



CAIRNHOLLOW

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cairnhollow

Cairnhollow is a beginning adventure site for players and Narrators who are new to *Torchlit Adventures* and want to explore the sort of game it offers.

This adventure will not teach you how to generate NPCs, locales, or more. You'll need to rely on the core *Torchlit Adventures* book, or any number of other fine products and learning tools out there.

This adventure is written to feel familiar and accessible, so the players can focus on understanding the rules fully and how they differ from other classically inspired roleplaying games.

To begin, the players should prepare by generating a first level character, following the rules in the *Torchlit Adventures* rulebook. Each player will need at least one character.

The Narrator should begin by reading this adventure and familiarizing themselves with the journey, campaign and light rules (which this little booklet is designed to emphasize.)

The characters will be exploring a burial site outside a small village where strange and dark events have been occurring...



grimsglade

Grimsglade is a small forest outpost, stuck between a trade route, a dark and oppressive forest, and a steep mountain range. It's ramshackle, ready to topple, and quietly falling apart through disrepair.

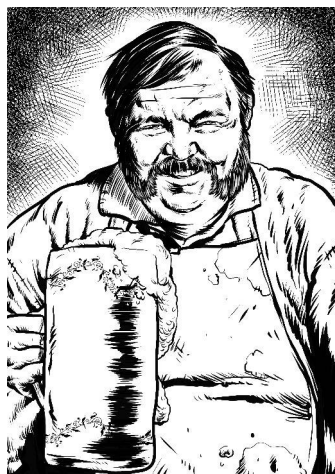
The towns only economic influx is the sundry work that comes with repairing, supplying and maintaining trade caravans that traverse the area.

The characters are most likely here due to jobs as guards for a caravan, or this is the nearest "large" town to the farms they grew up on.

Items can be purchased here, and the general store has most basic items at their listed prices. Characters should be allowed to do some shopping. There is little of note in this town, other than the following two locations:

The Three Eyed Goat Tavern & Inn

The Three Eyed Goat Tavern & Inn (simply called The Goat by



locals) is the only real tavern and inn to be found in Grimsglade. Run by a cantankerous old merchant named Quince, The Goat is the best place to rest up and recover at night.

Quince isn't much of a resource for the characters at this time, as he doesn't trust folks who haven't proven themselves (he sees a lot of braggarts and thugs come through down with the caravans.)

khaya's general store

Khaya runs the only true general store in town, and she knows it. Khaya gets her wares from merchants who travel through, and she's fair-minded for someone who has a virtual monopoly in the town.

She'll sell her trade goods to anyone and everyone who can pay, but she won't work on credit or reputation. It's cold hard coin, or nothing at all.



The Adventure

After the characters have had a chance to get a feel for the town, around noon, a badly damaged caravan wagon comes haphazardly careening before it comes to a crashing halt against The Goat.

The only person on the caravan is a battered, bloodied and frightened guard, a young man named Raf who is babbling on and on about dark magicks that beset his cohort by the evening dusklight.

It's hard to make any sense of it, and a character will need to calm him down.

Calming Raf Down

Calming Raf down is a *skill test*. To enact a skill test, any character who is attempting to calm Raf down will simply roll a d6.

This is a Difficulty 3 Charisma Test. This means all players will roll a d6 and add their Charisma modifier to it. Anyone who rolls a 3 or higher after applying their modifier helps to calm Raf down.

Raf is clearly distraught, struggling to make sense of what occurred. After a successful skill test to calm him down, three salient points are discovered:

- Raf has been frantically trying to get to Grimsglade all night. Most of the night is a blur, but it took him all night to get here.
- He recalls being beset by strange howling monsters that devoured his traveling companions and the other guards
- He'd been warned about bandits before they set out from Silverstream (the trading town they'd left from to Grimsglade.)

After gathering this information, the village circle will convene to discuss what to do.

Eventually either Quince or Khaya will be tasked to approach the characters with the job of investigation.

Regardless of how the conversation plays out, here's what Grimsglade will offer:

- 10 silver pieces for each adventurer.
- A shared house for the group
- A horse and wagon upon completion of the job.

The characters should agree to the task. Whomever talks to them will make it clear that if the characters take the money and run, the town will make sure they're no longer welcome in the area.

The Journey

As the characters set out, they will first have to make the journey to the site where Raf's caravan was attacked.

