

61

For Mythras  
Classic Fantasy

# Adventure Module 61 *These Violent Delights*

by Darvin Martin, for Ranks 1 to 2



Serving the Lady Moonsong, the adventurers investigate the disappearance of her son, exploring a dangerous nearby forest, and delving into an ancient druid sanctuary. But are they prepared for the moral choices ahead?

*These Violent Delights* is a Classic Fantasy module for Ranks 1 to 2.

Mythras

Classic  
Fantasy

THE DESIGN  
MECHANISM

CLASSIC FANTASY  
ADVENTURE MODULE G1

# THESE VIOLENT DELIGHTS

By Darwin Martin

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## Credits

Written by Darvin Martin

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Project Manager: Rodney Leary

Editor: Brian Pivik

Layout: Alexandra James

Art: Chris Yarborough

Cartography: Rodney Leary. The hex maps in the product were produced using the Hexographer™ mapping software

## Playtesters

Chris Brann, Darryll Carter, Ian Fletcher, Michele Martin, Jared Pryor, Che Webster

# Introduction

The characters investigate the disappearance of a noblewoman's son, explore a dangerous nearby forest, and delve into an ancient druid sanctuary haunted by the undead. At the end of the scenario they discover a doomed love affair and must choose between loyalty to the noblewoman or honouring her son's desires.

*These Violent Delights* is an adventure for Rank 1 to 2 Classic Fantasy characters. Characters should be created using the Classic Fantasy rules and have a good mixture of skills related to survival, exploration, and magic. We recommend having at least one Ranger or Druid in the group.

With spell-like abilities and fey poison, Glittersharp could be a dangerous foe for a party of lower Ranked characters. Games Masters should be familiar with Pixies and fey poisons before starting the adventure.

For the purposes of this adventure, assume the characters have been adventuring together for some time (1d10 months) and all come from outside Gramby. In general, they have come to town seeking their fame and fortune; although individual motivations may differ, everyone is responding to a recent call for adventurers made by Lady Moonsong.

There are a large number of reasons why the characters might be inspired to pursue her offer; Games Masters and players should work together to create these motivations. During this overview, players can also introduce their characters and describe their motivations for pursuing the adventure.

## Key Non-Player Characters

- ⇒ Lady Nuathyn Moonsong: A Half-Elf noble and skilled Magic-User. She hires the players to find her son in Grune Vel Wood where he has gone missing.
- ⇒ Elyon Moonsong: A young bard with silver hands and Lady Moonsong's only child. He has fallen in love with Amaltheta

### NPCs & Luck Points

Unlike standard Mystras, in Classic Fantasy it is not unusual for non-player characters important to the story to possess Luck Points in the same way as a player character. This also applies to non-player character's possessing a character class such as a fighter, cleric, thief, etc. Encounters involving opponents with their own Luck Points will typically play out as a war of attrition, with both sides wearing out the other until one finds themselves 'out of luck'. This will typically eliminate an anticlimactic ending, and allow a lone opponent of importance a little more longevity when outnumbered by a full party of adventurers. These Luck Points work in the same way as those of a player character, granting the same possibilities. The one caveat however is that a non-player character's Luck Points do not regenerate from session to session, instead lasting the length of the adventure. Only by escaping their fate and surviving to take part in another adventure will their Luck Points return. Therefore, it is not unusual for intelligent non-player characters to use their remaining Luck Points in an attempt to flee an impending demise, possibly going on to become a reoccurring villain.

and abandoned his civilized life to remain with her in Black Thorn Hill.

- ⇒ Amaltheta: A capricious Dryad from Grune Vel Wood and Elyon's new paramour.
- ⇒ Fang: A Half-Orc mercenary and second-in-command of the Iron Wolves. He is hired by Lady Moonsong to follow the characters and kill Amaltheta when the opportunity arises.
- ⇒ Scar: A Half-Orc mercenary and leader of the Iron Wolves. He is Fang's brother and is contracted by Lady Moonsong to find and kill Amaltheta.
- ⇒ Thedweel Bleek: A 300-year old gnome and personal servant to Lady Moonsong. He sympathizes with Elyon and tries

to inform the characters about the real reason behind their mission.

- ⇒ Filo Nox: A Wererat and his Giant Rat companions.
- ⇒ Glittersharp: A Pixie warrior oathbound to protect Amalthelia.

## Key Points/Timeline

1. Elyon encounters Amalthelia in the Sacred Grove and the pair fall in love.
2. Thedweel reports Elyon's actions to Lady Moonsong, who orders the Iron Wolves to track him down and kill the Dryad.
3. The Iron Wolves are ambushed by Glittersharp while exploring Grune Vel Wood. The survivors report their failure to Lady Moonsong.
4. Lady Moonsong puts out a call for adventurers to find her missing son, offering a reward.
5. The characters arrive in Gramby to meet with Lady Moonsong.
6. The characters travel to Grune Vel Wood and receive a cryptic warning in the form of an enchanted, talking map given to them by Thedweel.
7. The characters track Elyon to Black Thorn Hill. They explore the ruin and are confronted by Glittersharp, Elyon, and Amalthelia.
8. Fang and Scar spring their surprise attack on Amalthelia, forcing the characters to choose sides in the conflict.
9. Conclusion.

## Areas Covered

- ⇒ Gramby: A rustic town in the Kingdom of Greymoor located between South Borough and Andalon.
- ⇒ Grune Vel Wood: Once home to a circle of druids, this forest is now a shadowy, dangerous place filled with fey and wild animals.
- ⇒ Black Thorn Hill: An ancient druid temple burrowed inside a sacred hill. Amalthelia's oak tree grows in a magical cavern underneath.

# Background

Moonsong Manor has perched atop Greenbriar Ridge for as long as anyone in Gramby can remember. Home to a family of half elven nobles and bards, it has always been a place of mystery to the locals. Long ago, the Moonsong family suffered a magical curse after one of its kin insulted a fey princess, resulting in the rapid decline of their fortune and health. Now, at only 150 years old, Lady Nuathyn Moonsong and her son, Elyon, are the last of their line; the curse was lifted from the family but the damage was done, leaving the noblewoman lonely, bitter, and consumed by hatred for the fey.

Growing older, Elyon proved to be both beautiful and exuberant; days and nights he wandered Gramby, entertaining the townsfolk with his poetry and songs. Lady Moonsong, recognizing his talent, sent him to Greymoor where he attended a prestigious Bardic college and was trained by masters of the craft. Returning to Moonsong Manor a man, Elyon began adventuring and joined a band of heroes exploring Grune Vel Wood. It was during this fateful journey that he was captured by a Troll who gnawed off his hands and left him to die; later it was discovered that Elyon's companions had abandoned him to the Troll when they were routed by attacking fey.

Lady Moonsong's cruelty was boundless: first she hired the Iron Wolves, a band of Half-Orc mercenaries, to find Elyon and slay the Troll. Then she sent those same warriors to find and kill the adventurers who had led Elyon into such peril. Although her revenge was satisfied, Lady Moonsong despaired, for Elyon had been ruined. For years Nuathyn studied arcane magic, trying to find a spell that would restore Elyon's hands, but to no avail; it wasn't until Thedweel Bleek came bearing a miraculous gift that she found any hope. Thedweel, a well-travelled explorer, owned a pair of magical silver hands discovered in the ruins of Runewood Forest. Once the hands were attached to his wrists, Elyon could use the artefacts just like normal hands! As a reward for restoring her son's body and spirit, Lady Moonsong offered Thedweel a place of honour in her court; for the last 50 years, he has happily served as her personal servant and advisor, enjoying a life of finery, wealth, and comfort.

Once restored, Elyon became obsessed with exploring Grune Vel Wood to prove that its dangers hadn't defeated him, despite the loss of his hands. After many fierce arguments, Nuathyn conceded and allowed Elyon to wander the dangerous forest, keeping a wary eye on him in her Crystal Ball, and sending Thedweel to follow the youth whilst invisible. Elyon's forays into Grune Vel Wood grew bolder and deeper over time, eventually leading him to the Sacred Grove and its stone menhir.

Two weeks ago Elyon, followed by Thedweel, went to the Sacred Grove and found a beautiful Dryad waiting for him, frowning darkly. Her hair was the colour of morning sunlight, braided with fiery blossoms, and her eyes were like mossy pebbles seen through sunlit

water; sweet-smelling sap shown bright on her naked body, and the sound of her voice was like haunting music to Elyon's ears. The bard greeted the Dryad kindly, praising her beauty, but she was unmoved and they quarrelled: she forbade him to visit the grove, saying that it "didn't belong to his people," and he argued that such a place of beauty should belong to everyone, not just the fey. At some point during their fight the bard and Dryad, whose name was Amalthelia, fell deeply in love. Seized by passion, the lovers pledged themselves to each other and fled deeper into the forest to Black Thorn Hill. Abandoning his life of nobility, Elyon swore an oath to Amalthelia that he would stay with her until the end of his days. Thedweel, hidden and invisible, watched all of this with sadness and joy; though it pained him to do so, he was dutiful in the retelling of it to Lady Moonsong.

Hearing the news of Elyon's elopement, Nuathyn burned with smouldering rage and resentment, recounting the countless sacrifices she had made for the wilful youth over the years. Determined to educate Elyon about the consequences of his selfishness and destroy the cursed fey creature that had lured him away from her, Nuathyn sent the Iron Wolves into Grune Vel Wood. Three times the mercenaries entered the wood to find Elyon and kill the Dryad, and three times the fey attacked and repelled them. Although the mercenaries fought hard and killed many, they were put to sleep or driven insane by fey poisons, the survivors returning to Moonsong Manor defeated.

Lady Moonsong raged, her screams filling the manor and making even the hardened mercenaries cower. Thedweel, seeing an opportunity to help, offered his counsel, advising Nuathyn to seek out a band of heroes to track down Elyon. Surely, he reasoned, such powerful adventurers would be able to fight off the fey, find the boy, and bring him back to her unharmed even if heartbroken. He eagerly offered to carry the message far and near on her behalf, knowing this would allow him to choose only those of good and lawful hearts. Despite his loyalty to Nuathyn, the gnome was sympathetic to Elyon's plight: with luck the adventurers he found would feel the same way, would realize that Elyon and Amalthelia were happy together and wanted nothing more than to live in peace, and help the boy secure his freedom.

Lady Moonsong agreed to his plan and the call was put out, carried by Thedweel himself; meanwhile, in the darkest rooms of her manor Nuathyn schemed about another plan, one that would guarantee Elyon suffered for his betrayal of her love, and that Amalthelia would be killed...

# Events & Locations

## To be Read Aloud...

You arrive in Gramby during Midsummers Eve, an ancient fertility holiday celebrating the Summer Solstice marked by public revelry, celebration, and indulgence. During Midsummer the people celebrate the fecundity of nature and the enduring power of the sun with songs, dancing, parades, games, and other public spectacles.

The day is hot and breezy, and the blue sky piled high with clouds. Large piles of wood are being erected in the fields surrounding town as the townsfolk prepare for the evening bonfires and revelry; as you arrive, you notice many of the locals wearing honeysuckle wreaths around their necks. When asked, they tell you that the flowers and bonfires are used to keep fey spirits away and attract the blessings of Galendaar Tamnaeuth, God of the Woodlands.

Arranged just outside Gramby's stone walls is a large collection of makeshift campsites where groups of people have gathered to begin their celebrations early; children wearing wood and leather animal masks run through the fields, vendors move among the tents selling pork pies and skins of cheap wine, and couples giddily wriggle together in the shadows of nearby trees.

## Gramby

*Type: Fortified Small Town*

*Population: 2,200*

*Government: Feudal Lord, Stavin Family*

*Reaction to Outsiders: Welcoming (except to Clerics of other faiths).*

*Economic Outlook: Good; Gramby does a brisk trade with adventurers heading west to Runewood Forest and north to Faerwood Vale.*

*Prices & Taxes: Moderately inflated (+20%) prices for most goods; local taxes are fair.*

*Settlement Issues: Keeping the roads safe for travellers; growing tension between the Old Ways and newer religions.*

*Threats: Fey from Grune Vel Wood; brigands.*

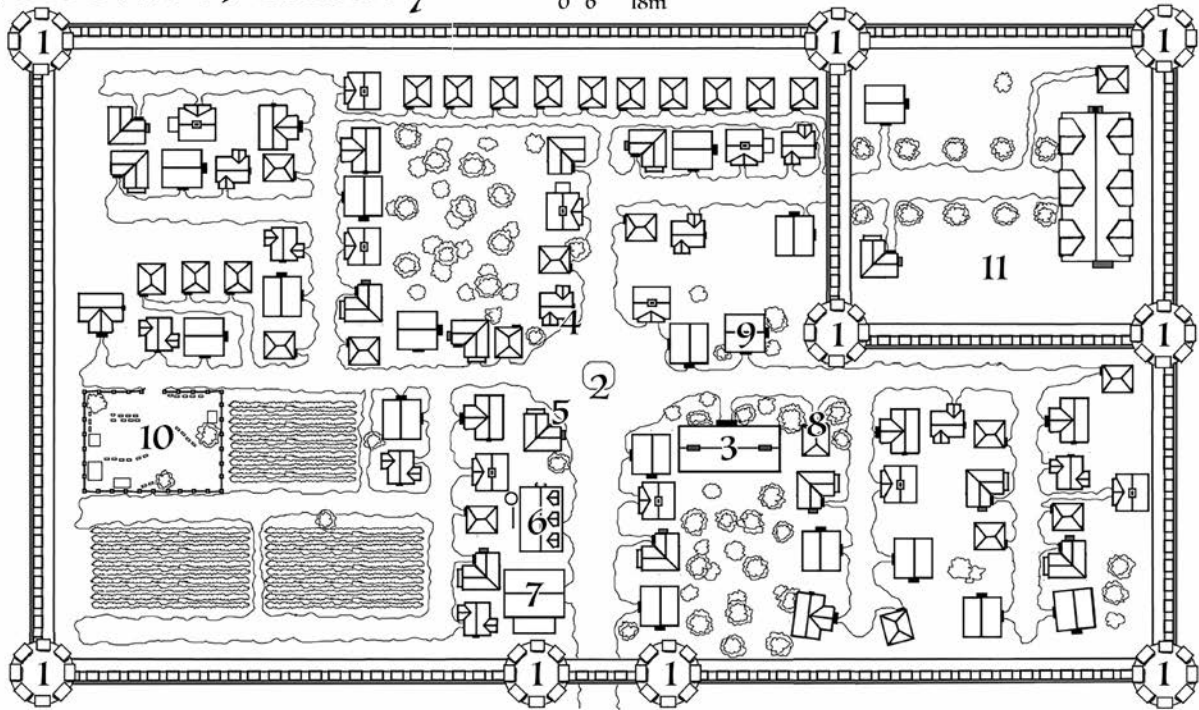
A rustic town located 120 miles east of Runewood Forest near the main road connecting Andalon and South Borough, Gramby boasts a population of 2,200 residents, most of whom live in one of the many small farms dotting countryside outside its walls. The town proper sits on a plug of cleared land surrounded by an enclosure of weathered stone walls and sturdy guard towers. Iron double doors flanked by a pair of 4 meter (12 foot) tall towers offer guarded passage through the walls and into town; a heavily guarded postern gate is in the eastern wall, near the militia barracks. Belying the origins of the town name – an Ancient Common word meaning ‘farmstead’ – there are a large number of farms and orchards both inside and outside the walls of the town. Lord Stavin's keep rises on a low hill to the northeast, surrounded by a curtain wall and fortified iron gates, and its crimson banners can be seen from most places in town.

