been hidden under a loose floorboard under the living room table.
O3	Gifts <i>Mystery</i>	The Tailor has nothing but the hauntings left, if the players do not want to be entirely ruthless, they will have to trade something. Wants company.

CLUES

C1	The Owners	Farmer - Makes blueberry wine and is the only one in the area who does in volume. The Innkeeper bought a few bottles. Fisher - Lived along one river which extends through a larger area. Trader - Was going to a specific village or town a good while away. Brewer - Created luxury oils for the rich (in addition to ale), and lived in another area. Tailor - Created traditional garments used by elders and community leaders. Lives in a cottage outside of a village. Innkeeper - Is the first the players meet, has the shard hidden in the cash box.
C2	Story I	On their way, the players hear stories of a local fisher going suddenly committing suicide, leaving the cabin empty. They hear that the fisher had a friend in the village/town/city. The friend knows that the fisher heard disembodied voices.
C3	Story II	A minstrel on an Inn recites a dark poem about madness and indifferent entities. The players have never heard a poem like that. The poem was written by the brewer and the minstrel was inspired.

ITEMS

I0	Experience reward: 11. Loot reward: 11D6 x 10. Trait reward: 11D6. Item reward: X	
I1	Shard	Mag 1, Fla Void, Soul Altera Accessory, Cursed (Severe haunting) The mask is broken up into several shards. Each of the characters have a handful of broken shards.

I2	Funeral Mask	Mag 24, Fla Void, Soul Altera Accessory, Cursed (Deadly haunting) The twenty-four shards (I1) together create the Funerary Mask of Sylwraek the Great.
I3	Spirit Box	Deep Magic Carries a scent of ashes. A small oak chest decorated with delicate amber stones. It dampens the effect of magic auras and effects within it. It does not, however remove them.

NOTES

STORY HOOKS

1	Sylwraek had a legendary spear, which is also gone from the grave.
2	The Keeper of the Grave wants to deliver a message to its descendants in Shesyrinnam.
3	The Graverobber has a final wish before dying, being buried near family.

ARROWS

Whisper

CONTENT

OBJECTIVE

Tagline	A set of strange arrowheads are found in animals all around.
Backstory	The Maa is an underground species, with an elves anatomy, but with scaly red skin. Their High Priest has prophesied the time when they will seize the surface world and bring a great city to its knees, all as a sacrifice to their gods. They have found an entrance through an old mine to the surface. The last couple of weeks they have sent hunting parties, killing surface beasts. The Maa steal the blood of animals and flowers to get to know the surface. The result is poisoned rotting carcasses all around. They have established a base camp village at the base of the network of caves, deep beneath a mountain.
Tangent	When the players finds the first poisoned carcass.
Horizon	The core conflict to be solved is stopping the coming Maa invasion. The players will progress through a sequence of vague clues and events, until they have enough to find the Maa. The Maa Lampholder is the High Priest and in charge of the invasion.

DEPTH

Secrets	▷ Animals have been poisoned by a rare poison from a Deep mushroom. ▷ The Lampholder is the High Priest surveying the land, honing its magics to the surface. ▷ The Maa have a telepathic connection to the Lampholder, its death means their retreat.
Ideals	▷ People imprisoned by the Maa can be transformed to mindless drones fighting. Is it ok to kill them? ▷ Destroying the Lampholder may release a curse on the land.
Consequences	▷ Facing the Maa means entering a place of the Deep, causing possible future health issues and 'mutations'. ▷ Without facing the Maa, a nearby town will be completely sacked. ▷ If the players use too long, an invasion will start, several villages will be attacked, people will be imprisoned and sacrificed.

STORYLINE

ACT 1

1. Cadavre Clue	(C1) A rotting animal cadavre is found in the woods, it has been killed using weapons (either arrow or spear) and is poisoned by something strange.
2. Arrow Clue	(C2) Another animal cadavre is found, this one has arrowheads (I1) in it.
3. Caravan Clue	(C2) A caravan of four traders is found, robbed - and poisoned like the cadavres.

ACT 2

1. Lamp Clue	(C3) There are several stories all over of a creature wandering the woods with a lamp glowing with a clear blue flame.
2. Raid Event	The players return to a village they have visited before, the night before they arrived the village was raided, several people died.

6. Attack I Event	Maa attack a location the players are at. A small hunting party attempt a raid.
7. Attack II Event	Maa attack a location moments after the players have left, a villagers runs after them for help.
8. Scout Character	The players encounter a scout, holding a map (I2) of the cave networks to their town.

ACT 3

9. Slopes Quest	The players enter the Maa military encampment to learn their secrets and defeat them.
10. Invasion Event	The Maa attack a town, destroying it.
11. Curse Event	The Lampholder releases curse upon the land with its dying breath.

TIMELINE

5. RAID (EVENT)

Archetype	Military
Backstory	The village was attacked in the dead of night, a few houses were burned down, ignited by clear blue flames. Villagers spotted hooded figures with glowing eyes of different colours. A brave hunter managed to fell a single Maa. The Maa stole weapons, supplies poultry and livestock. A few people are missing.
Trigger	The players return to a village they have visited before.
Course of Events	The villagers arrive as the closest house is sizzling down. All of the living villagers are outside, helping to put out fires. Seven people are dead, including three children. Three houses have burnt to the ground and lots of valuables have been stolen. The players are asked to help in the chaos, afterwards the hunter will ask them to take a look at the body (If they help). Given the opportunity to enter a burning building, they may save a child still inside.
NPCs	Hunter
Encounters	-
Obstacles	-
Items	-
Clues	-
Survival	There is a serious chance of burns while helping, also burnt buildings may collapse. Roll Move to avoid falling parts. Roll Centre, difficulty 4, to handle the heat, avoiding a -1 penalty to rolls.

6. ATTACK I (EVENT)

Archetype	Military
Backstory	The Maa have scouted the location for a while, and when the players arrive (perhaps with some visible resources or valuables), the Maa engage.
Trigger	Players arrive at a location.
Course of Events	The players have some moments to settle into the location, then a hail of flaming blue arrows. It will kill a few bystanders (if any at the location). The Maa will charge in after that, with their blue spears and swords (E1). The event ends when the Maa are defeated, no traces remains as to where they came from.
NPCs	-
Encounters	E1 (Chargers)

Obstacles	-
Items	I1 (Arrowheads)
Clues	C4 (Arrows)
Survival	The aftermath of the battles leaves a chance of being poisoned, see notes.

7. ATTACK II (EVENT)

Archetype	Military
Backstory	The Maa have learnt that the players are dangerous, because of the Lampholder's telepathic communication, because of this they wait until the players have left to attack. They have been in position outside the village for several days. Unfortunately for them, one villager escapes, charging after the players.
Trigger	A villager runs after the players, asking them for help with the Maa.
Course of Events	A small band of Maa attack the village. The local militia is already fighting them, but they are slowly losing (E2). As the players arrive, a blue flame is shot towards them (E3), igniting a cottage, where an old man lives. Two other houses are also burnt, while Maa guard the well (E4), attempting to hide the fact that they are poisoning it (O1).
NPCs	-
Encounters	E2 (Militia's stand), E3 (Maa Fire Priest), E4 (Well Guards)
Obstacles	O1 (Well purification)
Items	-
Clues	C5 (Scout)
Survival	The aftermath of the battles leaves a chance of being poisoned, see notes, including by drinking the well water.

9. SLOPES (QUEST)

Short Crawler Adventure

Tagline	The players are tasked to lead an expedition down into the mines.
Backstory	The Maa military base camp is located deep within a network of mines, so that the air is still 'pure' for them. Their raiding parties usually involve taking plants and small animals, remaining undetected. Also the Maa Lampholder is wandering the fields attuning itself, travelling back and forth from the mines to the surface. The military base camp support apparatus has just received supplies and it is now in disarray.
Tangent	The players start their search for the military base camp.
Horizon	The players have to root out the Maa and search the military base camp, see the Arc horizon.

10. INVASION (EVENT)

Archetype	Military
Backstory	The players have failed to find the camp and to stop their invasion.
Trigger	A while after failing to drive away the Maa, the players happen upon a town, now burnt to the ground.
Course of Events	The Maa Lampholder leads an attack against a large town, using the magic lamp to start fires. When the players happen upon the town, the Maa have left, and the citizens are busy putting the dead to rest and rebuilding the town. It is crucial that this hinders the players in getting something important. The players are also asked to help out.
NPCs	-

Encounters	-
Obstacles	-
Items	-
Clues	-
Survival	-

7. CURSE (EVENT)

Archetype	Supernatural
Backstory	The Maa Lampholder has attuned itself to the surface world, and learned the names of the insect spirit who dwells in the area. It has prepared a curse, in the name of its deity, the Deep Corruption.
Trigger	Killing the Lampholder within a forest.
Course of Events	As the Lampholder dies it utters a word, which instantly causes the players to vomit. The ground gets a blue tint where the Lampholder dies as all the insects bury up to the surface. A name is heard on the wind and a shadow passes through the trees. Suddenly, the worms and carrions die. The shadow approaches them, a dying Spirit of the Forest (E5).
NPCs	Maa Lampholder
Encounters	E5 (Carrion King)
Obstacles	-
Items	-
Clues	-
Survival	The curse takes the area, see notes.

SUPPORT CONTENT

NPCs

OTHER

Hunter	Villager (Hunter) Killed a Maa Fighter, but has been poisoned. Without help the Hunter will die within a few days.
Maa Scout	Military (Soldier) The Maa Scout is sneaking around, the scout is the offspring of the Lampholder, but does not want to fight. Will give up the Map if pursued or threatened. Wears a red robe.
Maa Lampholder	Magician (Priest) Is the High Priest of the Deep Corruption, leads the Maa to the surface to conquer it and put the mark of corruption upon their cities. Will curse the land as it dies.

ENCOUNTER

Player Experience Level Amount of players

E1	Chargers Challenge	6 X Maa Fighter (1) After a short attack with bows, the Maa charge in to attack, with no regard for their lives. It is impossible to track their movements on land.

NOTES

Appat'arra (Poison)
Deals the creature's SR to its Body each day. Also lowers BR by -1, and an additional -1 BR per day. Centre, difficulty 7.

Murder Ritual
Name: Vosho'arra Vil Serra
Entity: Deep Corruption
Performance: C8
Magnitude: 116
Cost: M15
Consequences: T

'Curse of the name of the one who rules', needs months of preparation of listening to the land. Will target a Spirit of the Forest and kill it. This ritual kills the Carrion King, all players gain a -2 penalty to Fortune. Food crops are destroyed the following year, the curse prevents new Spirits from taking over the Carrion King's domain.

E2	Militia's Stand <i>Hard</i>	12 X Militia, allies (1), 18 X Maa Fighter (1) Every 3 rounds of combat 1 Maa Fighter and 2 Militia die without intervention, they are scattered fighting about town.
E3	Maa Fire Priest <i>Hard</i>	1 X Maa Fire Priest (9) A Priest of the Blue Flame, will attempt to hold off the players with magics.
E4	Well Guards <i>Challenge</i>	4 X Maa Fighter (1) A band of Maa fighters guard the well while one of them poison it. It will take 20 rounds from the players arrive until they succeed.
E5	Carrion King <i>Final Battle</i>	1 X Carrion King (30) The Carrion King is dying and with it is the insects. It will go to the place where its name is uttered and fight until it dies. It is wounded and weakened, but still a threat.