This segment uses the *Journey* rules found in Chapter 7 of *Torchlit Adventures*.

For the Narrator as an overview, this journey contains the following details:

- It is a 3 hex journey.
- The first hex is Roads, the second hex is Plains, and the third is Thick Forest.

The Narrator can simply draw out this map as they see fit on some hex paper in order to showcase how these Journey rules work.

Have each character select a role from the list of available roles to serve as in the party.

Then, on each hex follow the Journey rules to determine how quickly the party travels.

There's every chance someone will fail a skill test at some point during this journey. Because this is an adventure designed to teach, the Narrator can afford to be lenient (for example, being on the road doubles how far a group can walk, so getting lost on the road wouldn't

significantly slow a group down, as they only have to travel 8 miles to the next hex.)

If the Lookout fails a roll, have one of the below creatures attack (an excellent use of the combat rules to learn how they work!)

D3 Roll	Result
1	Bear
2	1d3+1 Wolves
3	1d4 Goblins

If any combats occur, make sure the Guard on the journey is given their roll to ensure that the party isn't surprised.

camping

After the party has arrived at the locale where Raf and his caravan had camped for the night, they will discover the signs of a battle.

No dead bodies are to be found, but it's clear something dangerous and violent happened in this location. However, it's getting too dark to adequately investigate, so the party will have to wait until morning.

The characters might elect to stay somewhere nearby. A Difficult 4+ Insight Test will allow them to find a more than adequate location.

Once they've selected their campsite, the party will engage with the Camping rules in Chapter 6 of *Torchlit Adventures*.

As the Narrator follows the steps for campaign, be sure to showcase to the players how this is their chance to rest, recover and find some solace or safety before they venture into danger tomorrow.



The characters will not be attacked during the night this evening, so they can rest quietly (though don't tell them that! Make sure they set a watch and are preparing for the various eventualities.)

The next day they will set out on their exploration to discover what happened to Raf's caravan.