Gramby is a town of woodsmen, merchants, farmers, and their families ruled by Lord Vandrek Stavin, a Human noble from Greymoor. While there is a small temple to Galendaar in Gramby, the town was founded by worshipers of the Old Ways and those ancient practices still hold sway, often clashing with newer religions. Gramby is accustomed to adventurers passing through on their way to explore Grune Vel Wood and has several businesses catering to them, including a smithy, large inn, and exotic magic shop.

Most of the private homes in town are large, rambling, one story buildings made of lumber or wattle and daub; extended families are common in Gramby, which is reflected in the size of its houses. Businesses and public buildings are typically two stories high and constructed of clay and brick; most roofs are made of slate. Starting at the south wall, a cobbled thoroughfare (Lord's Lane), extends from the main gate to the Town Circle from which three narrower streets – Hunters Lane, Boarkill Lane, and Holy Oak Way – radiate outwards to the west, north, and east; a number of narrow, meandering streets branch off from these main avenues.

## The Town of Gramby

20 60ft  
0 6 18m



A low, forested hill called Greenbriar Ridge rises west of town, and with a Perception roll characters notice the white-walled keep sitting on its slopes, almost hidden behind trees; it can be reached by a narrow road that splits off from Lord's Lane as it passes through the town gate to the south.

Gramby is typically open to travellers and crowded for Midsummer; the guards flanking the main gate give the characters only a cursory glance but are openly suspicious of Clerics of outside faiths, approaching with hands on sheathed weapons to question them about their business in town, how long they intend on staying, and so on. A standard Influence roll appeases any growing tension with the guards; Clerics openly displaying their holy symbols make this roll one difficulty grade higher.

### Guard Towers (1)

Rising 6.5 metres (20 feet) into the air and constructed from weather-stained granite, these towers are topped by slate-roofed rooms with large, unglazed windows from which guards can safely observe the town and surrounding countryside for miles. Dry goods, potable water, additional weapons, and other sundries are kept inside the base of each tower under lock and key.

Four guards are always stationed on each tower, rotating shifts with fresh guards every six hours. Tower guards wear studded leather armour and carry composite bows, 2 full quivers of flight arrows, daggers, broadswords, and bucklers. Another 20 similarly outfitted

guards patrol the town, day and night; at any sign of trouble, all guards carry a wooden sounding horn used to alert and summon reinforcements.

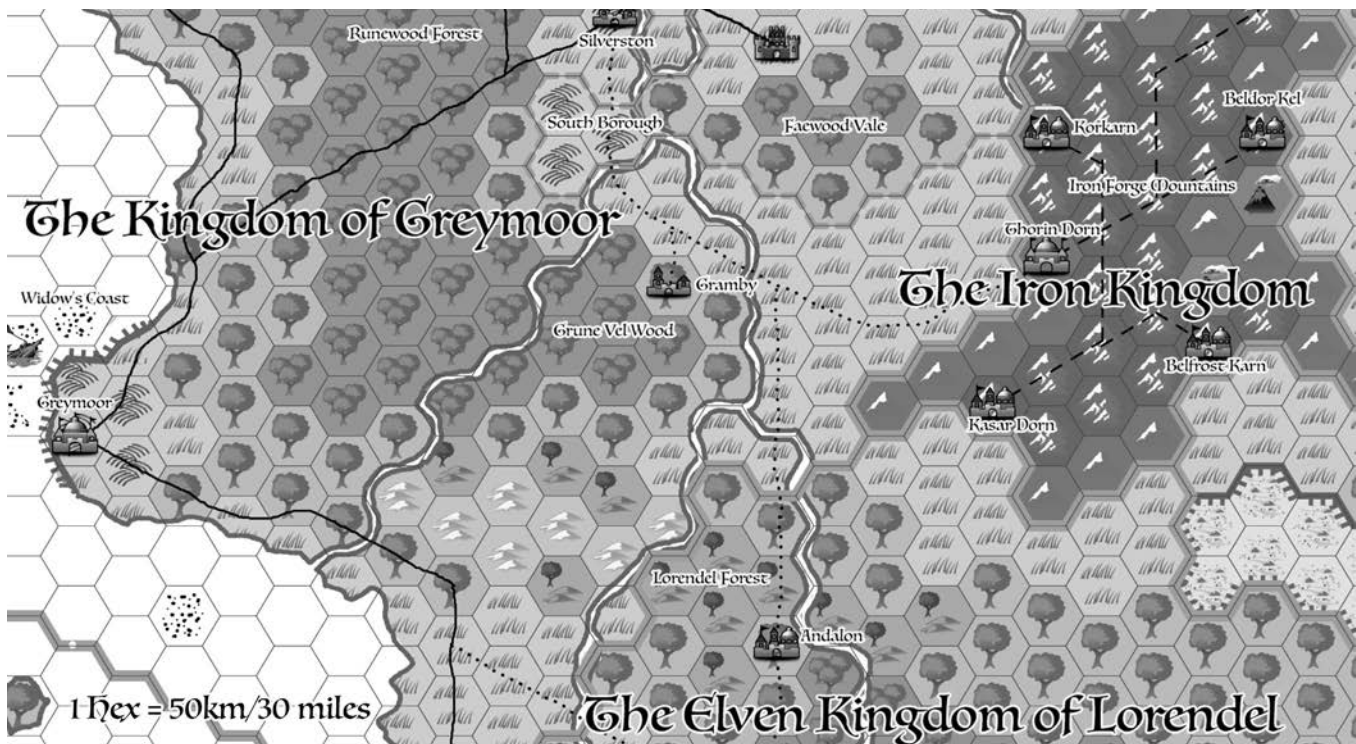
### Town Circle (2)

This 20 meter (60 feet) wide, cobblestoned circle is located near the centre of Gramby and features a 4 meter (12 feet) tall, marble statue of Lord Vandrek Stavín slaying a giant boar with a spear. Girded by many of the businesses catering to adventurers, the Town Circle is a popular spot for fairs, parties, and a monthly market that draws merchants from as far off as Andalon and South Borough. Farmers and craftsmen can be found here daily, hawking their wares from makeshift stalls and arguing over customers.

### Temple of Galendaar (3)

Housed in a three-story building made of dressed lumber, the Temple of Galendaar is a long, narrow structure from which the fragrance of burning incense flows through its many windows. The main floor is dominated by a sanctuary holding an altar of polished oak carved with images of forest creatures and the walls are decorated with wreaths of marigold and the majestic, antlered skulls of sacrificial stags. A narrow stairway rises from the sanctuary to the sacristy and communal bedroom on the second floor; a study and storeroom are located on the third floor, which are always kept locked. Overseen by Kildun Stagfoe, a Human Cleric, and his two teenage sons, the temple can offer spell casting services for a fee





(Classic Fantasy, pg. 266) and succour to the weary, but not much else given its lack of resources.

## Sorgin's Steel (4)

**Shop Type:** Weapons & Armour

**Interior:** Noisy

**Stock Depth:** Average

**Prices (% of standard):** 120%

**Attitude:** Arrogant

**People:** Derric Sorgin, Master Blacksmith; 2 apprentice blacksmiths.

Derric Sorgin, Lord Stavin's brother-in-law, runs a successful business out of this large building selling fine steel weapons and armour. Although many of his wares are forged right there in his shop, Sorgin also orders raw materials and rare items from as far away as Greymoor. The first floor holds a full smithy where Sorgin and his staff craft weapons and armour; all the daily business takes place upstairs in the grandiose display room.

Sorgin maintains an inventory that includes 1d2 of any Small or Medium one-handed weapon, 1d2 full suits of each type of Heavy armour, and 1d3 Small and Medium shields; given enough resources and time, he can craft more expensive weapons for special orders but always demands 70% of the cost up front.

All the weapons personally created by Sorgin, which cost an additional 50% of the listed price, bear his makers mark – a stylized 'S' twined with a dragon – and benefit from his exemplary skill, doing +1 Damage.

## The Crones' Cradle (5)

**Shop Type:** Exotic Magic Items

**Interior:** Serene

**Stock Depth:** Below Average

**Prices (% of standard):** 140%

**Attitude:** Honest

**People:** Yathlanae Olorel; 3 daughters.

An exotic magic shop run by an Elven merchant named Yathlanae Olorel and her three daughters, this store occupies the ground floor of a modest house near the Town Circle. Yathlanae is a serene, honest woman who wants to make a good living but refuses to deceive her customers – qualities that have made her very wealthy over the years and popular with adventurers passing through town. In addition to her collection of spell components, blank spell books, candles, quills, and vials of writing ink, Yathlanae has 4 Healing Potions (440 SP each), a Vial of Sweet Water (350 SP) and a Potion of Vigour (240 SP) for sale; if presented with the letter of credit from Lady Moonson, she gives the characters a 50% discount on any purchases.

Yathlanae is always eager to do business with adventurers bringing her magical items, especially those of elven or druidic origin, and pays a premium for such goods.

## The Red Boar Inn (6)

**Shop Type:** Inn

**Interior:** Rustic

**Stock Depth:** Average

**Prices (% of standard):** 120%

**Attitude:** Friendly

**People:** Borassa Hegwin, Maeda Hegwin, 6 serving staff, 1 workhand.

This large, 2-story, building is constructed from oaken logs and has a conical slate roof; a red, boar-headed man is painted on the sign chained above the door, his left arm tight around the waist of a smiling, red-haired beauty, and a frothing mug of ale gripped in his right hand. Owned and operated by a retired Fighter named Borassa "Bloodmane" Hegwin, the Red Boar Inn is the largest, most popular pub and flophouse in Gramby. Just beyond the large, iron-banded front door is a spacious common room and octagonal bar of scarred oak surrounded by tables and chairs of varying sizes and designs. The walls are covered with an assortment of old spears, hunting trophies, wooden boar heads, dented shields, tattered banners, and other decorations; a giant, snarling boar's head is mounted on the north wall above the stone fireplace. A private stair behind the bar leads into the cellar where a larder and large storeroom are located. There are 10 guest rooms on the second floor and a large apartment where Borassa and Maeda (his wife) live and sleep.

The inn normally does a brisk business with locals and travellers but with Midsummer so near, it's been even more crowded throughout the day and night, filled with dancing, drinking, and loud, good-natured laughter. Borassa and Maeda spend most of their time in the kitchen cooking and their serving staff, all local women with fiery red hair, handle the guests. Known for strong ale and heaping platters of roasted pork and fried apples, the inn draws customers from all over the region.

The Red Boar sells food, ale, wine, and trail rations of Reasonable and Superior quality. Although the beers and wines change seasonally, Borassa keeps a very simple menu: roasted pork with spiced gravy, fried apples, walnut bread, and a thick onion and cabbage soup. The small Guest Rooms on the second floor can be rented at a rate of 8 SP per night; each is a private room with a single bed, lockable chest, chair, small table, and wood-framed casement window.

Although friendly and charismatic, Borassa doesn't allow for trouble and keeps a loaded Heavy Crossbow and Great Axe hidden behind

### Well, Ale Be Damned...

With Midsummer so near the town is in a festive mood and Borassa has cracked open a few barrels of Summer Fire ale to help his customer celebrate. A mug of the powerful ale costs 2 SP and characters drinking it should make a standard Endurance roll or become heavily intoxicated, with Fumbles resulting in the person acting as if under the effects of a Confusion spell for 1d6 minutes.

the bar in case things get out of control. A large, burly man with a flaming red beard, Borassa's joviality and temper are only matched by those of his flame-haired wife, Maeda.

## Red Boar Stables (7)

These stables are owned and operated by Borassa Hegwin, owner of the Red Boar Inn. Patrons of the Inn may stable their horses for the small fee of 1 SP daily, which includes feed and grooming at no extra cost. Non-patrons may stable horses for 3 SP daily.