OBSTACLES

O1	Well Purification <i>Trap, Poison</i>	The well may have been poisoned, and so the water source of the town is not drinkable.
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CLUES

C1	Cadavre	Something intelligent and foreign has poisoned and killed an animal, taking some of its blood and pelt, without taking the animal.
C2	Arrowhead	An animal has an arrowhead buried into it (I1). A Deep creature has killed and poisoned the animal.
C3	Lampholder	A creature with red skin is roaming the forests, bearing a strange lamp.
C4	Arrows	The first connection between the red creatures and the arrowheads.
C5	Scout	One villager saw a creature in a red robe looking at a map on a skin, then running away.
C6	Map	I2, the Maa Scout has carries the map (I2).

ITEMS

I0	Experience reward: 8. Loot reward: 8D6 x 10. Trait reward: 8D6. Item reward: Additional +2D6 Favour per player	
I1	Arrowheads	The Maa use a sharpened dried mushroom as arrowheads, they are very good at containing poison, see notes.
I2	Map	Held by the Maa scout, can lead the players to the Maa base camp, through the network.
I3	Maa Lamp	A conduit and vessel for Deep fire magic, destructs when the Lampholder dies.

STORY HOOKS

1	Lifting the Curse.
2	Helping rebuilding the town, protecting it from bandits and assisting in ruling.

APPENDIX I : CONTENT

CONTENT

1. Climates

- a. Southern Oden Forest
- b. Oden Mountains
- c. Oden Marshland
- d. Alteral Blizzard
- e. Astral Temperate Forest

2. Cultures

- a. Odenite
- b. Varaes
- c. Nomad
- d. Kobold
- e. Barakite
- f. Valyun
- g. Saltu Troll
- h. Altera (Ennam Sargon)
- i. Astral (Vulture King)
- j. Gondul

3. Religion

- a. Odenite
- b. Varaes Spirit Worship
- c. Nomad Spirit Faith
- d. Anzoteli Pantheon
- e. Teachings of Fumbus
- f. Temple of Ariva Theocratics

4. Creatures and NPCs

- a. Amarok
- b. Arbaklok Grblgok
- c. Asgorovex the Brutal
- d. Assassin
- e. Bandit
- f. Barakite
- g. Bear
- h. Deep Squid
- i. Destroyer
- j. Disembodied Magical Force
- k. Dragon, Glacial
- l. Ekur
- m. Elemental
- n. Elf
- o. Enchanter
- p. Enzod
- q. Estate Guard
- r. Gigaros
- s. Gondul
- t. Gravener
- u. Great Blind One
- v. Guardian
- w. Horde
- x. King Nilduk
- y. Kirbelok
- z. Kobold
- aa. Maa
- bb. Mage
- cc. Manimuran
- dd. Mercenary
- ee. Merchant
- ff. Militia
- gg. Minion
- hh. Muldo the Fierce
- ii. Potter
- jj. Pufodaros
- kk. Revenant
- ll. Sharg
- mm. Skinwalker
- nn. Spectre
- oo. Spirit
- pp. Toadie
- qq. Troll
- rr. Vulustrix

- ss. Weasel
- tt. Wendigo
- uu. Wolfram
- vv. Wolf

5. Areas

- a. Varaes Forest Region
- b. Rancari Mountain Range
- c. Roya's Marsh
- d. Estelar
- e. Eknomezep
- f. Altera
- g. Astra

CLIMATES

SOUTHERN ODEN FOREST

Large forest areas south of the Triatan steppes in Oden. Fertile because of the rivers running from the strait between Yosra Udrex and Oden. Technically part of the Nomadic Freereign Empire.

Temperature	Average day temperature: 15 degrees spring, 20 degrees mid-summer, 10 autumn, -5 degrees winter.
Weather	Fall rain season, winter snows, spring flooding of riverbeds.
Natural resources	Fruits, nuts, vegetables, leather.
Terrain	Mostly flat, with hill formations, rivers, and forest.
Vegetation	Alternating dense and sparse forests, dominated by deciduous trees and bushes.
Animal life	Small and large game, birds, smaller insects, large and small predators.
Creatures	Dwarves, Spirits, Skinwalkers, Kobolds.
Settlements	Odenite garrison cities. Small Varaes villages, hidden Dwarf settlements.
Survival	Treks through dense forests are hard, travel time is increased by 20%.

ODEN MOUNTAINS

This climate covers most of the areas that are more than 500 meters above sea-level. The mountains have a lot of mines and caves as a result of dwarf activity in earlier ages. Climate exists both in the unclaimed territories and Oden.

Temperature	Average day temperature: 5 degrees spring, 10 degrees mid-summer, 0 degrees autumn, -10 degrees winter.
Weather	Most precipitation is in the form of snow or hail. Some riverbeds flood mid-summer.
Natural resources	Iron, Precious Metals and Gems, Minerals.
Terrain	Sloped, rocky, ravines, snowdrift, ice, rivers.
Vegetation	Patches of forests that refuse to die out, even above tree level. Grass, shrubbery and some rare orchids.
Animal life	Small rodents live very well in the caves and snow. Small game and wild goats, large birds of prey.
Creatures	Akhlut, Dwarves, Frost Enzods, Giants, Kobolds, Mountain Spirits, Sheshy, Wendigo.
Settlements	Roadside Taverns, Mining Villages, Dwarf Cities, Kobold Settlements, Sheshy Villages.
Survival	Camps may be snowed in. Colds and hypo-thermia is common, if players get cold or wet during travel. Several days of hypothermia unchecked may result in death. Large risk of Avalanches.

ODEN MARSHLAND

Large stretches of marshes south of Triatan, supplied by underwater streams from Lake Triatan. Also applies to an area between Actar Lake and Varaes Forest, being continually supplied by streams from Rancari Mountain Range and from Rostam river.

Temperature	Average day temperature: 20 degrees spring, 23 degrees mid-summer, 18 autumn, 7 degrees winter.
Weather	The large plains attract winds and rain and there is a very high chance of dense fogs.
Natural resources	Peat, Exotic Wood, Clay, Tar.
Terrain	Wetlands, Mangrove forests, Plains (held together by trees or other rooted plants).
Vegetation	Varied sorts of trees in mangrove forests, peat, reeds, grass, bushes.
Animal life	Small marsupials and rodents, birds, very varied fish, insect and amphibian species, large reptiles.
Creatures	Abaia, Dwarf, Elf, Forest Spirits, Ladon, Strix, Swamp Enzods, Yuxa.
Settlements	Elves have built hidden cities within the Mangrove Forest, villages are built by humans on stilts in the water.
Survival	Disease-bearing insects are a huge problem, especially during spring time. Enzods create tunnels between pools, which may make the ground unstable for sinkholes or mudslides. There is a lot of edible plants here, provided the right know-how.

ALTERAL BLIZZARD

Unnatural and very dangerous. Deathly cold is leaking from a connection to the Altera, it may affect any area adjacent to an open portal, depending on the target dimension.

Temperature	Average day temperature -30 degrees. Unaffected areas in the climate must be clearly defined.
Weather	No weather patterns outside of what the dwarves called 'Brumaron', the 'Roar of the Mountain King'. A slow and ice cold breeze containing hail particles.
Natural resources	Brumaron Crystals.
Terrain	Varies with location.
Vegetation	No natural life in persistent climates.
Animal life	No natural life in persistent climates.
Creatures	Amarok, Brumaron Spirits, Frost Dragons, Frost Enzods, Wendigo. Creatures hunt outside the affected area or are supernaturally sustained.
Settlements	No settlements.
Survival	Surviving in this climate is impossible without massive precautions.

ASTRAL TEMPERATE FOREST

It may be described as the perfect climate for humans, not too cold, not too hot, always with a breeze. Wholly unnatural and a projection of the Astral Entities' will, for entertainment purposes.

Temperature	Always 21 degrees.
Weather	No changing weather, climate is held in stasis without deterioration or adverse effects.
Natural resources	Nothing.
Terrain	Endless forests on a flat, unencumbered terrain.
Vegetation	Lush forests, overgrowing with fruits, nuts and berries in every color imaginable.
Animal life	Very varied, all wildlife speak the same language as the players.
Creatures	Vulustrix, Masked Ones.
Settlements	Only one city exists, the City of Lights 'Mar'Goon'.
Survival	Survival is not considered in this climate, the only danger present is from invoking the wrath of its sentient inhabitants.

CULTURES

ODENITE

The Empire of Oden stretches far around the continent of Oden, influencing a lot of other cultures. Their cities are spread but also very protective of their ways, mostly also protected by military troops.

Timeframe	The Empire of Oden was founded by Emperor Yabuqa in year 0. The biggest event is the War of Expansion 510-550.
Geography	Across the Empire and in Asto Aglein. In all terrains and climates, but mainly around large cities. Triatan is the largest with a population of 380 000.
Religion	Odenites have a state religion built around Illar, it includes room for other worshippers.
Value system	Their faith defines the values of Odenites, encouraging compassion, enlightenment and the idea of improving the world.
Politics	Ruled by the Emperor and the eleven Regents. Regents rule one region each, assisted by their councils of vassals and military officers.
Social class	The lower and middle classes are treated as equals by the law and rulers, as long as they are citizens of the Empire. Upper class citizens are elected as such by the cleric.
Economy	Minted silver coins, the Empire has a list of endorsed banks. The wealth is spread evenly among the lower classes, better than most other societies.
Natural resources	Cultivated land, metals.
Production	Production of food, cotton, wine, metals and fruits through farmlands. Main exports are textiles, wines and more.
Food & drink	Diets are local based on nearby farms. Wine is available almost anywhere.
Language	Odenites speak Odenese, an ancient language Persian-like language. Most only use their given names, as using their family name is seen as a shameful display of status.
Clothes	Trade allows for lots of different fabrics and dyes, lower classes use cotton and linens.
Magic	Magic is very rare, but cautiously accepted.
Tech Level	Most cities have well developed infrastructures like sewage and carriage roads. Middle class citizens have access to private schools at a modest price.
Law	Regents appoint judges and their military officers uphold the law. Their law is based on Illar's tenets.
Heroes	Former Emperors, Biriqu the Dragonslayer
Faction	Asto Aglein: No longer part of the Empire. It was the twelfth regency. Their society fell after it was expelled from the Emperor.

VARAES

The Varaes are a people from the forests of the South end of the Triatan Steppes on the continent of Oden. They live in simple societies often in harmony with nature and the Spirits of the Forest.

Timeframe	The Varaes have been around in some form or another for thousands of years. It is a culture without any common history. The greatest event for this culture is when their settlements were excluded from the Oden Expansion.
Geography	The Empire of Oden, in Southern Forests bordering the Nomadic Freereign Empire. Settlements are placed in the densest forest areas, where spirits roam. They do not found cities, but live in small villages.
Religion	Varaes Spirit Worship.
Value system	Citizens value their connection to nature and the Spirits of the Forest. Their basis for their morals and ethics are based on fables passed through the line of druids.
Politics	Villages are governed by an Elder Druid, the different Elder Druids gather in counsel to discuss issues. High yields from natural resources makes the system work. They are however very dependent on the Spirit's Favour.