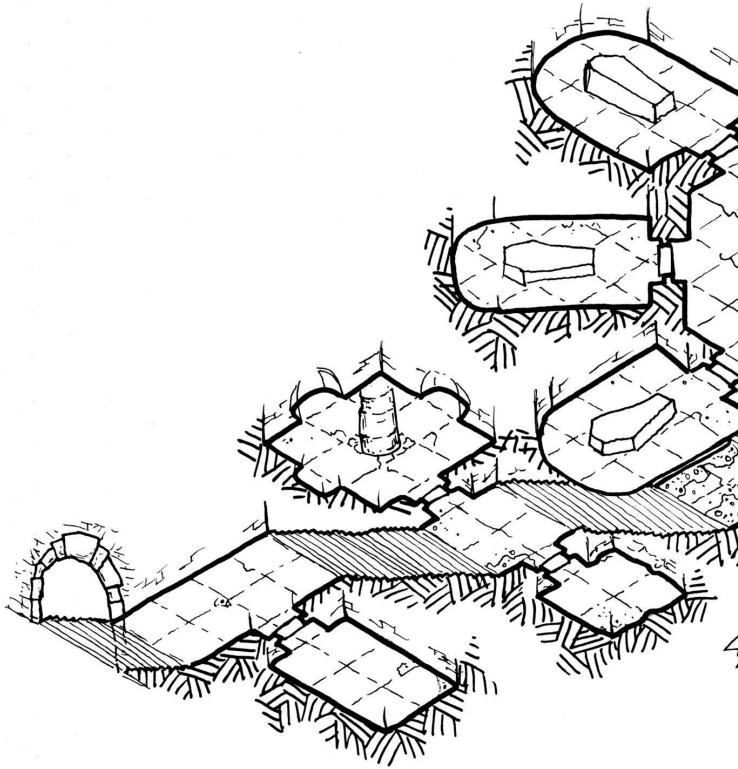
cairnhollow



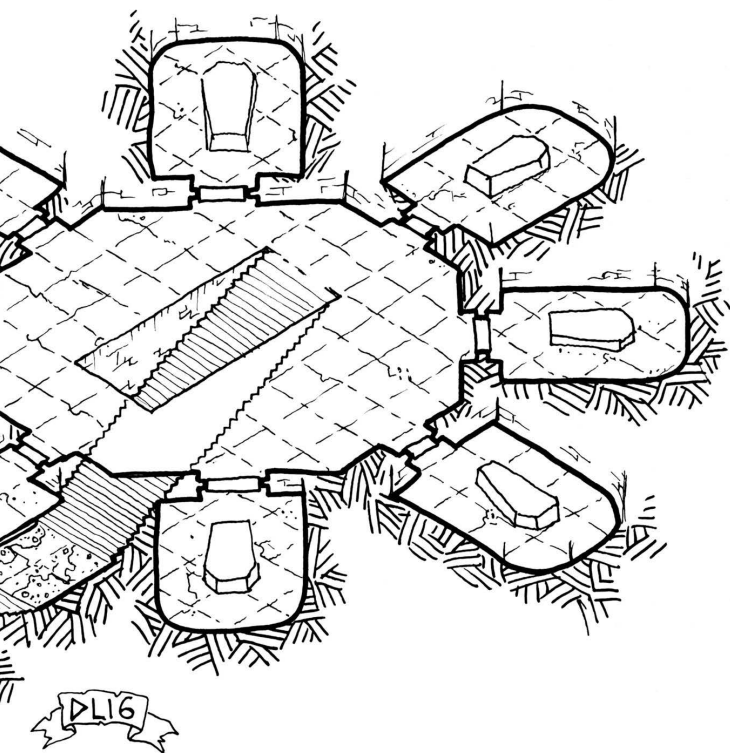
The terrible truth of Cairnhollow is about to unfold as the party adventures tomorrow.


First, as they investigate, a Difficulty 4+ Learning Test will allow a character to discover the following: that Raf's caravan was attacked by ghouls. These ghouls can be easily tracked in the daylight, with a Difficult 2+ Insight Test.

cairnh



hollow





A cairnhollow is a former burial crypt from a long-forgotten culture that used to inhabit these mountains. Protected by powerful magicks that keep their warriors guarding the now-forgotten people, a recent rock-slide has opened the Crypt and the ghouls have come to feast, attempting to devour those who travel near by.

As the adventurers prepare to travel in, be sure to explain the light rules to them, and ensure everyone has their *Bright Light* card in front of them, as well as access to the other light reference cards they might need!

There is one ghoul in the crypt for each player (see **Tactics** on the next page.)

As the characters travel into the crypt, they can explore the rooms, attempting to find treasure. A successful Difficulty 4+ Insight Test on in each room will grant a single roll (one per room, no matter how many characters pass), on the treasure table below:

D8 Roll	Treasure
1	2d10 silver pieces
2	A melee weapon with 1 magic quality
3	1d6 gold pieces
4	An idol worth 1d8 gold pieces.
5	Heavy Armor
6	1d3 gems worth 1d8 gold pieces each.
7	Half-eaten corpse
8	A shield with 1 magic quality

GHOUL

Lifeblood: 16

Defense: 14

Saving Throw: 14

Environment: Underground

Attacks: Bite, BHB+2, 1d4+1 damage. Claw, BHB+1, 1d3+1 damage.

Qualities: Armored 2, Darkvision, Light Blindness, Regenerate 2, Tough, Undead.

TACTICS

The ghouls will attempt to ambush the characters, and catch them unawares. Due to their light-blindness, the ghouls are at a disadvantage and this gives clever players the advantage.

The ghouls will coordinate their attacks, and attempt to knock the torches away or spend their actions to put out dropped torches. If the players are deep into the crypt, 1d2 ghouls are actually behind them and will attempt to cut off their escape, though no ghouls will pursue the players into the sunlight.

aftermath

After the battle has been resolved, the party can safely search the rest of the crypt (give them one roll on the Treasure table above. No need to force Insight tests if all the enemies are gone.)

However, there's a lot of stuff to carry back and the risk that whatever magic animated the ghouls can still work. A successful Difficulty 5+ Learning test will allow a character to know that they could reseal the tomb.

Moving enough rocks and debris to cover the entrance takes three Difficulty 6+ Might Tests, with each Test taking an hour. To reach Difficulty 6+, the characters will need to use the cooperation rules in *Torchlit Adventures*.

Afterwards, you can use the Journey rules as they travel back to Grimsglade, or simply allow them to travel safely!

While this cairnhollow has been closed, many more are around in these areas, and there are many adventures to be had sealing them all or searching for magical artifacts....



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