## Gramby Goods (8)

**Shop Type:** General Goods

**Interior:** Cluttered

**Stock Depth:** Above Average

**Prices (% of standard):** 75%

**Attitude:** Sullen

**People:** Rask Cuttlefoot

A sullen drunkard, Rask is one of the few Halflings living in Gramby. His store, a small building near the Temple of Galendaar, is a cluttered mess inside, filled with sagging shelves, old barrels, bookcases, and open chests, all filled to overflowing with his goods. He spends most of his day perched on a stool behind his counter, smoking his pipe and drinking from a bottle of cheap wine. When customers enter, he watches them quietly until they start asking questions, becoming more animated in the hopes of making a sale. Rask lives in an apartment below the store.

Having purchased more goods than he could move quickly, Rask sells Clothing and Tools of all kinds and of Reasonable Quality at a discounted rate, including Musical Instruments, Healer's Kits, and a tarnished Astrolabe. Rask is so eager to do business that he engages in Hagglng if characters make a successful attempt, lowering the sell price even further.

## The Broken Tusk (9)

**Shop Type:** Weapons & Armour

**Interior:** Rustic

**Stock Depth:** Average

**Prices (% of standard):** 120%

**Attitude:** Gruff

**People:** Fenrald Wild-Killed

Where Sorgin's Steel is loud and ostentatious, this store is small, rustic, and simple. Fenrald is a veteran ranger, skilled woodsman, and proficient survivalist who lives in town with his wife and son; after a wild and dangerous youth spent adventuring, he settled in Gramby where he runs the store and helps patrol the surrounding countryside on those rare days when his bones aren't sore with age. Despite being over 60 winters old, Fenrald is still a large man with corded muscles, wild grey hair, and a thick, shaggy beard. He comes across as gruff to most people but warms up noticeably with other hunters and trackers.

The Broken Tusk is a small, two story building located near the Temple of Galendaar with an interior done in rich, wood panelling and old leather. The second floor is open and a rickety walkway runs its length, accessible by stairs from the first floor. Fenrald's merchandise – most of it created by hand in the case of furs and hides or purchased from other merchants – is everywhere: hanging from the walls and rafters from iron hooks, piled on nearby tables and chairs, covering the sales counter, and even stacked in corners. He sells Furs, Hides, Leather, and Studded Leather armours, Clubs, Daggers, Hatchets, Knives, Nets, Shortspears, Bolas, Composite Bows, Javelins, Longbows, Shortbows, and Slings. In addition to his ranged weapons, Fenrald keeps a large supply of ammunition for each type, including flight and sheaf arrows. As a special deal, Fenrald offers one free quiver of regular arrows with any purchase of a bow.

Fenrald is a skilled survivalist (Survival 102%) and is very familiar with the surrounding area (Locale 90%); characters taking the time to talk with him soon find the old hunter to be a wealth of useful information.

## Gramby Cemetery (10)

This small cemetery is the resting place of the original inhabitants of Gramby. While well maintained, it is no longer used, with bodies of the deceased now being laid to rest in the larger cemetery outside the town walls. Wallace Fergusson, the caretaker, lives alone in the small home opposite the cemetery.

## Stavin Family Estate (11)

A large, 3-story manor of weathered granite protected by a curtain wall and guard towers, the home of Lord Vandrek Stavin and his

family is easily the grandest building in town. The grounds inside the walls are well-kept and planted with a variety of flowers and local plants, including several large oaks sacred to the worship of Galendaar. Crimson banners hang from the walls, emblazoned with the Stavin coat-of-arms: a pair of crossed spears above the head of a snarling boar, all done in stark white.

Despite being a nobleman from Greymoor, Lord Stavin considers himself just one of the locals; to that end the manor grounds are usually kept open to the public on holidays and weekends, and he can often be found roaming the town, cheerfully greeting the people of Gramby and taking a keen interest in their welfare.

Lord Stavin holds a public court every ten days at which locals can bring their concerns and petitions before the family; outsiders must formally present themselves to the noble if seeking an audience and, if granted a meeting, are expected to offer the family a gift of respect worth no less than 100 SP.

## Lady Moonsong

Lady Moonsong is familiar to the locals and, if asked about her, they point the characters in the right direction. Some of the locals, bolstered by ale, say things such as, "Pity the poor woman's ill luck!" and "Her dear boy has gone missing in Grune Vel! I hope someone finds the pretty lad, as we miss his songs and jokes!"

Moonsong Manor is a three-story keep built on Greenbriar Ridge to the west of town; it is made of white, vine-covered stone and surrounded by a 7 meter (20 feet) high curtain wall set with bronze double doors, each bearing a crescent moon above a silver lyre. Emerald banners hanging from the towers and walls bear the same pictures in silver. Beyond the walls are a courtyard, horse stable, and water well.

The keep is garrisoned by 20 Half-Orc Fighters, all Iron Wolf mercenaries. These fighters wear an assortment of armour types and are armed with a wide range of weapons, but all of them wear iron rings bearing a wolf crest. The mercenaries guarding the main door are expecting the characters and it takes a standard Courtesy or Influence roll to gain entry. Characters behaving rudely may find themselves turned away; any hostile actions are met with immediate violence from all sides.

Thedweel Bleek meets the characters at the front door and warmly welcomes them to Moonsong Manor. Inquiring about their journey to Gramby and opinion of the town, he leads the party directly to the Great Hall where Lady Moonsong is waiting then stands silently nearby, observing everything.

The Great Hall is a long, opulent room furnished in rich, dark wood, leather, and silk; six giant oak trees made of rose coloured marble rise around the edges of the room, their branches spreading to support a vaulted ceiling over 5 meters (15 feet) high. Polished wooden bookcases filled to overflowing, expensive oil paintings of a handsome young man strongly resembling the matriarch, and antique statuary

line the walls; dozens of silver candles burn in sconces along the walls, filling the room with flickering light. Possessed of otherworldly beauty and dressed in a silken gown, Lady Moonsong stands beside a banquet table upon which a feast of roasted pig, baked apples, black walnut bread, red wine, and other succulent foods have been prepared. She smiles warmly, tears shining in her lavender eyes, and invites the characters to join her for supper.

Halfway through supper and after a round of introductions, Nuathyn wipes her mouth with a silk napkin and turns to the characters. “I thank you for answering my summons,” she says. “You appear strong and capable, certainly, but I can only trust the rescue of my dear, beautiful son to those who are keen of wit and sharp of mind, not just skilled with sword and spell,” she says. “Many have come before you, and none of them have proven worthy of this task. I present you with just one challenge to prove yourselves cunning enough to face the dangers of Grune Vel Wood and bring back my son. There is a silver robin here in the Great Hall. Find it and bring it down with a single arrow or spell, if you would be the heroes I seek.”

### Moonsong's Test

Lady Moonsong wants to test the characters' wisdom and cunning, but she also needs to assess how much of a challenge they may be for her mercenaries (see Scar and Fang, page 13). Before the characters arrived, Nuathyn cast Lesser Illusion to create a silver robin (Arcane Casting result of 30%) that has been roosting near the ceiling atop one of the six marble pillars lining the hall. Each character is permitted to take just one shot at the bird; a single hit causes the robin to explode in a shower of rainbow-colored embers.

There are several ways characters can resolve this challenge. Because of its small size, the Perception roll to spot the silver robin is one grade more difficult; shooting it with a bow is also one grade more difficult due to its shimmering, ghostly appearance. Characters making a standard Perception or Arcane Knowledge roll realize the robin is an illusion. Characters may also use Detect Magic to spot the robin and then Dispel Magic to nullify the illusion once it's discovered. Characters casting Magic Missile or another spell at the robin suffer no penalties to hit it. Characters may also realize the bird is an illusion and confront Nuathyn with this information, which also successfully passes the challenge. Games Masters should note that this challenge isn't meant to waylay the characters or slow the pace of the adventure, but instead provide them with an opportunity for fun roleplaying and learning more about Lady Moonsong.

If the characters fail her challenge, Lady Moonsong smiles sadly and shakes her head, dispelling it. “You have to do better than that if you are to survive Grune Vel Wood! The fey are tricky and can bend your minds with their evil,” she warns. If a character Fumbles

the test, Lady Moonsong appears visibly disappointed, and unbeknownst to the party, reduces the reward amount by half. – If this occurs, Games Masters may allow the characters to make amends by using a different demonstration of skill, a Hard Influence or Persuasion roll, or creative roleplaying to regain her confidence.

Lady Moonsong is impressed if the characters successfully disbelieve the illusion and offers the party a letter of credit worth 500 SP to help purchase supplies before the adventure; the letter is accepted at all the shops in Gramby and the temple honour it as payment for spellcasting services. If the characters failed her test, the letter of credit is only worth half that amount.

Concluding the challenge, Lady Moonsong says, “My beloved son, Elyon, has gone missing in Grune Vel Wood. He likes to wander the forest but always returns. Two weeks ago, however, Elyon went into the wood and did not come back. I fear he has been taken away by the fey spirits lurking there and need you to bring him back to me. He is all I have left in this world and I can't bear the thought of losing him. The locals fear the wood and I need my personal guard here, protecting the manor; I'm hiring you for this task. Can you rescue my son?”

Characters can press Lady Moonsong further with a successful Influence roll, at which point she shares that Elyon has been charmed by a Dryad (a lie); she is ashamed he was so easily glamourous and doesn't want that information to be made public. Although she can provide them with basic information about Grune Vel Wood and the local area, Nuathyn suggests the characters ask around town for more details.

Assuming the characters agree to work with her, she explains the following:

- ⇒ Elyon was last spotted at a place called the Sacred Grove, deep inside the forest; she suggests they begin their search there and can give them a map leading to it.
- ⇒ She offers the party a Potion of Healing and a Healing Balm, strongly recommending they visit The Crones Cradle to buy additional magical supplies. The merchant, Yathlanæ, is a friend and has agreed to offer them a discount.
- ⇒ Upon the safe return of her son, Nuathyn is willing to pay the party 100 GP. If Elyon is dead and the characters return with undeniable proof, she will pay them 50 GP for their efforts. She Haggles but won't offer more than 120 GP for a reward. If the characters Fumbled during her challenge, all of Lady Moonsong's offers are halved.

With negotiations complete, Lady Moonsong quietly asks Thedweel to escort the characters out so they can begin their adventure. Before shutting the manor doors, Thedweel gives the characters a wooden tube with a finely drawn map inside. “The map is only partially accurate, my friends,” he says. “Over the years many have explored

that cursed wood but the fey poison them with their magic, confusing their minds and making them forget most of what they saw. It should lead you to the Sacred Grove but, beyond that, you'll have to rely on your own skill. Lady Moonsong loves her son, truly, and she means the best for him; I love the lad, also, as he has made my time here ever more joyful. May Galendaar grant you strength and cunning in the days and nights, ahead!" Unknown to the characters, this map is enchanted with a Magic Mouth spell that will activate later in the adventure.

## Finding More Information

The characters can ask around town for more information about Grune Vel Wood but the locals are preoccupied with the festivities, making this a Hard Influence or Courtesy roll. With success, the characters learn the following, which is a combination of gossip and shaky half-truths. The last two pieces of information are partially true.

- ⇒ Grune Vel Wood is haunted by the ghosts of elven warriors and during Midsummer a hag named Serafine Grim roams the forest, seeking attractive young men to devour.
- ⇒ There is a temple in Grune Vel Wood where ancient druids once enacted powerful rituals to a god known as the Oak King. These druids were known for engaging in human sacrifice.
- ⇒ Pixies haunt the wood, using poison to drive people insane or put them to sleep forever; they can also steal your soul.

Characters rolling a Fumble during their information gathering attempt offend a Berserker named Hafjorg; a brawny, foul-smelling, drunken woman, she decides the offending character deserves a good beating and starts swinging her meaty fists. Games Masters should make it clear to the players that the Barbarian, though armed, doesn't draw her weapons; the fight ends after a few bloody blows, with the belligerent woman stumbling away, laughing, and collapsing in a stupor. If the brawling character can land more blows than her, Hafjorg offers to join the party if they can wait for her to sleep off the mead (2d4 hours). Games Masters can find more information on Hafjorg at the end of this adventure.

Drawing weapons or seriously injuring Hafjorg immediately draws the attention of 2d4 town guard and may result in a large fine (500 SP) or even jail.

## Grune Vel Wood

Grune Vel Wood is an ancient forest located 6 miles west of Gramby; it takes roughly 2 hours walking to reach the eastern edge of the wood from the town gate and the land between is covered by flat grasslands, wheat fields, and pig farms.

Grune Vel Wood is filled with prehistoric oaks and overgrown ruins; the ground is covered by tangled creeper vines, tree roots, ferns, and large mushrooms that make travel by horse or wagon impossible. Because of the thick, mossy canopy overhead, the forest is always filled with thick shadows, requiring Infravision or some other light source to see clearly even during the day. There are no clear roads through Grune Vel Wood, only rugged hunting trails used by local hunters to track wild boars for fur, hides, and meat. By order of Lord Stavín, logging is forbidden in the forest and locals never travel beyond the Sacred Grove for fear of the fey.

Throughout the wood are the crumbling remains of overgrown statues and menhirs, both made of dark granite. On average, the statues are 2 meters (6 feet) tall and depict robed men and women, stags, forest nymphs, and other mythical creatures. Menhirs typically stand 3 meters (9 feet) high and are carved with suns, weathered runes, and strange pictograms.