Social class	Druids are considered as the highest class. After this are the Hunters, Gatherers and Lumberworkers who dare to “take” from the Spirits. Lowest are those who stay in the village or on roads - crafters etc. Druids are the fastest to get blamed by the people, when something goes wrong.
Economy	They live in symbiosis with the Oden Empire and have mostly adopted their currency, but some still barter their goods and services.
Natural resources	Varaes culture is strictly based upon what grows in the wilds. Everything else is exported. Some make a living of hunting for gold in one of the many streams.
Production	They produce cured meats, skins, herbs, lumber and a lot of food. Herbs are their most precious export, mostly as dried spices for rich Odenites.
Food & Drinks	As with the categories above. Varaes culture is based on hunting and foraging, when that fails they will trade with Odenites or Nomads. Their most known speciality is a wine made from a berry blend, each village has its own recipe.
Language	Most Varaes speak Odenese, some speak Ariva, honoring the Elves and Linnea.
Clothes	Furs, linens, jute, leather. Whatever they can get their hands on, as long as it does not offend their spirits.
Magic	Magic is not common among the people, most miracles are attributed to the Spirits, including the supernatural powers of the Druid. Magic-users are generally feared or shunned.
Tech Level	There has been little need for technological development, when the Spirits provide them with everything they need, what they have learnt has come through Oden, like roads, masonry and smithing.
Law	The Elder druids gather to interpret the law according to the Spirits. Judgements are based on tradition or revelation. Defendants are afforded a chance to plea to the Spirits or prove their innocence.
Heroes	Oshum the Skinshaper, Spiritcaller Valsar
Factions	Guardians: The most civilized faction, comprises most of the villages in Varaes. Skinwarper: Skinwarpers worship natural mutations and predatory instincts, they live in small hidden settlements, cut off from society.

NOMAD

The Nomads are a people travelling the southern regions of Oden, mostly within their own territories south of the Varaes Forest and north of Asto Aglein.

Timeframe	A few hundred years ago, Nomads came from Atea looking for more than fish and snow, they called it ‘The Great Journey’.
Geography	Oden Nomads mostly inhabit the ‘Nomadic Freereign Empire’, but many of them travel far into Oden, Asto Aglein or even to the Unclaimed territories. The Nomads have no cities or permanent villages.
Religion	Nomads have their own pantheon of Spirits, not unlike the Spirits of the Forest. They celebrate every 10th day, welcoming everyone wanting to participate.
Value system	Their citizens value their ‘Cater’ the most - their word for a self-appointed family or their local caravan. Nomads have simple lives and value the survival and prosperity of those closest to them. Their basis for morals and ethics is that they believe in the sanctity of the journey and the cater. This leads them to treat other ‘competing’ caters with dignity and respect, in most cases.
Politics	There is no governance, except when Caters meet, those situations are mostly solved by negotiation, some by combat. The system works, but Caters that use force to get what they want usually escape ‘justice’.
Social class	There are no classes in Nomad society. People are measured by their value to their Caters and how they manage to help others. Great Storytellers are held in high regard.

Economy	There is no official currency, Nomads trade what they have. It is not unusual that they carry coins from the different cultures they trade with. Wealth distribution changes from Cater to Cater and what their trades or skills are.
Natural resources	The land itself is mostly plains and rolling hills, fertile and untouched. Natural resources are largely unused except for what is used for simple consumption. Gold and silver veins have been discovered, but the distance to any reliable settlement has halted any large scale effort to extract it.
Production	Caters produce what they need and trade what they don’t.
Food & drink	Nomads eat game, wild growing plants, greens, etc. some also have herds of animals. Brewing happens to some degree from wild honey herbs and berries, with yeast traded from settlements.
Language	Nomads speak Odenese, mostly. They have a dialect with a some unique terms. Cater (A group of nomads migrating together), Ramat (A herd migrating with a Cater), Ysarab (A wine made from honey, herbs and berries).
Clothes	In contrast to the Varaes or Odenites, Nomads have outfitting conformity, based on the teaching of their Spirits. Outer layers are made from dyed Hemp, inner layers are made from Makari a fibrous grass growing on the plains which offers warmth and flexibility. Techniques are taught from generation to generation.
Magic	Nomads have little experience with magic, most view it as a tool they have no need for. They do not have an equivalent to the Varaes druids or any sort of ritualistic tradition.
Tech Level	Their tech level is based on what the Nomads manage to teach each other when Caters meet, or from elder to child. Every once in a while, a Nomad learns something new from the Odenites, but those trends usually disappear.
Law	Their legal system is based solely on tradition and everything is done through negotiation in Caters.
Heroes	Sobha the Weaver, Lotif the Walker
Faction	Seasonal Nomads can be considered a faction. They take one or two seasons a year to stay in other settlements, usually as paid workers. Shore Nomads have the added luxury of traveling the islands along the coast as well. They sometimes settle on an abandoned island an entire year.

KOBOLD

A type of Kobold originating from the Deep, but has migrated to the caves and mountains of the world. They are scaled humanoid reptilians of three feet or less with varying displays of colors.

Timeframe	Cave Kobolds have been around for thousands of years, longer even than the Empire of Oden. The Assassination of the First King marks the separation of the Kobolds as a people, when some ventured from the Deep to the surface and became Cave Kobolds.
Geography	Cave Kobolds inhabit most of the world, but mostly in secluded areas, away from humans, elves and dwarves. They live in large close-knit societies, many in symbiosis with dragons.
Religion	Kobolds have a pantheon of gods based around their ancestor Anzotl. It is called the Anzoteli Pantheon. Cave Kobolds are religious, their most sacred holidays are the walk of Coronation and walk of Triumph.
Value system	Cave Kobolds value strength and wit as the most important traits. They base their morals and ethics on Anzotl’s teachings that the strong protect the weak.
Politics	Kobolds are governed through their strong leader’s will. The leader dictates what is produced, how and where to hunt. Weak and indecisive leaders tend to be killed off early. Power is divided through the strongest in each profession, which are usually advisors. Kobolds have a high birth rate and are quite hardy, so settlements live through periods of unsuccessful rule.

Social class	Classes are not sorted after profession, but after inherited skill sets and achievements. That being said, the best trapmakers can receive hero status. There is a high grade of bullying and harassment of the weaker classes by the strong.
Economy	Everything is shared in Kobold community, who receives the biggest share is decided by their leader. Their currency is proving their skill to their leader. Leaders usually have an excess equal to most of the rest of its people, certainly when it comes to treasures.
Natural resources	Kobolds live in caves and most of their natural resources are coal, metals and clean water. Their most precious resource is what they use to make their family nests and tools, straws, fabrics, much of it stolen from other settlements.
Production	Kobolds produce what they need, the rest is offered to their gods. Food, nests, tools and weapons, traps, clothes, What they lack is stolen. They generally do not participate in any type of trade.
Food & drink	Varies from settlement to settlement. They eat a lot of fish and what they manage to hunt. They are omnivores and are even known to scavenge on humans. Kobolds mostly drink water, some brew based on old 'deep' recipes with mushrooms and herbs.
Language	Kobolds communicate with a highly advanced set of guttural sounds and clucking. It may sound like a combination of a toad and lizard. Mazra Bosh means 'warm nest', and the spelling is the closest attempt at sounding it out. Bosh for instance may sound like a burp. Some Kobolds have trained themselves to understand and speak common languages, like Odenese.
Clothes	Kobolds skin everything they kill, so garments made from combinations of fish, human, cattle etc. are not uncommon. Warriors are often afforded armor, while the leaders are usually draped in gold or precious gems.
Magic	Kobolds are dragonkin and have a natural affinity to the Arcane, as well as their origins of the Deep, grant them an understanding of that as well. Magic users are held in high regard, but are never trusted to lead them, as they believe that the magic is not their own strength - but something else.
Tech Level	Kobolds surprisingly focus on education. Their strongest teach what they can, so that each member can be their best. Infrastructure varies on their trapmakers, they are the engineers of the settlements. Some cities are technologically advanced, some are not.
Law	As with their politics, their leader has the final say on everything. Punishments are often severe for small crimes.
Heroes	Crep the Master-Mage. Marobek the wanderer
Faction	Eknomzep, these Kobolds have moved into the old caves inhabited by the dragon Omzep, they live on fishing Gigaros sharks and cultivating mushrooms.

BARAKITE

Barakite Dwarves are local to central Oden and in ancient times, all around the continent. They at one time acted as guardians ensuring that 'the Deep' did not spill to the surface. Barak means 'Gateway'.

Timeframe	The culture is at least 3500 years old, when they first built their mine in Iron Valley, forging the Great Gateway in the bowels of the mountain. For a thousand years, the Barakites were believed to be extinct, but the last few hundred years, some small enclaves have been discovered. The defining moment of the civilization was to successfully repel an invasion of 'Nam Kud', a race of creatures from 'the Deep'.
Geography	Barakites inhabit(ed) central Oden, but outposts have been found throughout the continent. They are suited to live underground, in connection to most climates. They usually settle in areas with minerals or metals.

Religion	Barakites worship the Spirits of the Mountain and adhere to the teachings of Fumbus. They think of themselves as god-appointed guardians of the surface world.
Value system	Barakites have most of their value system tangled with Fumbus. Ingenuity and effort. They have been created with large physical flaws, which makes them prone to disease and injury - so promoting good health is their most important value.
Politics	Their people were governed by a council of Elders, representing the great families going back centuries. The most powerful institutions are the Elder Council, Military High Command and the Arcaeneum. It is unknown if these institutions have persisted until the present day.
Social class	Classes are important in Barakite society, family status is paramount. Higher classes are given opportunities not afforded other, and positions of power are largely inherited. Council members, military leaders, healers, alchemists and forgemasters are the most sought after professions, in that order.
Economy	Barakites use silver coins as currency. Trade between dwarven cities is common, but not with other cultures. Wealth is distributed to the important families, and the lower classes pay most of the taxes.
Natural resources	Metals, minerals and other bi-products of mining. Their most precious resources are all types of medicine or health-beneficial substances.
Production	Barakites produce intricate metalwork, alchemical compounds. They do most of their production with blacksmiths and engineers. Their main exports are alchemical compounds.
Food & drink	A very varied suite of different foods, specially created to promote a long healthy life. Based on herded animals, herbs, greens, dairy.
Language	Dwarves have a language similar to sumerian. Their body language follows a strict set of rules, designed to reveal untruths when speaking. Bolg means belly, Barak means Gateway.
Clothes	Commoners wear simple garbs, while the higher classes were more and more bright colors and armor. Dwarf armors are specially suited to help avoid work-related injuries. Most of the dyes are harvested minerals from the mountains, which are unique to the culture.
Magic	Barakites use magic for production of machinery and in every part of their normal lives. Deep magic is widely spread and respected.
Tech Level	Fumbus' teachings dictate that the dwarves should always develop their metallurgy. They educate and research, and their infrastructure is largely well-functioning.
Law	They have two types of crimes, violent crimes and crimes against community. Violent crimes are handled by the military leadership, while communal offenses are handled by the legal advisors of the Elder Council. They enforce their jurisdictions separately.
Heroes	Commander Jornus Hammerhand
Faction	New Barakite, remnants of the old societies, but with a broken link to the past. They are as focused as before, but not as closed off.

VALYUN

Dubbed 'Swamp-elves' by other elven communities. Closely related to the Ariva. Swamp elves are mostly hostile to humans, and live in seclusion from other settlements.

Timeframe	The culture came about when parasite-inflicted elves were banished from their homes in Arivaer. Their search for a cure lead them to the wetlands, finding a special mud to treat their symptoms. They settled inside the swamps, guarding their mud. Now that the parasites are long gone, the mud is considered holy.
Geography	The Valyun have spread to most of the Wetlands in Oden, always in hiding from humans. Valyun are specially suited to live in swamps and marshes after a thousand years of adaptation. Their largest cities are hidden within cities, among them is the city of Estelar.