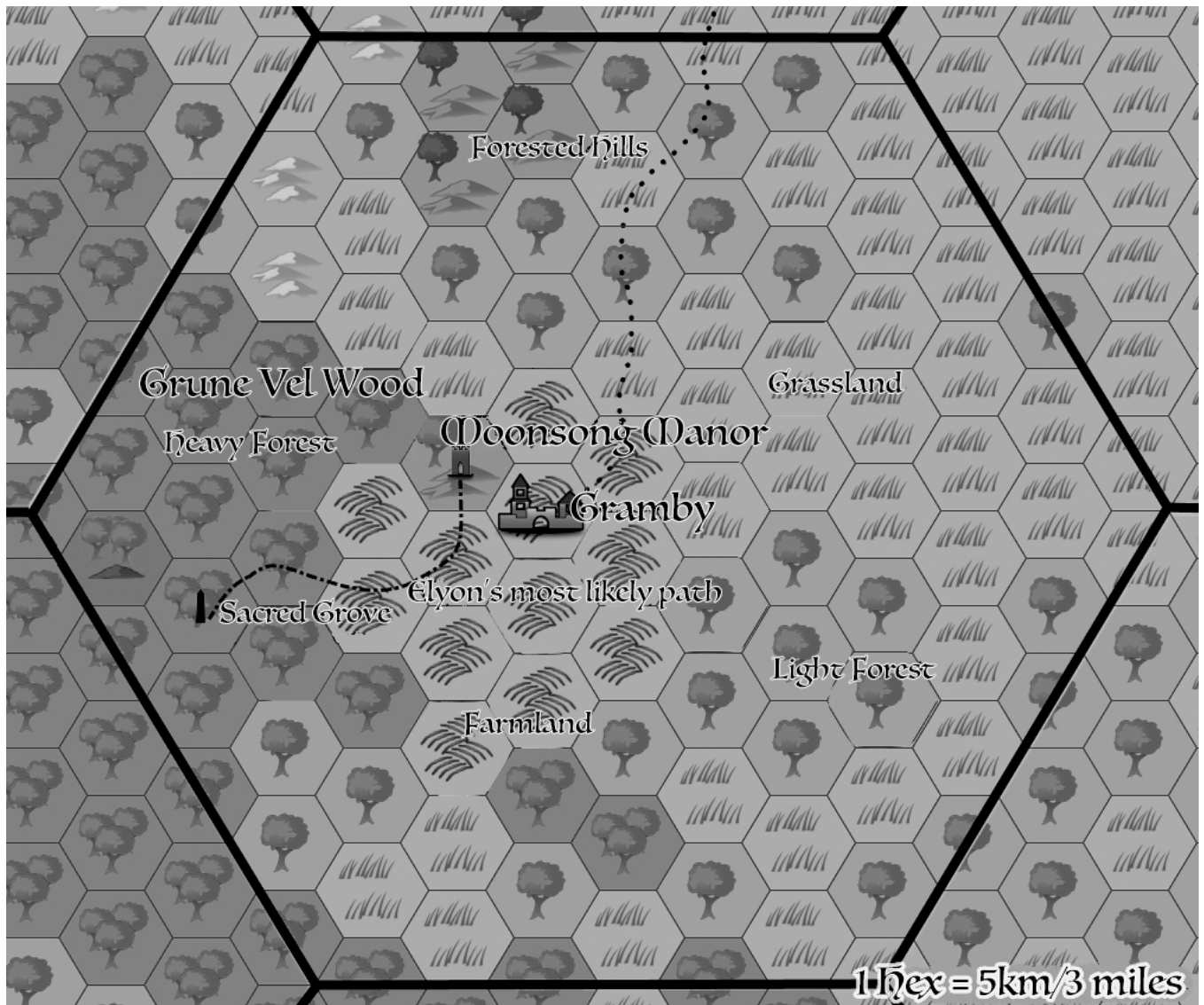
Centuries before the founding of Gramby a group of druids, the Circle of the Shining Oak, inhabited Grune Vel Wood. Worshipers of a half-forgotten god called the Oak King, they lived simple lives of meditation and magical study. It is unknown what happened to the Circle but they vanished, leaving behind the ruins of their stone cottages, menhirs, and ceremonial objects. Travellers braving the deepest parts of the forest tell stories about a black hill where, during Midwinter and Midsummer, a ghostly woman can be seen dancing under the full moon. Those who have gone into the wood seeking the truth behind these stories have either returned with their minds corrupted by fey poison, or not returned at all.

The encounter with Thedweel's Warning occurs the first time the characters consult the map while outside of Gramby.

## Thedweel's Warning

The map Thedweel gave the characters is enchanted with a Magic Mouth spell. A glowing mouth appears in the centre of the map and speaks the following in an insistent, female voice.

*Lovers know no wrong or right,  
Only the hunger for this violent delight,  
And who but they should tell their tale,  
Of paradise glimpsed and passions hell,  
For though nobles speak with wisdom and mirth,  
Long lonely nights draw their eyes to the hearth,  
Where regrets of lost faces amid embers oft stir,  
And lines betwixt love and hate oft do blur.*



The enchantment ends after the message is delivered twice, returning the map to a normal piece of parchment. An original creation, the poem isn't found in any literature, meaning that instead of using skill rolls to understand the message, players must discuss its possible meanings and come to their own conclusions.

Having served her for many years, Thedweel is familiar with Lady Moonson's violent temper and suspects her vengeance is still yet to be realized. Desperate to help Elyon, he hopes the cryptic message is enough to make the characters consider their actions carefully before forcing Elyon back into the embrace of his spiteful mother.

If he is confronted about the message, Thedweel does his best to convince the characters (and Lady Moonson) of his ignorance. Failing that, he uses his Ring of Invisibility to flee the town, never to be seen again.

## Scar and Fang

Wearing Elven Cloaks gifted to them by Lady Moonson, Scar and Fang have been following the characters since they left Gramby. The mercenaries have a copy of the same map Thedweel gave them and assume they are going to investigate the Sacred Grove, first. Wanting to avoid detection, they use their high Stealth and Tracking skills to stay hidden but always within sight or hearing. Although it's possible for characters to detect the Half Orcs, Games Masters should make it extremely difficult (Heroic) for the purposes of this adventure. If the characters detect and confront the mercenaries, they insist that Lady Moonson sent them to trail the adventurers for protection; Scar insists that they be allowed to join the party and can produce a signed letter from Lady Moonson stating the same. As NPC's, the mercenaries are silent and brooding but helpful; they only spring their savage attack when Amaltheia is revealed.

If threatened or attacked, the mercenaries flee only to resume tracking the characters at a later, more favourable time. Games Masters should assume that the mercenaries are tracking the characters throughout the adventure, starting at the time they leave Gramby.

## Finding Elyon

Two weeks passed before Lady Moonsong hired the characters to find her missing son and the map Thedweel provided is less than exact. It's marked to show where Elyon entered the forest and the most likely path he took to reach the Sacred Grove, which is half a day's travel west. Finding the grove in the dark, tangled forest requires a Navigation (Woodland) roll (Team roll), even with the map. This roll is one grade harder if characters aren't using the map. Characters who fail their roll become lost for 1d4 hours (1d10 on a Fumble).

# Encounters

**D**uring their journey, the characters have the chance of one or more encounters. There is a 30% chance of an encounter every 5 kilometers (3 miles) if travelling, or once every 4 hours if camped. The Games Master may choose one of the Set Encounters detailed below, or roll on the Grune Vel Wood Random Encounter Table on page 17.

## Set Encounters

### Black Bear

The characters discover the overgrown ruins of a stone cottage nestled between two giant oak trees. The roof is covered with dead leaves and the western wall has collapsed, covering the ground with rubble. A black bear and her two cubs have claimed this ruin for their home and the approaching characters smell like a threat. In response, she runs outside to confront them, fur bristling as she stands on her hind legs and roars a challenge.

Characters making a Survival roll realize the bear is a female and may be protecting two cubs hidden inside the cottage; if the party goes away, the animal roars a few more times before going back into the ruin. If attacked, the bear charges the party and fights until killed. The bear cubs are young and hardly able to fight; if captured, they can be sold in Gramby for 100 SP apiece. Good and Lawful characters likely find this plan of action cruel and exploitative.

Characters exploring the ruined cottage find a human skeleton dressed in mouldy leather armour and rusted chainmail. Scattered around the skeleton are a rusty broadsword, splintered wooden shield, grappling hook, crowbar, 3 GP, and a silver knife worth 5 SP.

### Brownies

The characters find a 15 meter (50 foot) wide, grassy clearing dotted with large, glowing boulders, some of which are 1.5 meters (5 feet) tall. The boulders, covered with moss, illuminate the clearing with red, green, yellow, and blue radiance. A group of 1d3+3 Brownies, loyal to Amalthelia and determined to drive the characters away, has gathered around the edges of the clearing using Camouflage to hide; spotting them is two grades more difficult for characters

making Perception rolls before entering the area. The Brownies used Continual Light to make the boulders glow, hoping to lure the characters into an ambush.

If the characters enter the clearing, the Brownies first use Confusion (Intensity and Magnitude of 4) on the entire party; on their next Turn, the Brownies use Mirror Image then charge from hiding to attack. These fey are more interested in routing the characters than killing them. Characters making a standard Lore (Fey Creatures) roll know that Brownies are typically friendly towards those of good dispositions and can attempt to parley instead of attacking. If this course of action is followed, an Opposed Persuasion roll versus the Willpower for each fey makes some or all of them stop attacking long enough for each character to speak one full sentence; Games Masters should reward good roleplaying appropriately, such as ending the combat encounter and allowing both sides to negotiate. The Brownies are suspicious and on edge, having encountered the Iron Wolves, and it takes a Team Roll (Persuasion) to convince them that the characters haven't come to murder Elyon or Amalthelia.

If the characters parley with the Brownies instead of fighting them, they learn a number of important details, listed below. No matter how well the parley goes, however, at no time do the fey reveal the location of Black Thorn Hill or say more about Amalthelia and Elyon.

- ⇒ A group of half-orcs came into the forest some time ago, killing many of the fey.
- ⇒ The half-orcs were driven away by Pixie magic.
- ⇒ Elyon and Amalthelia have gone into hiding to avoid Lady Moonsong.

Assuming the parley goes well, the Brownies give a random Good character a black tourmaline crystal wrapped with basil leaves; this single use protection charm can be used to cast Protection from Evil (Intensity 1) by any character, regardless of their Class, permitting they are of a Good alignment. If the characters choose to fight, however, the Brownies remain locked in combat until half their number are slain – the survivors use Dimension Door to flee the battlefield.



The clearing is unremarkable except that characters climbing onto a boulder with a standard Athletics roll can make ranged attacks at one grade easier than normal due to the higher elevation. Characters standing on a boulder during combat are one grade easier to strike by ranged attackers, also.

If sold, the protection charm is worth 50 SP.

## The Boar Trap

The characters unwittingly stumble across an old boar trap: a 2 metre (7 foot) deep pit covered with branches and leaves made to hold a wild boar until hunters can kill it with arrows from above. Games Masters should choose the lead character for this encounter. Perception rolls to spot and avoid the trap are two grades more difficult due to the camouflage. Climbing out of the pit requires a successful Athletics roll. There are handholds, noticeable with a successful Perception roll, cut into the walls of the pit that make any attempts to climb in or out of it one grade easier.

### Boar Trap

*Purpose: Ensnaring*

*Trigger: Walking across the camouflaged opening*

*Difficulty: 60%*

*Resistance: Evade to jump clear or a Hard Athletics roll to catch the edge as they drop.*

*Effect: The fall inflicts 1d6 damage to a random Hit Location and armour does not protect.*

## Random Encounters

See the table, opposite. When rolling on the Random Encounter Table, the Games Master may consider preparing NPC sheets in advance for the noted creatures, or simply choose creatures already detailed in this adventure. This table is also useful for Games Masters who decide to set further adventures in Grune Vel Wood or other dark sylvan forests.

Many encounters are dependent on the time of day, which is denoted by a letter in parentheses; (A) – Any, (D) – Day, (N) – Night. If rolling a result that does not match the time of day, treat as no encounter.

The Games Master may choose to use the Set Encounter detailed in the table, opposite, or use the subject of the encounter in a new way.

## The Sacred Grove

The Sacred Grove is a 30 meter (100 feet) wide clearing with a granite menhir rising from the centre. The menhir is 3 meters (10 feet) tall and carved with strange pictograms that characters can decipher with a Lore (Religion) roll. The symbols, if interpreted, pay homage to the Oak King and mention a “sacred rise” to the north.

The menhir, though ancient, is still imbued with divine magic. Anyone with a Good or Evil Moral Philosophy that touches the stone must immediately succeed at a Willpower roll against a Magnitude 4 Curse or suffer the effects for 1d2 hours. Characters with a Neutral Moral Philosophy touching the stone receive the benefits of a Bless Spell of the same Magnitude and Duration. The menhir only functions once per character.

Characters making a Perception roll find a number of tracks made by hard-soled boots leading north, and the skeletal remains of a large deer killed by a black arrow. The tracks and carcass were left by the Iron Wolves on their last trip into the forest.

From the Sacred Grove, characters should be able to find their way north to Black Thorn Hill; their hike takes 2 hours. The forest becomes even more tangled between here and the sanctuary, so following the tracks successfully takes a Hard Navigation (Woodland) or Hard Tracking roll. Characters become lost for 1d2 hours (1d4 on a Fumble) if they fail this roll and Games Masters should roll on the Grune Vel Wood Random Encounter Table.

## Black Thorn Hill

The Circle of the Shining Oak created Black Thorn Hill to be a temple, library, sanctuary, and, ultimately, burial ground; while the druids lived throughout Grune Vel Wood, the hill became their central place of worship and congregation. Using their magical power over the elements, they moulded the hill from the earth, burrowed its rooms and tunnels, fashioned furniture and doors, and transformed it into a place of sacred power. To guard against intruders, they covered the hill with a screen of foliage and summoned snakes, insect swarms, and wild boars to fill the surrounding area. For over a century the Circle of the Shining Oak dwelled in solitude, hidden by the shadows of Grune Vel Wood and safe deep inside their sacred hill.

As all natural things do, the druids lived, grew old, and died. As more powerful druids succumbed to death, the Initiates of the Circle removed their heads and cremated the bodies to preserve the souls of their elders, which they believed resided inside the skull. Over time new religions entered the land and the power of the Oak King waned. Inevitably, the order deteriorated to just a single priestess named Amalthelia – a wilful, passionate woman with a deep, abiding love for nature. In her later years Amalthelia took ill, and eventually succumbed to death. However, taking pity on her, and as a reward for her dedication and years of service, the Oak King reincarnated her into a Dryad. As one of the otherworldly fey, she was blessed with near immortality, her soul bound to the sacred Shining Oak hidden far below the hill. Amalthelia has lived in Black Thorn Hill for over a century, protecting the surrounding woodlands from

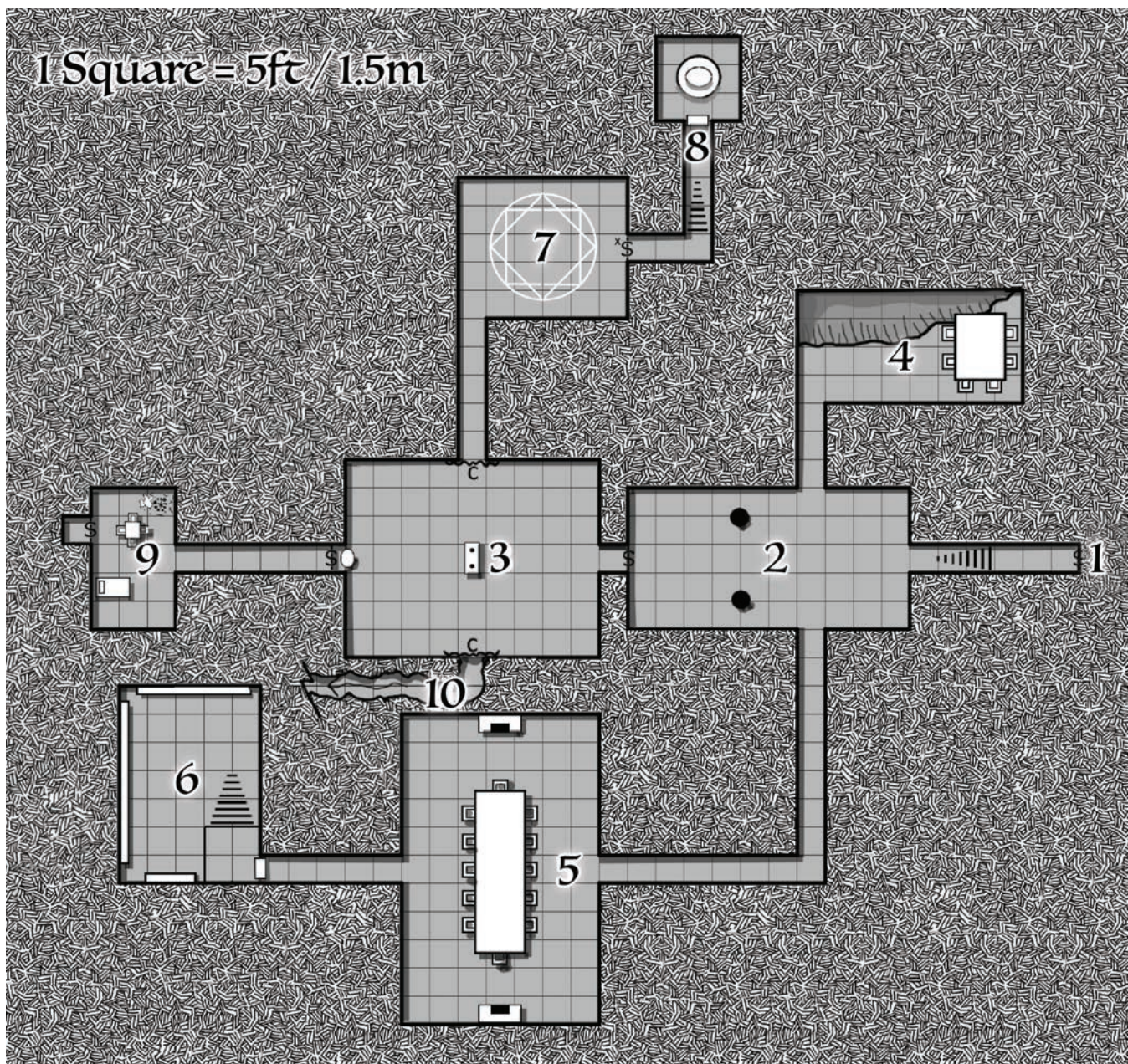
GRUNE VEL WOOD RANDOM ENCOUNTERS

<i>1d100</i>	<i>Encounter</i>
01-15	No encounter
16-35	(D) 1d8 Game Animals. These creatures are typically non-threatening and require a Hard Perception roll to spot before they dart into the undergrowth and disappear. If the players decide to interact, the Games Master should treat them as per the write-up for Small Animal on page 191-192 of Classic Fantasy, or use a larger suitable animal write-up.
36-37	(D) 2d4 Elves, typically exploring, but may be on a rescue/retrieval mission.
38-39	(D) 2d4 Gnomes, typically exploring, but may be on a rescue/retrieval mission.
40-44	(D) 1d3+3 Brownies*
45-47	(A) 1d3+1 Pixies or Sprites; 50% chance of either
48	(A) Boar Trap*
49-53	Goblins. In Grune Vel Wood, goblins may be found active during the daylight hours due to the thick canopy. 01-75: (A) 1d3+3 Goblins 76-00: (A) 1d3+1 Goblins with Dire Wolf mounts
54-56	(D) 1d2 Boars
57-58	Hobgoblins 01-70: (A) 1d3+1 Hobgoblins 71-00: (A) 1d2 Hobgoblins, plus 1d3+1 Goblin subordinates
59-60	(A) 1 Insect Swarm of SIZ 1d6+3
61-63	(D) 2d3 Blink Dogs
64	(D) 1d2 Dopplegangers
65	(D) 1 Owlbear
66-68	(D) 1 Bear
69-72	(A) 1d2+1 Bugbears
73-76	Wolves 01-85: (D) 1d8 Wolves 86-00: (A) 1d4 Dire Wolves; See Wolf in Mystras
77	(D) 1 Dryad or Nymph; 50% chance of either
78-79	(A) 1d2 Giant Beetles
80-89	Roll twice and apply both results. If this creates two unlikely pairings, the characters may have stumbled upon a conflict, play out the encounter naturally.
90-94	(A) Hazard. Someone steps in a rut, trips and falls, gets hit by a branch, etc. 1d4 to 1d6 damage.
95-99	(A) Lair; roll again to find out the lair's occupants, and double the number encountered. Reroll a result of 01-35.
00	(A) Undiscovered Ruins. These ruins require a Perception roll to spot, and may be anything the Games Master chooses, from carved granite slab or stone circle, to the ruins of a former settlement or forgotten elven citadel. If the ruins are to be explored, they may be populated by suitable creatures chosen from this table, or subterranean encounters may be rolled using the Dungeon Wandering Monster Tables found in Classic Fantasy as detailed on pages 319 to 323.

intrusion, singing hymns to the Oak King, and giving rise to some of the legends about Grune Vel Wood.

Although descending over 100 meters (330 feet) underground, only 6 meters (20 feet) of Black Thorn Hill rise aboveground. It is a domed hillock of dark, rocky earth covered by a thick carpet of thorny black plants for which it is named. The surrounding area, dotted by shallow ponds, is cloaked by thick fog every night until dawn burns it away. During warmer months, the area is a breeding ground for insects, snakes, and other dangerous vermin.

Unless otherwise noted, floors, walls, and ceilings inside Black Thorn Hill are of seamless natural stone; ceilings average 4 meters (15 feet) in height. Animal bones, pebbles, and other detritus litter the floor and shift noisily underfoot, making Stealth rolls one grade harder. Most surfaces, where visible, are heavily carved with images of stags, rivers, trees, and other nature motifs. The air inside the hill is constantly freshened by concealed shafts worked into the ceiling and walls, only large enough for birds and mice to squeeze through. There are few angles inside Black Thorn Hill: corridors, porticoes, rooms, and even furniture and containers are generally rounded in



design. Doors, also round, are created from strong, heavy oak and carved with stylized sunbursts or stags (Armour Points 12, Hit Points 75); these doors swivel in the middle when opened.

There are a number of secret doors inside Black Thorn Hill, nearly indistinguishable from the natural stone walls where they are hidden. Discovering them requires an opposed Perception roll versus the Craft skill (60%) of the original builders. Originally opened and closed by magic effects that have long since waned, these doors are blocks of heavy stone that require a Brawn roll to operate; opening and closing them creates a loud grating sound that can be heard up to 20 meters (65 feet) away.

Black Thorn Hill is isolated but not undiscovered. It's been partially explored and looted by adventurers, and at least one wizard attempted (and failed) to claim it as his lair. Draven Mar, a necromancer from a dark and faraway land known as Ravenholm, discovered the location of the hill from an evil druid and came seeking a new place from which to spread his evil. Teleporting himself and a large number of undead into the sanctuary, Draven had barely started exploring when Amalthelia dominated his mind with a powerful charm. Inspired by her honeyed words, Draven commanded his undead minions to protect the Dryad and her sanctuary until the end of time; as a reward, she cut his throat and abandoned his corpse to the vermin.

Now, decades later, undead still roam Black Thorn Hill seeking to carry out the last orders of their creator. Mindless and unrelenting, these reanimated skeletons and corpses attack anyone they encounter and fight until destroyed.

## 1. Secret Door

Black Thorn Hill covers an area 30 meters (100 feet) in circumference. Characters scouting the hill for an entrance find nothing obvious; gorse and scree cover the slopes of the rise on all sides. There is a secret door on the eastern side of the mound that can be easily spotted with a Detect Magic spell.

Amalthia never uses this entrance and its protective wards have weakened over many years. Once discovered there are several ways it can be opened, including using tools (Brawn) and magic spells. The door still retains some of its former magic and is one grade easier to discover and open during sunrise. The door has 10 Armour Points and 40 Hit Points.

Beyond the secret door is a 4.57 meter (15 foot) long hallway and set of natural stairs leading down into darkness.

## 2. Entry Room

This large 15.25 metre (50 foot) x 7.62 metre (25 foot) room has pillars made of pure amber to the north and south. Smelling of decay and dampness, the west wall is covered with the bas relief of a large, bearded man with stag horns holding a sun in his left hand and a coiling serpent in his right; he wears a crown of oak leaves. Characters making a Lore (Religion) roll know this to be the Oak King of the Old Ways. The bas relief is 3 meters (10 feet) tall and 2 meters (7 feet) wide; characters examining it closely notice that the sun in the picture bears soot marks.

The scattered remains of several skeletons lie here, still gripping rusty battle axes and wearing bits of steel armour. On closer inspection (Perception roll) characters notice that the skulls are canine.

The two amber pillars rise to the ceiling and are 1.5 meters (5 feet) wide. Characters inspecting them with a standard Perception roll spot the bodies of insects, feathers, and flowers preserved inside. The base of the south pillar is surrounded by a patch of Yellow Mould, 3 meters (10 feet) in diameter, that resembles fine, golden-orange hairs covering the floor. Characters making a standard Survival or Lore (Nature) roll identify the mould and can take steps to avoid or destroy it.

Archways lead north and south from this area. Characters making a Perception roll detect the smell of decay coming from the north passageway. There is a secret door in the west wall that can only be opened if an open flame is touched to the sun held in the Oak King's left hand. When the door is opened, and unless characters find some way to silence it, the undead lurking in the Altar Room are alerted and begin moving to attack.

## 3. Altar Room

A repeating motif has been carved on the walls of this dimly lit, 13.71 metre (45 foot) x 10.67 metre (35 foot) room: a large oak tree inside a stylized sunburst. In the centre of the room is a large granite altar bearing runes and pictograms (similar to those found on the menhir in the Sacred Grove at location 14, page 23). Frayed green tapestries bearing images of the Oak King decorate the north and south walls, concealing the archways in those areas from view. See *Concealed Doors*, pg. 91 of *Classic Fantasy*. Mounted inside an alcove on the west wall is the large statue of a majestic stag, its antlers held proudly aloft; hidden in the wall behind the statue is a secret door leading to the Elders Chamber. Upon the altar and swathed with dusty cobwebs are a wooden chalice, glowing sickle, and oak leaf crown made of hammered bronze.

There are 2 Gnoll Skeletons and 2 Zombies in this room. If alerted by the secret door being forced open, they are already moving to attack the characters when they enter the room. The Skeletons are armed with shortspears, forcing characters with shorter weapons to fight at the longer reach if engaging in melee (*Mythras*, pg. 106).

The sickle and chalice are ancient ritual tools, once used to banish evil and purify the soul. The gold-plated sickle, worth 40 SP, is enchanted with a permanent Light spell and the chalice is non-magical but can be sold for 3 SP. Characters casting Detect Magic spot a faint magical aura (Alteration) radiating from the bronze crown – although not actually a magic item, wearing the crown is necessary to open the door into the Fountain Room without activating its trap.

Characters succeeding with a Lore (Religion) roll can understand the icons on the altar, which allude to a “shining oak” hidden below the hill; this roll is one grade easier for the character who successfully interpreted the symbols on the menhir in the Sacred Grove.