Religion	Valyun follow the Ariva faith, based around the Spirits of the Forest and Linnea. The festival of Hidden Intentions is a large yearly spectacle, involving elaborate masks and animal costumes.
Value system	Swamp Elves value their personal relationships with Linnea the most. Divinity is living in its image. Their basis for this is a teaching that they are born as part of nature and know innately what the goddess wants. Additionally, respect for the higher levels of nobility is important.
Politics	Swamp Elves are ruled by an orphan empress, who has sat in the throne several hundred years. They have a few small institutions working to reveal the word and teachings of Linnea and the Spirits.
Social class	The classes are sorted after a rigorous system of nobility in relation to the family that raises the Orphan Empress. There are nine levels of nobility from Estien (Orphan) to Aolis (Feet).
Economy	Carved wooden coins made from red-colored trees only growing in the Empress' Gardens. Wealth is distributed according to salary based on their nobility.
Natural resources	Their most common natural resources are clay, tar and insect colony bi-products. Their most precious resources are silkworms. Recently they have discovered a medicinal plant with miraculous capabilities. In some areas, humans have taken all of certain types of wood, which are important to the local ecosystem.
Production	Valyun produce silk, loran (honeycomb-like material for buildings) and lots of beer and honey. Silks are produced in the palace gardens, others are produced by specially trained insect and manual labour. Valyun have closed societies, but when trade is done, they sell their beers and honey.
Food & drink	They eat fruits and vegetables grown within their marshes, most of their proteins come from eating insects gathered in large spider-like nests. Valyun drink water and beer, based on wild growing grains.
Language	Valyun speak an intricate language similar to french, but with more melody and slower pace. Estelar means 'the Orphan's Glory'.
Clothes	Valyun wear little in the way of clothing, they cover themselves in mud and wear burlap or other natural fabrics out of necessity. The Orphan Empress wears silks specially grown in the marsh, as does her court.
Magic	Valyun have a lot of magic using priests of Linnea, using the secrets of arcana and the deep to maintain their power. Magic-users are revered, but feared.
Tech Level	Elves live fairly simple lives. Using techniques inherited through generations. They have little use for development, since nature provides what they need to live in comfortable excess.
Law	Valyun have their own branch of government for justice. Called Linnea's Peacekeepers. They handle every aspect of this, up to the punishment - which are mild in contrast to other elf cultures.
Heroes	The Orphan Empress, the eternal ruler
Faction	Darifeckti, a faction of the Valyun that work to replace the Orphan Empress, they kidnap humans to serve as their slaves.

SALTU TROLLS

Trolls are dying spirits manifested into nature by the aid of other Spirits, usually born out of one or more element. Saltu Trolls are born from salt and earth. Trolls live in harmony with nature, although most humans see them as monsters. They are able to use tools, speak and to develop mentally.

ALTERA (ENNAM-SARGON)

Ennam-Sargon's dimension is an ice cold wasteland only inhabited by its mind-slaves. Creatures affected by its Blizzard can experience having ice splinters entered into its blood stream, which hijacks the Soul and Mind of the creature.

The herald of Ennam-Sargon is the Great Blind One, an ancient entity of unknown origin. Its servants are the masked hordes, they live in the frozen wastes and frequent the Monastery, home to the Great Blind One.

ASTRAL (VULTURE KING)

The home of the Vulture King and its subjects. Its people are animals rescued from abusive homes and accidents. They were given a voice and a paradise to live in. The dimension itself is an illusion created by an Astral entity for its own entertainment.

The Vulture King is a Vulustrix, a race of great humanoid vultures. As an appeal to the Astral entity known as 'Ilo', the Vulustrix kidnap humans and other creatures to fight in a gladiator ring in their dimension.

GONDUL

The Gondul are a race of beaked humanoid reptoids living in the Deep. They have a fairly limited intelligence, and all their inspired works are whispers of the Voices, not a product of their own. They worship the god of death and several demigods related to Nymnir.

Their lives are revolved around their worship and in feeding on buried bodies, slipping to the Deep.

RELIGION

ODENITE

The Odenite religion is very widespread. They focus on the worship of Illar and his sub-deities as a state religion. The religion is open and including other gods in the main pantheon.

Timeline	Its roots stem from Akalek, which the first Emperor brought with him to Oden, the initial religion was based on the fact that emperor Yabuqa was sent to Oden by the sun-god Illar.
Gods	Illar is the only god officially included in the religion, although they recognize the existence of the other gods in the pantheon.
Demigods	None, they have a comprehensive suite of saints - many of them are past emperors.
Entities	The Void is important. The idea in Odenite faith is that Illar's warmth staves off the Void and its servants.
Myths	World was spoken into being with High Arcana and Illar created human beings to discover and improve the world in Illar's image. Discovery and Improvement have been used as an argument to start many of Oden's wars. 'We are the spark of Illar, travelling his great creation' Odenites believe that Illar is the son of the 'Fires of Creation'.
Rituals and traditions	Odenites celebrate the current and former Emperors birthday, two days a year where it is common to have a day off work to be with your family.
Clergy	The Emperor is the Holy Vessel of Illar's Light and the highest ranked member of the Temple of Oden. Beneath the Emperor Yabuqa are 'Beacons' a council of clergy responsible for appointing the rest of the clergy called 'Calor', which tend to the Illar temples. The Calor tend to the needs of the people. Public opinion of the Temple of Oden is good for the middle classes, while a lot of the lower classes feel that they are ignored in their needs.
Tenets	The Temple teaches that Illar is the Guardian of living beings. The morals it teaches are compassion and enlightenment.
Holy Sites	Temples of Illar are holy and tended to by the Calor. Anyone has access as long as they look and act 'presentable', in there lies the problem for the lower classes with limited access to the washing of clothes and personal hygiene.
Factions	Some sects of vigilantes within the faith that use branding and ritual burning to cleanse out bad behaviour.

VARAES SPIRIT WORSHIP

This religion exists in many different guises all over the world, especially in Elf societies. Spirit worship religions have a lot in common, but they seldom guarantee that the worshippers get along.

Timeline	The religion came into being over time as the Varaes started to learn about the world around them. It is in constant change, as Spirit worship is based on what spirits are in power at the current time.
Gods	The Varaes do not worship Linnea, but claim to have relationships with individual local Spirits of the Forest.
Demigods	See Entities
Entities	A sample of different Entities worshipped by the Varaes: The Forgotten One - Animal Spirit in charge of dividing prey between meat eaters. Seorash - Insect Spirit that protects their food sources from the environment Matasan - River Spirit that ensures that the Oak trees get their fair share of water from the streams. Brothai - Tree Spirit that helps to create animal and critter homes in old trees. Doilea - Fish Spirit that guides the Salmon upriver to mate. Arlag - Animal Spirit that decides the winners when a creature is challenged for its territory. Ualas - Tree Spirit that protects fruits and berries from parasites. Ciar - Fungus Spirit which supplies yeast to the air to allow for open air fermentation. Meinn - Flower Spirit that teaches herbs what their purpose is.
Myths	No position, not of any importance. The Varaes have many fables which put the Spirits in an everyday perspective. 'Brothai's' Dilemma' is about two birds wanting the same area for nesting.
Rituals and traditions	They celebrate the 'Festival of Passing' when an elder druid dies and the mantle is passed to their apprentice.
Clergy	Druids, these are both political and religious leaders on the merit of their supposed wisdom. Each village has an Elder Druid and all the Elder Druids meet in a council to discuss the common good of their villages. Public opinion varies from village to village, mostly based on if the public feels that the druid serves the Spirits properly to ensure their safety and well-being.
Tenets	Their moral teachings are based on the fables handed down through generations on what constitutes a 'good life' and the understanding of right and wrong.
Holy Sites	Forests are holy, the Varaes feel that their villages pollute their surroundings, but that they are inevitable. They try to make their settlements as inoffensive as possible, by creating shrines, gardens and not harming nature more than necessary in the process.
Factions	Guardians: Worships protective spirits. Skinwarper: Worships primal and predatory spirits. Swampers: Worships water spirits.

NOMAD SPIRIT FAITH

Throughout the Nomadic Freereign Empire there is a religious tradition connected to the Spirits of the Plains, alternatives to the Spirits of the Forest.

Timeline	This religion was put together by 'experience' over a few centuries of traveling the wilds. Nomads brought with them traditions from Atea, but realized that they had to adapt to their surroundings.
Gods	Windwhisperer. The Nomads believe that there is a greater Spirit in the wind, which knows the truth in all things, of which it sings. Other religions pass this off as unwitting worship of the Veiled One.
Demigods	Knower of Paths - A figure usually associated with intuition. It takes form of a child appearing in the dreams of Nomads on the cusp of making an important choice.
Entities	As with the Varaes, Nomads have several different entities to worship, but their traveling nature prevents them from creating a lasting bond with any single entity.

Myths	The Nomads make no predictions as to how the world was created. They simply believe in how things are in the present. They have, like the Varaes, several traditional fables that inform their value system and set of beliefs.
Rituals and traditions	Nomads believe that the wind sings a song to them, which is exactly 10 days long. At the end of each song, they have a celebration open to anyone near their Cater.
Clergy	Nomads have no trained clergy, each Cater is responsible for maintaining tradition.
Tenets	Each Cater interprets what the fables tell them, to a varying degree of success. Being ever watchful and to contribute to your Cater's survival and prosperity is important. Above all, Nomads are taught that nothing should ever take away their freedom.
Holy Sites	Nothing and everything is holy in the Nomad faith, because they believe that their connection to the plains and Spirits are within them. Being able to recognize the feeling is considered a 'holy state'.
Factions	This religion is free and changing and there are no defined factions.

ANZOTELI PANTHEON

Kobolds are in reality very religious. They may seem like monsters or pests to most humans, and that may be as a result of being led by their faith.

Timeline	The Anzoteli Pantheon is older than any human religion. It springs back even before the Kobolds came from the Deep. The basics of the faith has not changed since then.
Gods	Athad - Dragonfather. Considered the highest god to Kobolds, but not the one most concerned with their daily life. Anzotl - God of Unwanted Spawn, this is the Kobold main deity. They worship it as their guardian and creator. Fumbus - Some Kobolds include Fumbus in their belief, as they are interested in quality trapmaking and other devices.
Demigods	Radash - God of War, Son of Anzotl. Leads them into glorious war with wisdom and ferocity. Rgghlr Brrglr - God of Sharkfishing. Provider of food, Rgghlr Brrglr was more important to most Kobolds before they left the Deep, where they ate Gigaros. This demigod is responsible for guiding Eknomzep kobolds to the pool they currently fish.
Entities	None of importance.
Myths	The World was created when Athad was born/broke free of his prison in the Void. By doing this he freed all the other Gods from the grasp of the Void.
Rituals and traditions	Walk of Coronation is their most important ritual, since Kobold life is so centered around their leader. When crowned, the leader must walk its realm and during that time a loyal subject must make an attempt at the ruler's life. Walk of Triumph is their most valued tradition, whenever they win a battle or war. The leader walks along its Coronation route, handing out gifts to its subjects.
Clergy	Kobolds usually choose one designated individual to act as a liaison to their selected Gods, this in addition to their regular function in society. Their responsibility is maintaining shrines and performing communal prayers.
Tenets	Anzotl teaches the value of community, where the strong protect the weak. Athad teaches the value of power and family. Radash teaches the value of strength through adversity.
Holy Sites	Dragons are objects of worship to Kobolds, which extends out to dragon bones or other remains. Shrines are build to gods, using 'the fruits of their Gods'. An example is the Pillars of the Gigaros, a Temple to Rgghlr Brrglr made from shark remains.
Factions	Eknomzep, they pay tribute to the great dragon Omzep through a throne made out of its skull.

TEACHING OF FUMBUS

Most dwarves, old and new follow the teachings of Fumbus. A collage of doctrine built around the Spirits of the Mountain.

Timeline	2000 years before the calendar of Oden, the dwarves made peace with their maker and started to write down its teachings.
Gods	Fumbus is the only God in this religion.
Demigods	Gespera - Teacher of Jewelcrafting Nashavesha - Teacher of Mechanics Malar - Teacher of Alchemy
Entities	Beshtun - Caller of Cave-Ins
Myths	Fumbus was the apprentice of the Fire of Creation when the world became. He etched himself into the fabric of the deepest and darkest places. This story pre-supposes that the Spirits of the Mountain existed before creation.
Rituals and traditions	There are no rituals to speak of, as they work at their faith every day. They practice apprenticeships and have a few ceremonies involved in graduation.
Clergy	There is no clergy, but the elder council makes an effort to guard their writings, as it is their direct link to what Fumbus had taught their ancestors.
Tenets	Dwarves live with the burden of fragile and flawed bodies. This informs their tenet of 'what is flawed can be fixed', they also apply this to the rest of the world. They are the cure to the disease of imperfection. 'Find in your mind a new path to wander and you will meet your maker', a proverb telling dwarves that creativity is the path to Fumbus. 'Hard work is the goal and the reward' teaches them to take pride in their work.
Holy Sites	Dwarves are known to keep most of what precious metals and gems they find, without extracting it. Sections of the mines are closed down as shrines to pay tribute to the treasures of the Mountain.
Factions	There are several small enclaves of dwarves, but most still follow the same religion.

TEMPLE OF ARIVA THEOCRATICUSUS

The Ariva are famously religious zealots who still practice ritual sacrifice to appease their Spirits. Their reputation is perhaps undeserved, but there are truths to it.

Timeline	The religion is not that old, considering the age of Elf societies. In earlier times there was no system to interpret the worship of nature. This was all changed with the formation of the theocracy. The inciting event was the accidental cutting of a holy tree.
Gods	Linnea is the God-Shepherd, she who guides and nurtures the Unity of Nature (Forest Spirits).
Demigods	None
Entities	Forest Spirits. The Theocracy has nine thousands 'certified' spirits of worship, each with its own shrine. Some shrines are the sizes of teacups, while some are magnificent monolithic structures. Ariva generally go to Linnea for guidance in understanding and communicating with the different Spirits.
Myths	They believe that when the world was created, the Fires of Justice dissolved. This woke the Spirits of Nothingness and gave them purpose. Together nature forms ultimate fairness and justice, apart they form chaos and instability. The Lampholder is a famous myth warning children to not seek the power of 'the Deep'.

Rituals and traditions	The Tribunal of Grand Clerics perform ritual sacrifice using convicted murderers. The Valyun celebrate the Festival of Hidden Intentions, an ancient way to deal with the unpredictability of life. Further than that, most Ariva villages and cities pay regular tribute to their local spirits.
Clergy	The Tribunal of Grand Clerics of Ariva are the highest authority in the religion. Beneath them are a hierarchy of druids. Druids tend to the various spirits, while the Clerics tend to religious doctrine and tradition. Druids are revered, while Clerics are feared.
Tenets	Live in absolute accordance with nature. This is the only tenet. Druids teaching the young usually add 'to the best of your abilities'.
Holy Sites	There are numerous holy sites, first and foremost there is the Arivirium, the Cleric's grand temple, paying tribute to several key spirits. Then there are shrines to the individual spirits (however small they are) and lastly there are sacred trees, anointed by the Clerics.
Factions	Valyun have a more relaxed relationship with their religion.

CREATURES & NPCs

AMAROK (1)

A white wolf of the snowy wastes. It is a bit larger than an ordinary wolf and attuned to the element of water.

(Arbaklok's Revenge) Ennam Sargon's Amaroks are subject to -2 penalty to resist in a warm environment.

Sub-Types: Beast, Primal, Elemental

Body	3	3 BR	Special Features: Elemental Affinity (Water), Manoeuvrability, Natural Weapons + Improved, Stalk.
Mind	2	1 MR	
Soul	3	3 SR	Description: Amarok attacks with claws (2 Body) and teeth (2 Body) to quickly eliminate its prey. In snowy areas it stalks its prey.
Power Points	3		

Frostfur (1)

A creature born with a frozen heart. Swap improved natural weapons with elemental Aura. (1 Body, +1 to all Resist).

Glacierwalker (1)

A wandering beast. Swap Stalk with Constrict and Improved Natural weapons with Essence drain, Soul. (1 Body, 1 Soul), Soul damage is drained.

Hunter (6)

Sub-Types: Beast, Primal, Elemental (Water)

Body	5	3 BR	Special Features: Constrict, Elemental Affinity (Water), Manoeuvrability, Natural Weapons, Size.
Mind	3	2 MR	
Soul	3	3 SR	Description: The Amarok hunter is a fearsome beast. The Sharori call them 'Unrelenting'. It attacks with its claws (2 Body) and teeth (2 Body) and uses its size to pin down the target.
Power Points	3		

ARBAKLOK GRBLGOK (6)

Kobold NPC. The Royal Trapmaker of Eknomzep and the designer of the Kobold's way of life.

Sub-Types: Dragonkin, Humanoid (Human)

Body	3	2 BR	Special Features: Craft, Greater Weaponry, Fiery Breath.
Mind	3	2 MR	
Soul	3	1 SR	Description: Is a little taller than most kobolds, enough to be armed with a crossbow (3 Body). Uses the soldiers as cover, while trying to take out the players.
Power Points	3		

ASGOROVEX THE BRUTAL (1)

A tall and scaly monster, looks absolutely terrifying with vivid green colours and piercing green eyes. Has several rows of sharp teeth, but its real threat is the greatsword on its back. Is of dwarf descent and has brittle bones and many health issues. Asgorovex is compelled to fight, but wants to die.

Sub-Types: Dragonkin

Body	6	1 BR	Special Features: Fiery Breath, Manoeuvrability, Weaponry
Mind	1	2 MR	
Soul	2	3 SR	Description: Fights, but is tired of it. Swings its greatsword (4 Body) with great strength, but with a sudden look as if its hurting itself.
Power Points	3		

ASSASSIN (6)

No assassin is the same, but some may share features. It is possible to change out some features here.

Sub-Types: Humanoid (Human)

Body	4	2 BR	Special Features: Greater Weaponry, Stalk.
Mind	4	1 MR	
Soul	2	1 SR	Description: Assassins do not plan to fight anyone. They prepare so that they may slip in and out unnoticed, leaving only a corpse behind. In a clinch, they will turn to their blades (3 Body).
Power Points	3		

BANDIT (1)

A criminal organised into a gang working to further their own interests.

Sub-Types: Humanoid (Human)

Body	4	2 BR	Special Features: Aware, Greater Weaponry.
Mind	2	2 MR	
Soul	3	0 SR	Description: Bandits fight dirty and on their own terms, taking what they want. The basic bandit wields a short sword (3 Body).
Power Points	3		

Archer (1)

Fights with a bow or sling (3 Body).

Brute (1)

Fights with a warmace (5 Body, -2 BR).

Phalanx (1)

Fights with a short spear (3 Body, +1 BR).

Defensive (1)

Carries a sword and a shield (2 Body, +1 BR).

Swiftfoot (1)

Switch Greater Weaponry with Quick Defense or Quick Attack, (2 Body).

BARAKITE (1)

A dwarf of Barakite origin a sample citizen of one of their cities. Grown Barakites are trained in a profession or a craft, to serve the greater whole.

Sub-Types: Humanoid (Dwarf)

Body	6	2 BR	Special Features: Earthen, Profession, Weaponry.
Mind	1	2 MR	
Soul	2	1 SR	Description: Most Barakites are hesitant to fight, since they are prone to injury, if they do, most are trained with spears (3 Body, +1 BR).
Power Points	3		

Officer (6)

A trained officer, +1 Mind. Swap Profession with Rake (Weaponry). Uses a warpick to swipe at several enemies at a time (4 Body).

Warmonger (6)

+10 Power Points. Uses sword and shield, swap Profession with Spellcasting (Primeval, Conjoined Sulfuric Kindle, Mag 7, +2 Body 1 meter radius).

Warrior (6)

Is well trained, but still brittle. +1 Body.

BEAR (6)

Sub-Types: Beast, Primal, Natural

Body	6	3 BR	Special Features: Natural Weapons, Manoeuvrability, Pin, Size (4).
Mind	2	1 MR	
Soul	2	1 SR	Description: A bear born in the wild, it is aggressive and solitary. It attacks with its claws or bites (3 Body). May be scared off with fire.
Power Points	3		

Afflicted (1)

A damaged and afflicted bear, taken by Ennam Sargon curse. Infected with curse, which causes Hypothermia to those it attacks, Center, difficulty 6 to resist, -2 BR.

(Arbaklok's Revenge) The Afflicted Bear is subject to -2 penalty to resist in a warm environment.

DEEP SQUID (1)

A strange creature which uses its arms to grab prey and then proceeds to drain its Soul. It can live in stasis for aeons, without sustenance.

Sub-Types: Aquatic, Primal

Body	3	1 BR	Special Features: Constrict, Natural Weapons, Essence drain (Soul).
Mind	2	1 MR	
Soul	3	1 SR	Description: It will lie fully still at the bottom of a pool of water, assuming the shape of stalagmites. They will attack by swirling their arms and biting with their elongated mouths (1 Body, 1 Soul).
Power Points	3		

DESTROYER (22)

The Destroyer is glowing with energy, a wave of ice particles pulsates around its milky white skin. It has no discernible facial features.

(Arbaklok's Revenge) The Destroyer is subject to -2 penalty to resist in a warm environment.

Sub-Types: Alteral, Humanoid (Human)

Body	5	4 BR	Special Features: Alteral Affinity, Alteral Deflection, Alteral Touch, Spellcasting (Primeval, Entwining of air and water, Alteral source, Mag 5, Icy Touch 3 Body).
Mind	3	1 MR	
Soul	3	1 SR	Description: Lures its enemies to attack, leaving killing most without landing a single blow. Uses its Soul touch against water creatures and spells against others.
Power Points	3		

DISEMBODIED MAGICAL FORCE (17)

Ellia rages as a corrupted magical force, jolting everything in its path. It cannot be reasoned with.

Sub-Types: Incorporeal, Natural

Body	-	- BR	Special Features: Astral Affinity, Phasing, Spellcasting. (Primeval, Crackling Quicksilver and Charged air, Mag 14, 3 Body, creature lost its next round).
Mind	7	2 MR	
Soul	2	2 SR	Description: Damages nearby creatures with bolts of energy (3 Body, loses next round).
Power Points	5		

DRAGON, GLACIAL (1)

Dragons in general are four-legged winged and tailed amphibians with above average intelligence, they range from size 2 up to size 8 beasts only fit for legends.

Glacial Dragons are bred in the coldest of places, with frozen hearts and an clear alcohol-like substance for blood. Their tadpole forms are usually trapped under water by their parents until they are fit for the surface.

(Arbaklok's Revenge) Ennam Sargon's dragon is subject to -2 penalty to resist in a warm environment.

Tadpole (1)

Sub-Types: Primal, Flying, Dragonkin

Body	5	3 BR	Special Features: Aware, Flight, Fiery Breath (Ice particles), Natural Weapons, Size (4).
Mind	2	2 MR	
Soul	2	2 SR	Description: In their tadpole forms, Glacial dragons don't have functioning wings. They bite (2 Body) and use their icy breath.
Power Points	3		

Young (9)

Sub-Types: Primal, Flying, Dragonkin

Body	7	4 BR	Special Features: Aware, Flight, Fiery Breath (Ice particles), Natural Weapons, Size (5).
Mind	2	2 MR	
Soul	2	2 SR	Description: In their young years, glacial dragons need rest and a lot of food. They bite (3 Body) and use their icy breath.
Power Points	3		

Adult (83)

Sub-Types: Primal, Flying, Dragonkin

Body	13	4 BR	Special Features: Aura Reading, Aware, Flight, Fiery Breath (Ice particles), Natural Weapons, Size (6).
Mind	6	3 MR	
Soul	6	3 SR	Description: In their adult years, glacial dragons search for a mate, displaying their eligibility by attempting the deepest dives. They are very aggressive, attacking prey with claws (6 Body), their icy breath deals (4 Body).
Power Points	7		

Elder (187)

Sub-Types: Primal, Flying, Dragonkin

Body	18	10 BR	Special Features: Aura Reading, Aura Sight, Aware, Flight, Fiery Breath (Ice particles), Improved Natural Weapons, Size (7).
Mind	10	5 MR	
Soul	10	5 SR	Description: Elder dragons are enormous. They can consume an entire village and then sleep for a decade. Many Elder Dragons experience a spiritual awakening and may learn spells. They attack with any sharpened part of their body (10 Body) and breathe hailstorms (6 Body).
Power Points	23		

ĖKUR (1)

A strange version of a Enzod with a jagged purple fin on its back. Ekur has been slowly poisoned for a long time, so that its venom glands are overflowing, spilling from the fins and its mouth. Ekur is hungry.