## 4. Gathering Room

This 12.2 metre (40 foot) x 6 metre (20 foot) meeting room was obviously much larger originally but the entire northern portion has collapsed into a 2 meter (6 feet) deep, 3 meter (10 feet) wide sinkhole. The floor is partially covered by a large carpet made from woven reeds and a large, stone table surrounded by 6 heavy wooden chairs takes up most of the space to the east. A wooden spoon, rusty dagger, and wooden mug are sitting on the table, covered with dust. Small alcoves holding the remains of burned candles line the walls. The room smells faintly of incense and a faint clicking can occasionally be heard from the pit.

Inside the sinkhole are the broken remains of two wooden chairs, a wooden bookcase, and large chest; with a Perception roll, characters spot an ornate wooden box – the size of a small book – among the debris. There is a Giant Beetle inside the sinkhole that attacks anyone coming within 1.5 meters (5 feet) of it. A second Giant Beetle is hiding under the rubble and joins the melee 1d4 Turns after the first monster.

Climbing in and out of the sinkhole is a standard Athletics roll and the wooden box holds 10 blocks of fragrant, resinous incense. When burned, the incense makes all Channel rolls one degree easier in a 1-metre (3 foot) radius. Each block of incense can be sold for 1 GP.

## 5. Dining Hall

This long, 16.76 metre (55 foot) x 10.67 metre (35 foot) rectangular room was obviously a dining hall, as evidenced by the long wooden table and collection of 12 wooden chairs taking up most of the floor space; a frayed, green carpet worked with boars around its edges covers most of the floor. Huge fireplaces, large enough for a Size 6 character to stand inside, yawn darkly from the north and south walls, their mantles carved with bas reliefs of the Oak King. An archway leads west. A circle of petrified oak branches, arranged to form a sunburst, hangs on the wall between the archways. A necklace of copper beads (2 SP), stack of 6 earthenware bowls, and 3 empty glass bottles are on the table.

The fireplaces, if investigated, are filled with the ancient remains of charred wood and ashes but nothing of interest. The dampers inside both fireplaces are rusted shut but the time-damaged bronze is cracked enough to allow the passage of air as it moves through the chimney, creating a faint whistling sound that fills the room, possibly unnerving the characters.

## 6. Storeroom

The door leading into this large 7.62 metre (25 foot) x 10.67 metre (35 foot) room is stuck and requires a Brawn roll to force open; beyond it is a 3-meter-wide (10 feet) landing and stairs leading down 4 meters (15 feet). The room smells of surprisingly fresh cheese and garlic. There are 2 Gnoll Skeletons on the landing and they attack the party immediately, possibly gaining surprise on the character opening the door. Another pair of Gnoll Skeletons are in the storeroom below and the sound of battle draws them up the stairs. Combatants rolling a Fumble while engaged in combat on the edge of the landing must immediately succeed at a Hard Athletics roll or fall to the floor below, taking 1d6 points of damage to a random hit location (no damage reduction from armour).

This was once a well-stocked storeroom. Narrow, shelved alcoves in the south, west, and north walls hold a collection of items, including: a bottle of wine (1 quart), 6 iron spikes, 12 wooden stakes, a small iron box (empty), a leather scroll case, a bottle of ink (2 oz.), 18 buds of garlic, a mouldy bedroll, basic lantern, 8 sprigs of wolfsbane, 1 sprig of belladonna, a ½ pound of cheese, a sack of apples, 3 vials of holy water, a large ball of black string, a leather cloak, and a leather pouch; a sundry of other items lie scattered over a stone table in the middle of the room. Games Masters should select the other items found in this room – none of the items are weapons, armour, or magical, although they can prove to be useful.

Once the Skeletons are destroyed, this room is ideal for characters to rest and heal, if needed. A permanent Purify Food and Drink spell cast on this room keeps the food and other edible items fresh.

## 7. Ritual Room

The ceiling in this large 9.14 metre (30 foot) x 7.62 metre (25 foot) room is dotted with small holes from which a faint breeze blows, stirring the dust covering the floor into ghostly eddies. The area smells of decay. Games Masters should not immediately explain the cause of the swirling dust to players; with a Hard Perception roll characters spot the ventilation holes in the ceiling, otherwise they guess at the cause of the disturbance.

The walls are carved with suns and oak trees; scratched into the east wall as if with a dagger are the words “The forest never forgets.” A shallow channel cut into the floor forms a 3 meter (10 foot) wide circle in the centre of the room with an 8-pointed star at its centre; if inspected, the channel smells faintly of oil. A Human skeleton dressed in rusty plate armour sits against the east wall, where a secret door is also hidden.

Several Sigils of Warding once protected this ritual room (Classic Fantasy, pg. 175) but, after years of being triggered by wandering undead and careless adventurers, only one remains. Located directly in front of the secret door on the east wall, the sigil covers an area 1.5 meters (5 feet) in diameter. If triggered, it casts Cause Minor Wounds (Endurance 62%) on everyone within the area of effect, doing 1d3+1 hit points of damage to their legs – armour offers no protection.

It takes 3 flasks of oil to completely fill the channel. If lit, the fire glows a brilliant gold and fiery light outlines the secret door and invisible sigil for 1d6 Rounds before fading.

The magic circle in the centre of the room was once used for powerful rituals and still radiates faint power, perceived by a Detect Magic spell. Further investigation with an appropriate Lore skill determines just how to use the magic circle. If standing on the circle, Divine magic-using characters making a Hard Channel roll regain 1d6+1 Magic Points; Fumbling this rolls drains the character of the same amount of Magic Points, instead. The magic circle works once every summer.

## 8. Fountain Room

The hallway leading to this 4.57 metre (15 foot) x 4.57 metre (15 foot) room descends a steep flight of stairs and continues on for a few meters before stopping at a door carved with the smiling face of an elven maiden wearing a crown of oak leaves. Tiny pieces of bone litter the floor in front of the door and the walls are stained crimson. A successful Perception roll reveals the faint sound of splashing beyond.

This door, guarding the magical fountain beyond, is protected by a deadly trap. Anyone touching it while not wearing the crown of

oak leaves from the Altar Room triggers a concealed slab of stone (Armour 10, Hit Points 30) to crash down from the ceiling, blocking the door from further tampering and likely crush them in the process. Although its mechanisms are worn and slow, the trap is still dangerous and can kill most characters with a single strike; Games Masters should remind characters that Luck Points can be used to re-roll unfavourable dice or mitigate damage. The trap, once triggered, blocks the door for 1d2 hours before resetting.

## Falling Block Trap

*Purpose: Death*

*Trigger: Touching the door without wearing the crown of oak leaves.*

*Difficulty: 60%*

*Resistance: Evade to jump clear.*

*Effect: The block inflicts 1d8 damage to the Head and armour does not protect. As a Special Effect the slab does 01-75%: Stun Location (Head), 76-00% Maximize Damage.*

The walls of this small-sized room are chiselled with a forest glade complete with trees, flowers, birds, and other elements of nature. The smell of lavender permeates the room and there is a 2 meter (7 foot) tall fountain in the middle made from softly glowing white marble and fashioned into a graceful elven maiden rising from a pond. The fountain appears to grow from the floor and is impossible to move; it has no obvious pipes, water source, or other mechanisms despite the splashing trickle of water from the maiden's mouth and eyes.

The fountain was given to the druids of old by a fey noble and its magic, like the fey, can be harmful or helpful. A character drinking from it must roll on the table below to determine its effects, which only occur once every 5 years for the same character. All the effects last for 1d4 days, although characters will not realize this immediately.

### FOUNTAIN EFFECTS

Roll 1d12	Effect
1 – 2	The character loses all memorized spells.
3 – 4	The character's Damage Bonus is increased by +1d4.
5 – 6	The character's weapons vanish in a puff of smoke.
7 – 8	The character gains a randomly rolled Rank 1 Magic Item.
9 – 10	The character gains +1d4 Hit Points to every Hit Location.
11 – 12	The character's highest Skill is reduced by half.

## 9. Elder's Chamber

The door to this 4 metre (15 foot) x 7.62 metre (25 foot) room is closed but not locked. Characters making a standard Perception roll while listening closely can make out the sound of faint squeaks on the other side. A Wererat named Filo Nox and his companion Giant Rats have claimed this room for their temporary lair. If encountered after sunset, he is in his Hybrid Form (Classic Fantasy, pg. 242), otherwise he appears to be a wiry Human with greasy white hair and small, beady eyes.

When the characters enter, Filo sends his Giant Rats to attack them while he opens fire with a crossbow, targeting the largest character first. Filo has been scouting Black Thorn Hill, searching for treasure, but doesn't intend on dying for it. If suffering a Serious Wound, he retreats by transforming into a Giant Rat and scurrying away. He barter for his life if captured, offering the party 5 GP for safe passage. Filo carries a total of 30 SP and a heavy silver ring worth 10 GP, all hidden in a pouch on his belt.

This large room has a domed ceiling painted with a starry night sky and it holds a stone bed, table, and chairs. A frieze depicting the Oak King hunting stags covers the walls, and the floors are splattered with rat droppings. The remains of Filo Nox's camp are here in the north east corner of the room: a pile of flea-ridden animal skins, a smouldering campfire, and a pile of recently cleaned animal bones still reeks. Successfully searching the makeshift camp with a standard Perception roll turns up a case of 8 barbed crossbow bolts, a half-empty wineskin, and a map of Grune Vel Wood worth 1 GP if sold in Gramby.

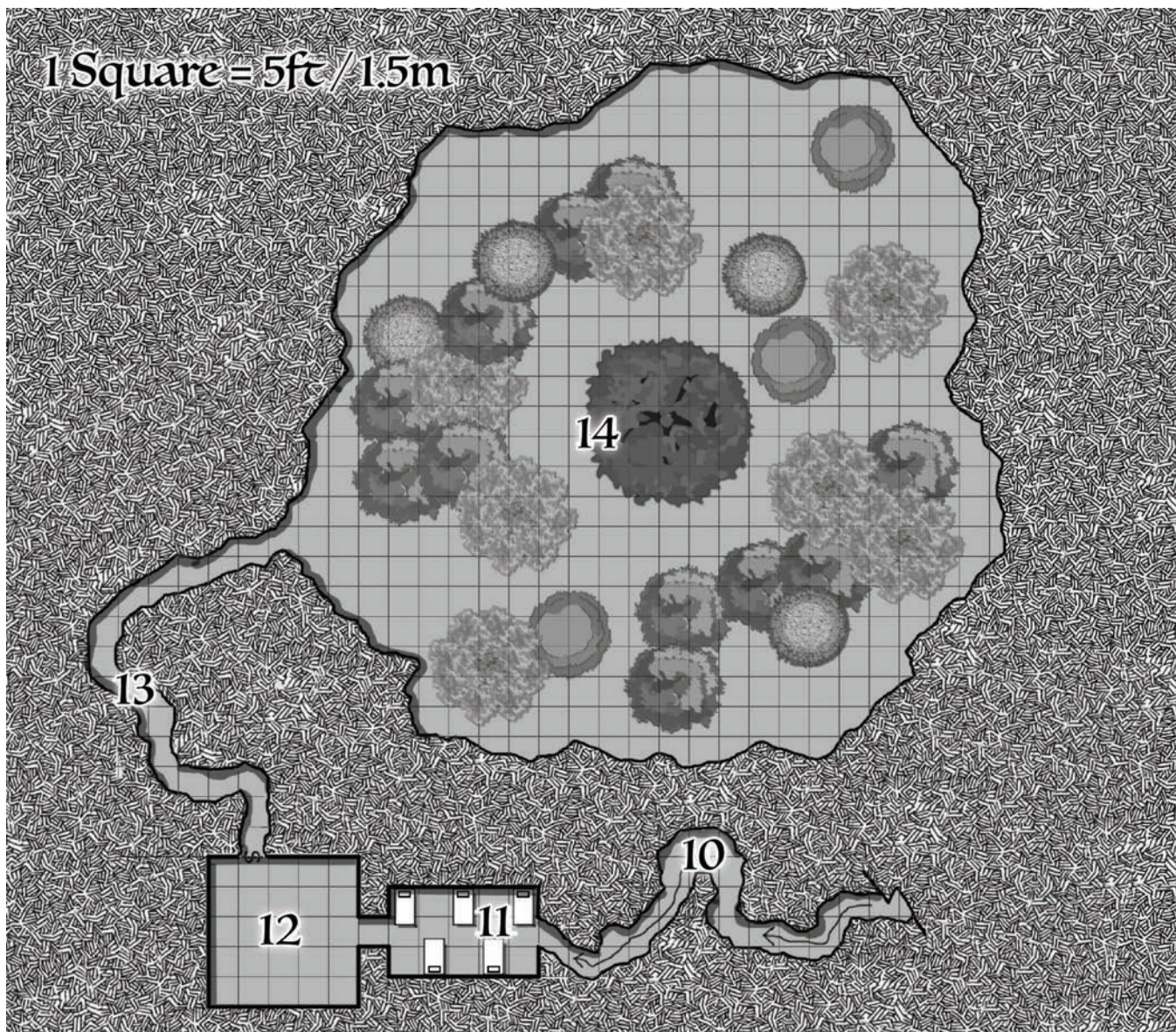
There is a secret panel in the north wall hiding a shallow alcove; inside the hidden space is a wooden quarterstaff carved with the head of a stag, 6 dried yellow mushrooms in a deerskin pouch, and a Scroll of Protection from Fey. The staff is banded with Cold Iron and does an additional 1d4 damage to fey creatures and can be sold for 10 GP. Characters digesting one of the mushrooms must immediately make a Hard Endurance roll versus its Potency (45%) or suffer Hallucinations for 1 hour; a successful roll grants the benefit of resisting fey poison for 1d2 hours. The Scroll of Protection from Fey grants all in a 3 metre (10 ft) radius of the reader protection from all fey attacks or spells for 5d4 rounds. Each mushroom can be sold for 4 GP and the scroll is worth 30 GP.