Sub-Types: Aberration, Primal

Body	5	3 BR	Special Features: Constrict, Natural Weapons, Size (4), Venomous (Potent)
Mind	2	2 MR	
Soul	2	1 SR	Description: Its bite (2 Body) and its jagged fins (2 Body) inject venom. Can attack two targets in one round with its fins.
Power Points	3		

ELEMENTAL (1)

Elementals are usually extracted from elemental energy and shaped by the entity or creature who channeled it. They usually resemble their creator in some way. Elementals do not have a will of their own.

Salt, Air, Earth, Fire, Water.

Sub-Types: Elemental (See above), Mindless

Body	3	3 BR	Special Features: Elemental Affinity, Elemental Barrier, Spellcasting (Energy burst, Warmth, Mag 3 Sou Arc, deals +2 Body, no resist, to one target).
Mind	-	- MR	
Soul	3	2 SR	Description: Elementals have no definite attack of their own, they deal (3 Body) to whoever comes near enough to attack. It also casts a spell (2 Body).
Power Points	3		

Quicksilver (1)

Spell deals quicksilver element damage to Mind.

Sulfur (1)

Spell deals sulfur element damage to Soul.

ELF (1)

These are Valyun soldiers and magicians, they are strong and sleek form nature's side.

Soldier (1)

Sub-Types: Humanoid (Human), Arcane

Body	4	3 BR	Special Features: Weaponry, Manoeuvrability.
Mind	2	0 MR	
Soul	3	1 SR	Description: The Elves are very strong, using their Longbows (3 Body) or Sword and shield (2 Body, +1 BR).
Power Points	3		

Magician (1)

Swap Manoeuvrability with Spellcasting (Primeval, Conjoined Sulfuric Kindle, Mag 7, +2 Body 1 meter radius)

ENCHANTER (1)

The Enchanter is a trained magician, after leaving the path of Galdring. Has loyal followers from those days and is not afraid to use them as a shield to further the work.

Sub-Types: Humanoid (Human), Arcane

Body	5	1 BR	Special Features: Arcane Affinity, Spellcasting.
Mind	2	2 MR	
Soul	2	1 SR	Description: The Enchanter uses magic to defeat any challenger. If given time to prepare, first the Enchanter will enlarge a Sharg, then lower the player's BR. 1. Spell (Coalesce Earth and Salt, 9 Mag, Change size of one creature) 2. Spell (Deep resonance, Mag 9, -1 BR) 3. Spell (Separation of Salt and Sea, Mag 10, +2 Body dealt per round) Has a longsword, just in case.
Power Points	3		

ENZOD (1)

Enzods are snake-like reptiles, with a large manoeuvrability in its long body. It can leap and climb, they are mostly motivated by foraging food for their hibernation.

Sub-Types: Aquatic, Primal

Body	6	2 BR	Special Features: Constrict, Natural Weapons, Swim, Venomous.
Mind	1	1 MR	
Soul	1	1 SR	Description: Enzods usually use their venomous bite (1) and follow up with either constricting or retreating to let the venom do its job.
Power Points	3		

Frost (1)

The bite of the Enzod causes a stackable -1 BR penalty, instead of the standard venom. The penalty can be removed by regaining body heat.

Swamp (1)

The bite of the Enzod causes a stackable -1 MR penalty, instead of the standard venom. The penalty can be removed by adequately cleaning the wound, using a medicine kit.

ESTATE GUARD (1)

Employed by the 'Buyer', hired to guard the Estate and surrounding areas. They are former bandits, now eating at the table of a wealthy landowner.

Sub-Types: Humanoid (Human)

Body	4	3 BR	Special Features: Aware, Greater Weaponry.
Mind	2	1 MR	
Soul	3	0 SR	Description: Fights with a crossbow (2 Body) or mace (3 Body) and shield. More a brigand than a guard, they care little for morals.
Power Points	3		

Captain (1)

Fights with a two-handed sword (4 Body, -1 BR).

GIGAROS (201)

A giant shark of the Deep, swimming in dark tunnels, sensing its way around the dark.

Sub-Types: Aquatic, Primal

Body	18	15 BR	Special Features: 2x Improved Natural Weapons, Size (7), Swim, Track.
Mind	8	5 MR	
Soul	8	5 SR	Description: The Gigaros is not concerned with the affairs of humans, but may take a bite (11 Body) out of curiosity with one of its 70 rows of teeth.
Power Points	5		

GONDUL (1)

The Gondul live on the edge between the Deep and the world. They are a race of scaly humanoids with beaks and globular eyes. They worship Tenir, a demigod of Nymnir.

Worker (1)

Sub-Types: Aberration, Humanoid (Human)

Body	3	2 BR	Special Features: Darkvision, Regeneration (Body), Weaponry.
Mind	3	0 MR	
Soul	2	3 SR	Description: Gonduls are trained as hunters and foragers, using spears to defend themselves (3 Body).
Power Points	3		

Guard (1)

Guards use shields with their spears (2 Body, +1 BR).

High Priest (32)

Sub-Types: Aberration, Humanoid (Human)

Body	5	3 BR	Special Features: Aura Reading, Darkvision, Flight, Regeneration (Body), Size (4 Body), Weaponry.
Mind	4	1 MR	
Soul	3	3 SR	Description: The High Priest is mostly concerned with finishing the task, not with the players. May attack with the Mind Spear (5 Body, 1 Mind).
Power Points	3		

Ritualist (1)

The ritualists have -2 Body and +2 Soul.

GRAVENER (1)

The corpse of a human revitalised with Alternal energies, can also be created from other creatures.

Sub-Types: Humanoid (Human), Undead

Body	3	2 BR	Special Features: Darkvision, Improved Natural Weapons, Undying.
Mind	1	1 MR	
Soul	4	3 SR	Description: They are feral and will bite (2 Body) anyone who approaches them. Graveners are controlled by a master or they may be left to their feral drives on their own.
Power Points	3		

Yuxa (6)

Yuxa have +1 Body.

Barakite (1)

Barakite have -1 BR, +1 Body and +2 Power Point.

GREAT BLIND ONE (1308)

The Great Blind One is a herald of Ennam Sargon, but is dormant while the ritual is performed.

Sub-Types: Alternal, Malicious

Body	44	36 BR	Special Features: Alternal Affinity, Alternal Deflection, Alternal Influence, Alternal Touch (18 Soul), Appendage (8), Appendage Flurry, Size (7).
Mind	24	23 MR	
Soul	35	35 SR	Description: The Great Blind One is immensely powerful, if the players think about attacking it, it is up to the Gamemaster to discourage or warn them. Attacks with eight appendages (9 Body, 18 Soul).
Power Points	47		

GUARDIAN (1)

Guardians are magical creations, programmed for a specific purpose. Can only be destroyed by proper demolition, and they are immune to magic influences, except those who are purely physical in nature (like hurling objects with telekinesis).

Stone (1)

Sub-Types: Mindless, Soulless

Body	6	3 BR	Special Features: Weaponry, Rake (Weaponry).
Mind	-	- MR	
Soul	-	- SR	Description: The Stone Guardian uses its shaped stone fists, which counts as weapons, to attack (3 Body).
Power Points	3		

Ash (1)

Ash Guardians use their solid pressed ash fists to release dust clouds (2 Body, 1 Mind).

Bone (1)

Bone Guardians use sharpened bone spears to attack, causing bleeding (2 Body, 1 Body per round).

Bronze (1), Copper (1)

Bronze Guardians drain Mind energy with a touch (1 per round, no resist). Copper Guardians drain Soul energy.

Light (6)

Light guardians are on constant fire, made out of a special Deep root, +1 Body. They are (3 Body) strong and dangerous, but can be killed by soaking or submersion in water.

HORDE (1)

The Horde are the servants of Ennam Sargon, united by one purpose, to conquer the world. To assume their ranks as faceless, their human faces are cut off, some select few receive Masks.

Faceless (1)

Sub-Types: Alternal, Humanoid (Human)

Body	2	1 BR	Special Features: Alternal Deflection, Alternal Touch (1 Soul), Manoeuvrability.
Mind	2	0 MR	
Soul	5	3 SR	Description: The Horde is largely working on the ritual. They attack with an icy cold touch, draining the creature's Soul (1 Soul).
Power Points	3		

Masked

The Masked Horde swap Alternal Touch with a Weaponry, fighting with Sword and Shield (3 Body, +1 BR).

KING NILDUK (19)

King Nilduk loves to kill and fight, but is very weary of being over-powered. Is strong and virile, considering his age.

Sub-Types: Dragonkin, Humanoid (Human)

Body	6	4 BR	Special Features: Aware, Fiery Breath, Greater Weaponry, Quick Attack.
Mind	2	1 MR	
Soul	2	2 SR	Description: Uses a sharpened dragon tooth is a sword (3 Body), breathes fire to show dominance (2 Body).
Power Points	3		

KIRBELOK (14)

The Kobold champion of the Spectramfi.

Sub-Types: A

Body	5	4 BR	Special Features: Constrict, Fiery Breath, Greater Weaponry, Quick Attack.
Mind	2	2 MR	
Soul	3	1 SR	Description: Fights with two short swords (3 Body), will attempt to use its body weight and swords to pin down a creature.
Power Points	3		

KOBOLD (1)

Kobolds are a race of Dragonkin, which worship Anzotl, they have scaly skin and are on average a foot shorter than adult humans with snouts and large jaws.

**Sub-Types: Dragonkin, Humanoid (Human)**

Body	3	2 BR	Special Features: Aware, Fiery Breath, Weaponry.
Mind	2	2 MR	
Soul	3	2 SR	Description: Most Kobolds are hunters, using slings or spears (2 Body).
Power Points	3		

Commoner (0)

Fights by overpowering their enemies, biting. Ten Kobolds pool their Body trait to initiate grapple (1 Body).

Juggernaut (1)

Juggernauts are armoured versions of Kobold, fighting with longswords and shields (2 Body, +1 BR).

Royal Guard (6)

Royal guards have +1 Body, fighting with polearm axes (3 Body).

Runner (1)

Runners move around a lot, always keeping away from the players, they swap Aware with Manoeuvrability. They have slings (1 Body).

Scavenger (1)

Scavengers swap Aware with Stalk.

Spear (1)

Spears use javelins (2 Body), which they throw 4 metres without penalty. Spears carry at least three javelins.

MAA (1)

The Maa is an underground species, with an elves anatomy, but with scaly red skin and black accursed eyes. They worship entities that represent disease and destruction.

Sub-Types: Humanoid, Primal

Body	2	1 BR	Special Features: Natural Weapons, Paralyzing Stare.
Mind	2	1 MR	
Soul	4	2 SR	Description: Maa aren't big fighters, they usually hunt in packs, while one stares the victim down, the others overrun it.
Power Points	3		

Fighter (1)

Maa Fighters would be considered weak to most. Swap Paralyzing Stare with Weaponry - fighting with short swords (2 Body).

Fire Priest (1)

Maa Fire Priests use their channeled energies. Swap Paralyzing Stare with

Sub-Types: A

Body	2	1 BR	Special Features: Elemental Affinity, Elemental Projectiles, Natural Weapons, Speech (Common).
Mind	2	1 MR	
Soul	4	2 SR	Description: Maa Fire Priests use fire projectiles (3 Body), they can ignite anything.
Power Points	3		

Scout (1)

Maa scouts do not fight. Swap Profession with Stalk and Paralyzing Stare with Aware and Manoeuvrability.

MAGE (1)

The Mage is a self-taught student of blood magic channeling. Assists the bandits in their endeavours.

Sub-Types: Arcane, Humanoid

Body	5	2 BR	Special Features: Aura Reading, Arcane Affinity, Spellcasting.
Mind	2	1 MR	
Soul	2	1 SR	Description: The Mage uses magic at each opportunity, sacrificing a Power Point per casting to receive a +1 casting. 1. Spell (Crackling Quicksilver and Charged Air, Mag 10, 3 Body) 2. Spell (Crackling Quicksilver and Charged Air, Mag 7, 2 Body) 3. Spell (Crackling Quicksilver and Charged Air, Mag 9, 2 Body, 2 targets)
Power Points	3		

MANIMURAN (1)

A Nomad fighter, getting old, but not weak.

Sub-Types: Humanoid (Human)

Body	5	3 BR	Special Features: Constrict, Quick Defense, Weaponry.
Mind	2	0 MR	
Soul	2	2 SR	Description: Uses a battle axe and shield (3 Body, +1 BR). Is quick-footed will move around the arena.
Power Points	3		

MERCENARY (9)

The Mercenary works for the Merchant, attacking or threatening anyone who comes too close.

Sub-Types: Humanoid (Human)

Body	4	4 BR	Special Features: Quick Attack, Track, Weaponry.
Mind	2	1 MR	
Soul	3	0 SR	Description: Uses a greatsword to fight (4 Body), swinging swiftly and hard.
Power Points	3		

MERCHANT (1)

The Merchant has hired the Mercenary to avoid getting attacked.

Sub-Types: Humanoid (Human)

Body	2	1 BR	Special Features: Profession, Speech, Weaponry.
Mind	3	1 MR	
Soul	4	2 SR	Description: Speaks several languages, can also run away if threatened. Carries a dagger (1 Body), just in case.
Power Points	3		

MILITIA (1)

Villagers chosen to fight on their homes behalf, somewhat trained.

Sub-Types: Humanoid (Human)

Body	3	2 BR	Special Features: Profession, Trip, Weaponry.
Mind	4	2 MR	
Soul	2	1 SR	Description: The militia are trained villagers. They practice disarming their opponents (3 Body).
Power Points	3		

MINION (1)

Servant (1)

Sub-Types: Humanoid (Human)

Body	3	2 BR	Special Features: Bloodrage, Greater Weaponry.
Mind	3	2 MR	
Soul	3	2 SR	Description: Minions will fly into a rage, if their master is threatened, hacking with their axes (3 Body).
Power Points	3		

Guard (1)

Uses axe and shield, (2 Body, +1 BR).

MULDO THE FIERCE (1)

Muldo is a strange creature seemingly made up of iron ore. The Vulture King theorizes that Muldo is an immortal being having grown addicted to the feeling of being regenerated when killed.

Sub-Types: Humanoid (Human), Elemental (Earth)

Body	2	2 BR	Special Features: Elemental Affinity, Size (2), Weaponry.
Mind	2	2 MR	
Soul	2	2 SR	Description: Muldo is not invested in fighting after a lot of loss. Fights with a small mace (1 Body). Will rise to its feet minutes after dying.
Power Points	3		

POTTER (9)

The Potter is not an evil mastermind as the puppeteer of the Bandit gang, but more of an ambitious cold hearted sadist.

Sub-Types: Humanoid (Human)

Body	4	3 BR	Special Features: Stalk, Quick Attack, Weaponry.
Mind	2	2 MR	
Soul	3	0 SR	Description: The Potter fights with two handaxes (2 Body) in a distressfully calm manner.
Power Points	3		

PUFODAROS (6)

An intelligent pufferfish hybrid living in a pond. Usually hides within the Spectramfi's pond.

Sub-Types: Aquatic, Humanoid (Human), Primal

Body	6	3 BR	Special Features: Natural Weapons, Size (5), Swim, Water Breathing.
Mind	2	2 MR	
Soul	3	1 SR	Description: Walks out as a size (2) creature, but inflates into a jagged mass of spikes (3 Body).
Power Points	3		

REVENANT (40)

A horrible affront to the laws of the natural world. A ghost forced to return without is body. It follows the instructions of its raiser, draining the souls of all that get in its way.

Sub-Types: Alternal, Incorporeal, Undead

Body	-	- BR	Special Features: Alternal Deflection, Alternal Touch, Energy Drain, Natural weapons, Phasing, Spellcasting, Undying.
Mind	2	3 MR	
Soul	5	2 SR	Description: Relies on damage dealt to them and uses a combination of soul draining (1 Soul) and energy drain (cause sickness). Spell (Entwining of air and water, Mag 2, deal 1 Body).
Power Points	5		

SHARG (1)

Shargs are alternal creatures rumoured to be banished Forest Spirits.

Sub-Types: Alternal Aberration

Body	4	2 BR	Special Features: Alternal Deflection, Improved Natural Weapons, Manoeuvrability.
Mind	2	2 MR	
Soul	3	0 SR	Description: Shargs use their very sharpened claws (2 Body) to do intricate work or shred flesh.
Power Points	3		

SKINWALKER (1)

Skinwalkers (of this type) do not generally assume the shape of animals or creatures, instead, they change their own appearance and willfully warp and mutate their bodies.

Sub-Types: Humanoid (Human), Shapeshifter, Primal

Body	4	3 BR	Special Features: Greater Shapechange, Improved Natural Weapons, Size (4), Stalk.
Mind	3	0 MR	
Soul	3	2 SR	Description: The Skinwalker's size is in fighting mode, mutated with large bone spears (3 Body) from its hands and strange stretched features.
Power Points	3		

Cult Leader (14)

Sub-Types: Humanoid (Human), Shapeshifter, Primal

Body	7	4 BR	Special Features: Greater Shapechange, Improved Natural Weapons, Size (5), Stalk.
Mind	3	0 MR	
Soul	3	2 SR	Description: The Skinwalker's size is in fighting mode, mutated with large bone spears (4 Body) from its hands.
Power Points	3		

Ritualist (1)

Ritualists have -2 Mind and +2 Soul. Swap Stalk with Spellcasting (Siphon the Alternal cycle, Mag 8, drains 2 Soul).

SPECTRE (63)

While a revenant may seem wild and dangerous, the spectre is infinitely worse. Encountering a spectre ensures certain death.

Sub-Types: Incorporeal, Undead, Malicious

Body	-	- BR	Special Features: Deadly Stare (4) Phasing, Spellcasting, Stare.
Mind	5	2 MR	
Soul	6	3 SR	Description: Its very presence sends shivers down your spine, and its dead stare steal your soul outright (4 Soul, per round).
Power Points	7		

SPIRIT (14)

Spirits channel Deep energies, use Altered sub-type and special features as guide.

Unnamed (14)

Sub-Types: 'Deep', Incorporeal, Natural

Body	-	- BR	Special Features: 'Deep' Affinity, 'Deep' Deflection, Phasing, Spellcasting.
Mind	2	3 MR	
Soul	6	1 SR	Description: The Spirit may have many tricks up its sleeve, but its main method of attack is spellcasting (with Soul) (Deep Resonance, Mag 12, 3 Body dealt in a 2-meter radius)
Power Points	3		

Carrión King (30)

Gain Altered Touch (1 Body, 2 Soul).

Frost (1)

Frost Spirits have -1 Soul, they attack with an icy touch (3 Body).

TOADIE (1)

The Toadie is really broken, but feels that it is too late to turn back in the service of the Spirit.

Sub-Types: A

Body	2	2 BR	Special Features: Quick Defense, Shapechange, Stalk, Weaponry.
Mind	3	0 MR	
Soul	3	2 SR	Description: The Toadie is slightly deformed and forced not to utilize shapechange, now fighting with a simple dagger (1).
Power Points	3		

TROLL (6)

Great beasts and hosts for the souls of dying spirits. Some choose to sacrifice their self-awareness, while some retain it.

Forest (6)

Sub-Types: Humanoid (Human), Primal

Body	9	3 BR	Special Features: Natural Weapons, Rake, Size (5).
Mind	2	1 MR	
Soul	2	2 SR	Description: Non-elemental trolls are usually considered an animal more than a creature. They eat what they find, slashing with its claws (3 Body).
Power Points	3		

Aguran (14)

Sub-Types: Elemental (Water), Humanoid (Human), Primal

Body	8	4 BR	Special Features: Elemental Affinity, Elemental Bile, Natural Weapons, Rake, Size (5).
Mind	2	2 MR	
Soul	2	3 SR	Description: Water trolls are filled to the brim with pure water, to the point that they will explode when killed.
Power Points	3		

Saltu (14)

Sub-Types: Elemental (Salt), Humanoid (Human), Primal

Body	8	4 BR	Special Features: Elemental Affinity, Improved Natural Weapons, Rake, Size (5).
Mind	2	2 MR	
Soul	2	3 SR	Description: Saltu trolls have a tendency to be more intelligent. They have claws of salt (4).
Power Points	3		

VULUSTRIX (14)

The Strix are humanoid bird hybrids, created by the Spirits of the Forest to protect endangered forest regions. Animals are drawn to the Strix, despite their predatory appearance.

Vulustrix are vulture hybrids, they are usually charged with devouring contagious animal carcasses.

Sub-Types: Astral, Humanoid (Human), Primal

Body	5	3 BR	Special Features: Aware, Astral Whispers, Essence Drain (Mind), Natural Weapons, Size (4).
Mind	3	2 MR	
Soul	2	1 SR	Description: The Vulustrix are sophisticated often using tools, but when it comes to fighting - they peck with their beaks, while whispering (2 Body, 2 Mind).
Power Points			

Vulture King (41)

The Vulture King has +2 Mind, +2 PP, Astral Reading and Astral Screech.

WEASEL (9)

The Weasel is an actual Weasel and shapeshifter.

Sub-Types: Astral Shapeshifter

Body	4	2 BR	Special Features: Astral Affinity, Astral Whispers, Shapechange, Spellcasting.
Mind	2	2 MR	
Soul	2	1 SR	Description: Will change into a creature resembling a bear to fight, but would rather weasel its way out.
Power Points	3		1. Spell (Truth in Nature, Mag 6, Reveals aura specifics) 2. Spell (Whispers of intrinsic truth, Mag 7, reveal traits and usage). 3. Spell (Mind Mastery, Mag 19, Command creatures)

WENDIGO (9)

Wendigo are created by the Spirits of the Mountain, when people freeze to death in blizzards. They can not rest until they can kill as many creatures as will grieve for their loss.

Sub-Types: Humanoid (Human), Primal, Undying

Body	3	4 BR	Special Features: Essence Drain (2 Soul), Natural Weapons, Manoeuvrability, Undying.
Mind	2	2 MR	
Soul	2	2 SR	Description: Wendigo will attack anyone, clawing with their bone- stumped fingers (1 Body, 2 Soul).
Power Points	3		

WOLFRAM (1)

A gruesome experiment come to life, a cross between a wolf and a ram, semi-sentient, dangerous and scared.