## 10. Descending Tunnel

This steep, snaking 1.5 metre (5 foot) wide natural tunnel descends sharply at a 30-degree slope, and is roughly 41 metres (135 feet) in length. It smells of musty soil.

## 11. The Place of Preparation

The door of this 7.62 metre (25 foot) x 4 metre (15 foot) room is carved with a circle of Ancient Common words that, if translated with a Hard Language (Common) roll, prove to be a prayer for the dead. The door is stuck and can be opened with a Brawn roll. The



floor in front of the door, however, is guarded by a Sigil of Warding (Classic Fantasy, pg. 175) that covers an area 1.5 meters (5 foot) in diameter. If triggered, the Sigil casts Cause Blindness (Willpower 62%) on everyone within the area of effect. The sigil can be temporarily suppressed (1d4 Rounds) by a character reciting the prayer.

This room holds 5 stone beds, each large enough for a full-grown person, draped with tattered pieces of cloth. Placed on the floor beside each bed is a bronze sickle, stone bowl, and pile of mouldy rags, all covered with coppery stains. To the west, a large, bronze bell hangs from the ceiling on a length of chain. Hundreds of small alcoves holding the remains of burned candles line the walls and a narrow archway leads west, into darkness. Cobwebs, old rags, small stones, and dust cover the floor. The air here reeks of decay.

Skeletal remains, still dressed in mouldy black robes, lie on the floor near the archway – this is all that remains of the evil wizard, Draven Mar, killed long ago by Amalthelia when he attempted to invade the sanctuary. Characters searching the skeleton find a silver Dagger +1 with a diamond-studded pommel worth 400 GP.

There are 2 Zombies and a Ghoul in the Crypt to the west, trapped here when Draven was slain and left to defend the area against intruders. Shortly after the characters enter the Mortuary (1d4 Rounds), the undead charge in and attack the party. The bronze bell, once used to scare away evil spirits from the area, still holds some magical power. If rung, Evil creatures (including characters) within 8 meters (25 feet) suffer the effects of a Cause Fear spell (Magnitude 6).

## 12. Crypt

This 7.62 metre (25 foot) square room smells of decay, and has an earthen floor and walls hung with tattered banners of green wool; although faded with time, the banners depict images of the Oak King rising from the earth to embrace the sun. The mummified heads of 10 men and women, stuffed with fragrant herbs, rest in alcoves along the east and west walls; a permanent Silence spell (Magnitude 6) fills this room, preventing any conversation, spell casting, and so on. Characters making a successful Religion roll realize that the druids placed the heads here according to their belief that skulls are the seats of the soul; mummifying and preserving the heads was a ritual to honour the dead and protect their ancient wisdom.

A mummified head can be disturbed, destroyed, and even taken without any obvious effect; characters removing heads from the Crypt begin losing 1 point of Intelligence every hour until returning it. This effect continues even if the head is dropped, but ends if it is destroyed (Armour Points 0, Hit Points 2).

There is a secret door in the northwest wall hiding a long, earthen-floored tunnel leading into the depths below Black Thorn Hill. Characters making a Hard Perception roll notice that the earthen floor near the secret door is disturbed.

## 13. The Deep Passage

This steep, snaking 1.5 metre (5 foot) wide natural tunnel descends sharply at a 30-degree slope, with a length of roughly 30 metres (100 feet). Its walls are covered with pale, flowering vines that thrive in the darkness. The air is warm and fragrant with the perfume of blossoms. As the characters near the middle of the passageway they notice flickering yellow light coming from below and hear a faint birdsong.

Glittersharp is lurking here, guarding the passageway and preparing to ambush the party. The Pixie is Invisible and carrying 5 arrows coated with Memory Loss Poison (Classic Fantasy, pg. 254). When the characters near the middle of the passageway, he creates the illusion of a huge cave-in in a 6 meter (20 foot) area – the ground shakes and thunders, huge cracks explode across the ceiling, and the walls implode in a deafening roar of dust, sliding earth, and crumbling stone. Games Masters should make a secret Opposed Willpower roll versus Glittersharp's Willpower (72%) for each character caught in the illusory cave-in: those who succeed “evade” the collapse, while anyone failing the roll are caught in the landslide, taking “damage” as indicated on page 129 of Classic Fantasy.

The illusion reacts appropriately if struck, touched, and so on and persists until dispelled. While they are dealing with the illusory cave-in, Glittersharp opens fire on the party with his bow, targeting any obvious spell casters first. Glittersharp remains invisible during combat and can only be detected by a Formidable Perception roll or magical spells.

After depleting his ammunition, or if it appears the characters are going to kill him, the Pixie flies away to report the results of his ambush to Amaltheia and Elyon. If the characters kill Glittersharp, any future attempts to parley with Amaltheia and Elyon are made at two difficulty grades higher.

## 14. The Secret Grove

The Deep Passage spills into a large cavern in which a dense, tangled forest grows vibrantly; the forest fills the cavern, which is 35 meters (115 feet) in diameter. Ancient oak trees, giant ferns, colourful blossoms, and thorny brambles surround the characters on all sides; the ground is made of rich, black soil layered with thick creeper vines and mushrooms. The sounds of birds fill the air, and although there are no obvious openings in the walls or ceiling through which light could enter, a warm, sunny glow fills the cavern. Characters making a Hard Perception roll realize that the radiance is coming from somewhere deep inside the forest, possibly near its centre.

The Circle of the Shining Oak created this Hallucinatory Forest as a place of meditation and sanctuary for the faithful, and as a suitable location to entertain their many fey guests. While druids and clerics attuned to nature have no problem seeing the forest's true nature, all others believe completely in its existence. The forest affects movement rate, line of sight, and so on accordingly, and radiates magic.

Near the centre of the forest stands a mighty, gnarled oak tree, rising over 18 meters (60 feet) into the air and glowing with a pale, yellow radiance that permeates the cavern. This is the Shining Oak, sacred symbol of divine power and magic created by the druids to honour the Oak King with its eternal light. After the Oak King reincarnated her into a Dryad, Amaltheia made the sacred oak tree and grove her own.

## Elyon and Amaltheia

The young Bard and his Dryad lover have been hiding in the Secret Grove, relying on Glittersharp's reports regarding the character's progress through the ruins. Now that the characters have finally penetrated their abode, proving that Lady Moonsong's agents won't stop chasing Elyon, the pair are determined to convince them to abandon their mission or destroy them. After Glittersharp left the grove to confront the characters, Elyon cast Invisibility on himself and Amaltheia so that they could get close to the action without being seen; now they are hiding just 10 meters (30 feet) inside the Secret Grove, watching the exit from the passage. Unless using magic or special abilities, detecting the lovers is three grades harder for the approaching characters.

When the characters enter the grove, Elyon casts Change Appearance to make himself look exactly like Amaltheia, including her voice, gender, physical appearance, and so on. His next action is using Charm (Classic Fantasy, pg. 38) to sing a mournful ballad about doomed love, his voice soft and beautiful as it floats through



the illusory forest. The Bard implants a suggestion into the song that the characters drop their weapons and walk away from them: characters failing an Opposed Willpower test against Elyon's Sing roll immediately drop their weapons and walk 1d4 meters (1d3 x 5 feet) away in a random direction. Since they were recently attacked by Glittersharp, the characters' Willpower rolls are one grade easier. After Elyon uses his Charm Ability, his Invisibility spell ends, revealing an identical pair of lovely Dryads (him and Amaltheia), hiding in the nearby trees, and facing the characters.

The lovers wait to see how the characters respond to them before acting. If it appears they are hostile, Amaltheia tries to Charm the two largest characters using her innate ability while Elyon casts Web on everyone else. Charmed characters believe Amaltheia is their true friend and ally, rushing to her defence against anyone attacking her or Elyon. Glittersharp joins the battle if he's still alive, attempting to make physical contact with aggressive characters to cause Confusion (Classic Fantasy, pg. 253). Both Elyon and Amaltheia attack the characters until they have either retreated or all been slain; neither abandons the other to flee, and Elyon never agrees to willingly return to his mother.

The lovers are open to parleying and Games Masters should have players use their social skills (i.e.: Influence, Deceit, and so on) to roleplay the discussion. These rolls are one grade harder if Glittersharp was slain, and two grades harder if there are any Half Orcs in the party. Elyon and Amaltheia want nothing more than to be left alone in peace to love each other and enjoy the mysterious beauty of Grune Vel Wood; they are angry and frightened by the Iron Wolves' previous attack and know Lady Moonsong was behind it. If it seems the characters can be convinced to leave in peace, the lovers offer them a Pearl of Power as payment for abandoning Lady Moonsong's contract.

## Scar and Fang

Unless they've been detected and confronted by the characters, Scar and Fang have been following them for the entire adventure and are ready to spring their attack on Amaltheia. Waiting until the characters are engaged with Elyon and the Dryad, the mercenaries move down the underground passage and stop at the entrance to the grove, taking in the action and forming a plan. They're still wearing Elven Cloaks and being stealthy, so detecting them requires a Perception roll two difficulty grades harder – Games Masters should only make secret Perception tests for the characters if they are not engaged in combat and within 5 meters (15 feet) of the passage exit.

The Iron Wolves are known for being strong and savage, not strategic: at the first sign of an opportunity, the Half Orcs draw their weapons and charge from the passage directly at Amaltheia, determined to slay her quickly before grabbing Elyon.

## Conclusion

The characters are faced with a dire choice: protect Elyon and Amaltheia from the Iron Wolves and thereby betray Lady Moonsong, or kill the Dryad and help the mercenaries capture the young Bard for his vengeful mother. If any of the characters were charmed by Amaltheia they move to defend her against the Iron Wolves when they attack, drawing them into conflict with the Half Orcs.

Amaltheia and Elyon fight side-by-side, coordinating their attacks and magic to maximum effect; if things appear to be going against them, Amaltheia uses Dimension Door to escape through her oak tree while Elyon fights to defend her retreat. If the characters capture Elyon like they're supposed to, they are rewarded, as promised, and celebrated as heroes in Gramby; Elyon, however, never forgives them for their actions and could become a powerful adversary in future adventures.

The Iron Wolves are dangerous foes and, amidst the confusion, could possibly kill one or more of the characters. They are fast, strong, and completely merciless, with Fang attacking the party and Scar staying out of melee so he can use his crossbow. If captured, the mercenaries never reveal Lady Moonsong's plan but can be bribed to break their contract with her for 10 GP worth of treasure. Eventually Lady Moonsong discovers the characters' betrayal and Games Masters can build entirely new scenarios around her efforts to hunt them down – as a wealthy noble, Nuathyn has many resources at her disposal.

If the characters choose to protect Elyon and Amaltheia, the pair show their gratitude by giving them a Pearl of Power (Classic Fantasy, pg. 282) that once belonged to Draven Mar. After guaranteeing the characters leave Black Thorn Hill, the lovers retreat to their bower and are never seen again in the world of mortals.

# Statistics

## Lady Nuathyn Moonsong

A beautiful half-elven woman with lavender eyes, alabaster skin, and hair the colour of frozen moonlight that falls to her narrow waist. Nuathyn typically wears a fine, sheer gown of emerald silk, a delicate silver and emerald necklace, a gold and diamond ring on her left hand (Ring of Protection +1) and a ring of black, meteoric iron on her right hand (Ring of Obscure Passions). She wears fragrant body oils scented with pine and roses.

Nuathyn is cultured, serene, sympathetic, and insightful – all qualities belying her jealousy, mistrust, and vindictiveness. A powerful Illusionist, she never hesitates to use the magic at her disposal to deal with potential threats and can make for a deadly enemy. Despite her dark nature, Nuathyn has a terrible aversion to anything associated with death, including corpses, cemeteries, and especially the undead.

In addition to her magical rings and enchanted dagger, Nuathyn has a number of magic items secreted away in her manor, including a Crystal Ball with which she spies on the people of Gramby.

Lady Nuathyn Moonsong (Magic-User, Illusionist, Rank 3)

Action Points: 3

Damage Modifier: -1d2

Magic Points: 17

Movement: 6 metres (20 feet)

Initiative Bonus: +15      Luck Points: 6

Armour: Ring of Protection

Abilities: Infravision, Resistance to Sleep and Charm, Stealthy, Secret and Concealed Door Detection, Arcane Spell Caster

*Magic:/Spells Memorized: Rank 1 – Audible Illusion, Change Appearance, Charm Being, Detect Magic, Identify, Protection from Good, Read Magic, Ventriloquism; Rank 2 – Darkness, Dispel Magic, Haste, Web Greater Illusion, Mirror Images, Read Thoughts, Suggestion, Web; Rank 3 – Confusion, Dimension Door, Fear, Lesser Creation, Phantasmal Terror, Shadow Monsters*

1d20	Location	AP/HP
1–3	Right Leg	1/4
4–6	Left Leg	1/4
7–9	Abdomen	1/5
10–12	Chest	1/6
13–15	Right Arm	1/3
16–18	Left Arm	1/3
19–20	Head	1/4

### Skills

*Arcane Casting 92%, Arcane Knowledge 94%, Athletics 23%, Brawn 22%, Commerce 70%, Conceal 80%, Courtesy 60%, Customs 84%, Dance 89%, Deceit 95%, Endurance 24%, Evade 69%, First Aid 60%, Influence 89%, Insight 84%, Locale 84%, Language (Common tongue) 80%, Language (Elvish) 73%, Language (Orcish) 55%, Language (Gnomish) 52%, Literacy 89%, Lore (Moonsong family history) 95%, Lore (Fey creatures) 50%, Lore (Elven culture) 67%, Perception 85%, Ride 78%, Sing 83%, Stealth 84%, Unarmed 23%, Willpower 84%*

### Passions

*Evil (Deceitful and vindictive) 80%,  
Be adored and respected by Elyon 90%  
Deceive others with kindness 74%*

### Combat Style & Weapons

*Venomous Slice 30%*

Weapon	Size/Force	Reach	Damage	AP/HP
<i>Dagger of Venom</i>	S	S	1d4+2-1d2	11/10

## Elyon Moonsong

Like his mother, Elyon is an attractive Half Elf with white skin and long, silvery-white hair; he also has the lavender eyes of the Moonsong bloodline. A slight, wiry youth, Elyon typically wears fine leather pants and a vest of magical, silver-studded Green Dragon hide over a white silk shirt. He wears soft leather boots and keeps his hair free and wild, like his personality. Elyon's most remarkable feature is the pair of magical silver hands attached to his wrists; other than their appearance and texture, the hands function like normal. He carries a jewelled dagger and rapier on his hip, an expensive leather sling, and a backpack holding his journals, quills, vials of ink, and some books of poetry, song, and elven lore.