Sub-Types: Beast, Primal

Body	6	3 BR	Special Features: 2X Improved Natural Weapons, Manoeuvrability, Rake.
Mind	1	1 MR	
Soul	1	1 SR	Description: Is afraid, does not want to fight, but is dangerous is adequately provoked (3 Body).
Power Points	3		

WOLF (1)

A wolf, born in the wilds, hunts in packs of 4-5 animals.

Sub-Types: Beast, Natural, Primal

Body	3	2 BR	Special Features: Natural Weapons, Manoeuvrability, Quick Attack, Track.
Mind	1	0 MR	
Soul	3	2 SR	Description: It attacks with its claws or bites (2). May be scared off with fire.
Power Points	3		

AREAS

VARAES FOREST REGION

Located at the north end of the Nomadic Freereign Empire and south of the Oden border. A large area of forests cut by small valleys with roaring rivers. There are several small settlements in addition to those on the map, some belong to Skinwarpers. Caelora is the only large city.

See map, Appendix II.

Archetype	Forest
Backstory	Has been inhabited for thousands of years. The Varaes maintain a culture here, even after the Odenite expansion, when the City of Caelora was built. The Dwarves built a mining city, called Iron Valley here, but it has been abandoned for a long time. The region is inhabited by different spirit worshipper faiths (Protector vs. Skinwarper), occasionally coming to blows. The area is technically independent, but Oden keeps a watchful eye on things, through its military in Caelora.
Climate	Southern Forest Region
Landmarks	The Great Rift Mine (near Iron Valley), Raador Mountain (near Raad), Asher's Lake (between Raad and Last Orchard).
Location	Raad (a), travel central Yega (b), 40 km (Path) Caelora (c), 90 km (Path, Road) Last Orchard (d), 60 km (Path) Travel Cabin (e), 110 km (Path) Iron Valley (f), 150 km (Path) Bandit Lair (g), 45 km (Path, Forest) Buyer's Estate (h), 70 km (Path, Road, Forest) Cult's Hideout (i), 30 km (Forest) Troll Cave (j), 30 km (Path) Iron Mine (k), 155 km (Path, Farmlands) Hidden Tunnels (within e) Elder's Vault (within k)
Travel	There are a lot of paths through Varaes, most of them are well maintained. Traversing the forest without a path is hard, doubling the travel time. Some rivers are also big enough for small boats to pass through sections.
Survival	Spring time is rain season in Varaes: Travelers are less comfortable and some gear can be destroyed, also there is more food available in the river. In dense forest travel, players risk losing their way.

RANCARI MOUNTAIN RANGE

Located east of the Varaes Forest Region and south of Actar lake, nestled around Rancari Peak (3672 metres). Rancari Mountain Range is a part of the large range of mountains separating Oden from the Unclaimed Territories. There are some cities and villages mostly concentrated on mining ventures. Inside Volitash mountain, there is a still inhabited Dwarf city.

See map, Appendix II.

Archetype	Mountain
Backstory	The Rancari Mountains have been home to several civilizations through the ages, like the Barakites and Kobolds. Legends tell of an ash elf dynasty once, when one of the mountains was an active volcano. The Barakites cling to Volitash still, while the Odenites have stayed in Elhan's View and Akram since the Expansion.
Climate	Oden Mountain
Landmarks	Rancari Peak (near Eknomezep), Volosh Peak (near Volitash), Steaming Lake (near Ramshack)

Location	Elhan's View (a), travel central Akram (b), 60 km (Path) Ramshack (c), 25 km (Path) Volitash (d), 55 km (Path, Road) Enchanter's Fort (e), 55 km (Path, Mountain) Shelter (f), 75 km (Path, Valley, Mountain) Mountain Sanctuary (g) 75 km (Path) Eknomezep (h) 100 km (Path, Mountain) Mountain Path (between a and g),
Travel	High up in the mountains there is a lot of snow, further beneath there is a lot of ice cold melting water and low sunlight. Traveling in the area depends on winter clothing and good boots. It may be slippery and steep, travel time is one and a half of normal pace.
Survival	At night the temperatures can creep way below zero, at winter all the way down to -25. Through the valleys and canyons ice cold winds blow all day. Without camp heating and correct clothing, frostbite and colds are unavoidable. Also be careful with avalanches and rock slides.

ROYA'S MARCH

Located between Actar Lake and Varaes Forest. As the name suggests it consists of mostly marshlands. The banks of the Rostam spill out onto the plains, it supplies a large flat area with more water that i can take, creating permanent marshlands. There are a lot of dense mangrove forests, some jagged mountains and a lot of lakes in the middle of the marshlands

See map, Appendix II.

Archetype	Marsh
Backstory	Varaes people have lived in this part for ages, even before the Odenites founded Soraya in the heart of Roya's Marsh. It has been a hiding spot for several old civilizations, wishing to avoid detection. Barakites have left castles and tombs, while Estelar is as big as ever and completely secluded.
Climate	Oden Marshland
Landmarks	Mustov's Tavern (on the path to Rancari), Yabuqa Statue (hill near Ozra), Ruined Temple (near path to Varaes).
Location	Ozra (a), travel central Astral Pool (b), 45 km (Road, City) Soraya (c), 44 km (Road) Frog Pond (d), 60 km (Road, Wetlands) Forest Hideout (e), 90 km (Road, Wetlands) Estelar (f), 30 km (Wetlands, Mangrove) Temple of Tenir (g), 10 km (Road, Hill) Savresh (h), 55 km (Road, Mangrove)
Travel	Going through the marsh can be lethal, travel time is quadrupled and tripled through mangrove, without the aid of a path. Some rivers are fit for small boats, but they are prone to getting caught in the mangrove roots. Only the road leading from Soraya to Oden is fit for a carriage.
Survival	At night the temperatures can creep way below zero, at winter all the way down to -25. Through the valleys and canyons ice cold winds blow all day. Without camp heating and correct clothing, frostbite and colds are unavoidable. Also be careful with avalanches and rock slides.

ESTELAR

Located within Roya's Marsh, access through a hidden gate in thick mangrove forest. The Great City of Estelar, it has four thousand inhabitants hidden away in a thick forest. There is one entrance through a tunnel near Ozra. Houses are made from peat and clay, some are shaped like beehives.

The Bastion of Anfale lies in the middle of the city, a large castle where clay and woods create an impenetrable fortress. At the north end is the Orphan's Castle, the oldest building in the city - made from white marble.

Archetype	City
Backstory	Estelar goes back to ancient times, when the Valyun came to find a cure for their parasitic infection. The city has been ruled by an Orphan Empress, chosen by a cabal of clerics when the last Empress dies.
Climate	Oden Marshland
Landmarks	Bastion of Anfale (near Lower City), Imperial Fountain (near Orphan's Castle), Spice Market (near Upper city).
Location	Total expanse of the city is 2 km x 2 km. Lower City Upper City Orphan's Castle.
Travel	The ground in Estelar is covered by a soft moss, perfect for walking. Travel time is shortened a little, some elves rent out handcars that transport people and goods around town.
Survival	The air is fresh and the ground is soft here, becoming Tired or Exhausted here is unlikely. There is little natural food, but greens and meats are sold on every corner.

EKNOMZEP

Located within Rancari Mountain Range, entrance close to Rancari Peak. Eknomzep is fully located inside Rancari Mountain, and comprises several sections:

The Entrance hall, the Pillars of Gigaros, the Nests, the Mess halls and the Grand Hall - in addition to several secret passages.

Archetype	City
Backstory	The home of the Legendary Dragon Omzep. It was fed by the Ancestral Kobolds until it could no longer leave its lair. When it died, the Kobolds moved into Eknomzep, using the dragon skull to make a throne for its new king, Dublek of the Putrid Odor. Arbaklok has outfitted this kingdom with technology uncharacteristic of the simple Kobolds, the heating system, the shark fishery and traps are all his making. Now it is an hollow shell of the bustling city it was, unbearable cold and corpses of Kobolds everywhere
Climate	Alteral Blizzard
Landmarks	Pillars of the Gigaros, Fire Nest, Grand Hall
Location	Total expanse of the city is 2 km x 1 km. Entrance to Eknomzep Main Hall Nests Pillars of the Gigaros Mess Hall and Kitchen Grand Hall
Travel	Getting around in Eknomzep is very hard, movement is decreased by 80%. Attempting to move faster requires a Move roll. Failure causes 1 Body in damage, no resist mitigation.
Survival	-

ALTERA

To the naked eye, it looks like a plain, but in reality it is sloped in a way that changes with the wind. As if standing on a flowing fabric on top of the sea. One would expect it to be covered in snow and ice, but the ground is comprised of a tightly packed blue sand.

The shell of a Monastery houses the hordes, mortals overtaken by Ennam-Sargon's will, now serving in perpetuity. There are thousands of them surrounding the Monastery, most preoccupied with the portal ritual. In the Monastery, the Great Blind one is suspended from the ceiling, frozen in ice.

Around the Monastery is the meadow of winter orchids, which consists of variations of natural flowers made from ice, colored sand and 'something else'. Furthest away from the Monastery, at the end of the meadow is the Shrine with the portal stone.

Archetype	Plains
Backstory	Located in the 'Other' world. Access through portal, specific portal appears in quest Arbaklok's Revenge. It is home to the Great Blind One and its lord Ennam-Sargon. Called the Alteral Blizzard or the Realm of the Blind One. The last months the Horde has been gathering, here, channeling the ritual
Climate	Alteral Blizzard
Landmarks	Shrine, Monastery
Location	Total expanse of the city is nearly infinite. Ennam-Sargon's Dimension
Travel	Walking in a straight line in this dimension is easier said than done. The path may be four-five times longer than it seems, and walking against the wind takes halves the speed. A prayer to the Traveller (or other fitting deity) may solve these issues for a short period of time.
Survival	Extreme temperatures will kill any normal living being within an hour, frostbites may occur within seconds on exposed skin. Also the shift of gravity will cause nausea. Roll Center, difficulty 4, or receive a -2 to Move and Focus rolls.

ASTRA

Located in the Astra. Access through a reflection pool in the Hidden Tunnels, appears in quest The Vulture King. This appears to be the perfect dimension. Apart from the Spectramfi, a place where extradimensional gladiators fight to please the Vulture King. It is a lush forest with everything you would need always within reach.

The City of Mar'Goon is a haven of art, poetry and insanity in a perfect circle around the Spectramfi, which is made from the tombstones of the fallen warriors. The inhabitants of Mar'Goon are sentient, speaking animals. The Vulture King's Court, a palace of constant festivities, is placed a short ways outside of Mar'Goon. It is an open temple with gardens and streams.

Archetype	Forest
Backstory	A few hundred years ago, a community of Vulustrix found a book of children's stories - upon reading it, they were driven mad. Their madness led them to the pool of reflection and into the jaws of the entity known as "Ilo". As a bargain to restore their sanity, the Vulustrix agreed to provide Ilo with entertainment, and so the Spectramfi was born. The Vulustrix appointed their leader as a King for their new dimension. Ilo made it into a paradise inhabited with animals.
Climate	Astral Temperate Forest
Landmarks	Adder's Market and Things (Mar'Goon), Shrine of Unknown Shapes (Mar'Goon), Street of Emeralds (Mar'Goon).
Location	Mar'Goon (Q7) Spectramfi (Q7) Vulture King's Court (Q7)
Travel	Traveling in this dimension grants a temporary bonus +1 Fortune, if Fortune is raised above the current cap, gain a +1 to Charisma instead. Everything about the dimension is effortless.
Survival	No special precautions needed, can sleep without camps, fire, shelter and clothes comfortably.

APPENDIX II: AREAS

VARAES FOREST REGION