Elyon is a dreamy, idealistic young man who has suffered great tragedy and horror in his lifetime. Despite his vigour and passion, Elyon's smile is marked by sadness and his bright eyes carry a shadow that may never leave; it's only when he's with Amalthelia that the youth seems truly happy, a fact that has ignited sympathy in Thedweel Bleek and jealous rage in Lady Moonsong.

Elyon Moonsong (Bard, Rank 3)

Action Points: 3

Damage Modifier: +0

Magic Points: 13

Movement: 6 metres (20 feet)

Initiative Bonus: +15      Luck Points: 6

Armour: Studded Leather Vest +1

Abilities: Infravision, Resistance to Sleep and Charm, Stealthy, Secret and Concealed Door Detection, Arcane Spell Caster, Artful Dodger, Charm, Inspiration, Counter Song

Magic/Spells Memorized: Rank 0 – *Cantrips*; Rank 1 – *Audible Illusion, Change Appearance, Colour Cascade, Detect Magic, Identify, Protection from Evil, Read Magic, Sleep*; Rank 2 – *Haste, Invisibility 3m (10 ft.) Radius, Web*

1d20	Location	AP/HP
1–3	Right Leg	0/5
4–6	Left Leg	0/5
7–9	Abdomen	0/6
10–12	Chest	4/7
13–15	Right Arm	0/4
16–18	Left Arm	0/4
19–20	Head	0/5

Skills

*Acting 88%, Arcane Casting 56%, Arcane Knowledge 64%, Art 94%, Athletics 53%, Brawn 42%, Commerce 33%, Conceal 40%, Courtesy 89%, Customs 74%, Dance 95%, Deceit 45%, Endurance 54%, Evade 70%, First Aid 80%, Influence 79%, Insight 74%, Locale 92%, Language (Common tongue) 90%, Language (Elvish) 83%, Language (Thieves Cant) 65%, Language (Gnomish) 32%, Literacy 90%, Lore (Moonsong family history) 55%, Lore (Greymoor) 77%, Lore (Elven culture) 85%, Musicianship 70%, Oratory 95%, Perception 65%, Ride 89%, Sing 93%, Stealth 64%, Unarmed 43%, Willpower 64%*

Passions

*Good (Idealistic and free-spirited) 73%*  
*Love and protect Amaltheia 90%*  
*Experience all the world has to offer 54%*

Combat Style & Weapons

*Bard 70% (Rapier, Dagger, Sling)*

Weapon	Size/Force	Reach	Damage	AP/HP
Rapier	M	L	1d8	5/8
Dagger	S	S	1d4+1	6/8
Sling	L	30/40/900	1d6	1/2

## Theedweel Bleek

A large-nosed Gnome with wispy, silver hair and tired, kind eyes, Theedweel has served Lady Moonsong for many decades as a loyal servant and advisor; he is over 300 years old. He dresses in silk finery and likes to wear expensive jewellery and exotic perfumes. Theedweel always carries a large, golden ring on his belt holding keys to many of the locked rooms in Moonsong Manor; he wears a tarnished copper ring that is a Ring of Invisibility. Theedweel always carries a journal and writing implements, jewelled dagger (Dagger of Submission +1), leather sling, and pouch of 20 lead sling bullets.

Although he loves Lady Moonsong dearly, Theedweel knows too well her vicious, spiteful nature, and is sympathetic to Elyon's plight. He is torn between duty and idealism, and fearful of what will happen if Nuathyn discovers his true feelings on the matter. Still, he will try to warn the characters, hoping that they can help the young Bard where he has failed.

Theedweel Bleek, Noble Advisor

Action Points: 3

Damage Modifier: -1d2

Magic Points: 10

Movement: 4 metres (15 feet)

Initiative Bonus: +13

Armour: None

Abilities: Magic Resistance, Poison Resistance, Infravision, Tunnel Sense.

Magic/Spells Memorized: *None*

1d20	Location	AP/HP
1–3	Right Leg	0/4
4–6	Left Leg	0/4
7–9	Abdomen	0/5
10–12	Chest	0/6
13–15	Right Arm	0/3
16–18	Left Arm	0/3
19–20	Head	0/4

Skills

*Acrobatics 45%, Acting 80%, Athletics 45%, Brawn 20%, Bureaucracy 90%, Commerce 87%, Courtesy 90%, Culture 78%, Customs 80%, Deceit 50%, Evade 82%, First Aid 90%, Influence 90%, Insight 80%, Locale 86%, Language (Elvish) 67%, Language (Gnomish) 98%, Literacy 80%, Lore (Moonsong family history) 75%, Lore (Adventurers of myth and legend) 69%, Perception 95%, Stealth 95%, Survival 65%, Teach 89%, Unarmed 20%, Willpower 80%*

Passions

*Neutral (Kind and pacifistic) 90%*  
*Duty to Lady Moonsong 85%*  
*Romantic idealism 85%*

**Combat Style & Weapons**

*Defender of the Manor 30% (Dagger, Sling)*

Weapon	Size/Force	Reach	Damage	AP/HP
<i>Dagger of Submission</i>	S	S	1d4+1-1d2	6/8
<i>Sling</i>	L	30/40/900	1d6-1d2	1/2

## Amalthelia

A beautiful Dryad with hair the colour of morning sunlight, braided with fiery blossoms, and eyes like mossy pebbles seen through sunlit water; sweet-smelling sap glows on her naked body, and the sound of her voice is like music heard floating through a midnight forest.

Ancient, capricious, passionate, and wary, Amalthelia is as amoral as she is mysterious. Originally a druid belonging to the Circle of the Shining Oak, Amalthelia was transformed into a fey creature when she sought the mercy and kindness of the Oak King during her final days. Since that time many centuries before, the Dryad has remained deep inside the protective shadows of Grune Vel Wood, dancing in the moonlight and singing praises to the Oak King. Now her world has changed – she’s fallen in love with a young Bard and is being hunted by agents loyal to his spiteful mother. As a fey creature, she knows no mercy or morality beyond her own desires and will do anything to protect herself and Elyon; to this end she has enlisted other fey, including Glittersharp and a group of cunning Brownies.

The Oak King blessed Amalthelia with several new powers that give her greater freedom to explore and protect Grune Vel Wood. Her Dimension Door ability has double the normal range and permits teleportation in any direction, not just back to her tree when seeking a fast escape; using this ability, she can teleport in and out of Black Thorn Hill at will, merging with other trees to stay hidden while she observes trespassers. Also, while bound to her oak tree like other Dryads, Amalthelia’s range of freedom extends to the edges of the forest instead of the normal 400 meters; beyond Grune Vel Wood, she begins to suffer debilitating effects just as if she were a normal Dryad separated from her oak tree.

**Amalthelia, Dryad**

Action Points: 3 (5)

Damage Modifier: -1d4

Magic Points: 16

Movement: 6 metres (20 feet)

Initiative Bonus: +15, Luck Points: 3

Armour: None

Abilities: Magic Resistance, Night Sight, Dimension Door, Charm Being, Speak with Plants

Magic/Spells Memorized: None

1d20	Location	AP/HP
1–3	Right Leg	0/5
4–6	Left Leg	0/5
7–9	Abdomen	0/6
10-12	Chest	0/7
13–15	Right Arm	0/4
16–18	Left Arm	0/4
19–20	Head	0/5

**Skills**

*Animal Training 74%, Athletics 66%, Brawn 40%, Endurance 52%, Evade 74%, Influence 76%, Insight 71%, Language (Dryad, Elven, Pixie, Sprite) 73%, Locale 70%, Perception 71%, Stealth 72%, Swim 60%, Unarmed 36%, Willpower 72%*

**Passions**

*Neutral (Passionate and capricious) 89%*  
*Protect sacred oak 98%*  
*Love Elyon 75%*

**Combat Style & Weapons**

*Fierce Fey 67% (Dagger)*

Weapon	Size/Force	Reach	Damage	AP/HP
<i>Dagger</i>	S	S	1d4+1-1d4	6/8



## Fang

A heavily-muscled Half Orc with red-tinged eyes and warty skin, Fang is one of Lady Moonsong's most vicious mercenaries and never misses an opportunity to shed blood or earn more silver. His armour is painted black and the visor on his large, steel helmet has been designed to look like the fanged maw of a snarling wolf. In battle, his favourite tactic is to prey on the small and weak first, killing them in a bloody demonstration of merciless savagery to demoralize and enrage their allies.

Along with his Elven Cloak, Fang carries a quiver of 12 metal core crossbow bolts, a leather pouch holding 10 GP, and a miscellany of survival gear.

Fang, Half Orc Mercenary, Rank 3

Action Points: 2

Damage Modifier: +1d4

Magic Points: 5

Movement: 6 metres (20 feet)

Initiative Bonus: +9 (-2 Armour ENC)

Armour: Leather and Steel Brigandine, Steel Helmet, Leather Vambraces and Greaves

Abilities: Infravision

Magic/Spells Memorized: None

1d20	Location	AP/HP
1-3	Right Leg	2/7
4-6	Left Leg	2/7
7-9	Abdomen	4/8
10-12	Chest	4/9
13-15	Right Arm	2/6
16-18	Left Arm	2/6
19-20	Head	4/7

### Skills

*Athletics 85%, Brawn 90%, Endurance 88%, Evade 55%, First Aid 40%, Influence 90%, Language (Common tongue) 67%, Language (Orcish) 33%, Lore (Battle Tactics) 84%, Perception 75%, Stealth 62%, Streetwise 90%, Track 76%, Unarmed 67%, Willpower 62%*

### Passions

*Evil (Immoral and greedy) 92%, Use violence to solve problems 90%, Follow Scars orders 85%*

### Combat Style & Weapons

*Savage Mercenary 90% (Greatsword, Light Crossbow)*

Weapon	Size/Force	Reach	Damage	AP/HP
Greatsword	H	L	2d8+1d4	6/12
Light Crossbow	L	40/200/400	1d8 (-3AP)	6/8

## Scar

The entire left side of this Half Orc's face and body are covered with disfiguring scars; his arms are covered by savage tribal tattoos honouring Zulfang, the Half-Orc god of assassins. Although smaller and more civilized than Fang, Scar's natural talent for stealth and cunning make him a lethal adversary. Merciless, fast, and intelligent, Scar is the leader of the Iron Wolves and uses his brother's love of brutality to keep the other mercenaries in line. Scar and Fang have fought together for years and know each other's tactics very well: while his brother roars and charges the enemy, Scar hangs back and either opens fire on them with his crossbow or tries to bring the strongest looking target down with his bolas. If forced into melee, he uses any Special Effect possible to gain the advantage, especially Blind Opponent, Trip Opponent, and Disarm Opponent.

Scar carries his weapons, a quiver of 12 metal core crossbow bolts, a leather pouch holding 20 GP, and a miscellany of survival gear. He also carries a letter from Lady Moonsong urging him to follow the characters in the interest of "protecting" them on their adventure.

*Both Fang and Scar are members of the warrior career as detailed in Mythras, and have been designed as experienced characters of Rank 3 per the rules on page 13 of Classic Fantasy. Their rank is honorary and does not confer any class-like abilities, including Luck Points. It is strictly used for comparative purposes.*

Scar, Half Orc Mercenary, Rank 3

Action Points: 3

Damage Modifier: +1d2

Magic Points: 10

Movement: 6 metres (20 feet)

Initiative Bonus: +12 (-2 Armour ENC)

Armour: Studded Leather, Leather Cap

Abilities: Infravision

Magic/Spells Memorized: None

1d20	Location	AP/HP
1-3	Right Leg	3/6
4-6	Left Leg	3/6
7-9	Abdomen	3/7
10-12	Chest	3/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	3/6

### Skills

*Acrobatics 45%, Athletics 95%, Brawn 80%, Commerce 67%, Conceal 65%, Customs 78%, Deceit 80%, Endurance 68%, Evade 95%, First Aid 40%, Influence 95%, Insight 75%, Language (Common tongue) 77%, Language (Orcish) 23%, Lockpicking 59%, Lore (Legendary Thieves) 74%, Perception 79%, Stealth 82%, Streetwise 95%, Swim 46%, Track 60%, Unarmed 79%, Willpower 82%*

**Passions**

*Evil (Immoral and greedy) 92%,  
Always look for a better deal 90%  
Always complete a contract 85%*

**Combat Style & Weapons**

*Savage Mercenary 90% (Scimitar, Dagger, Bolas, Light Crossbow)*

Weapon	Size/ Force	Reach	Damage	AP/HP
Scimitar	M	L	1d8+1d2	6/10
Daggers (x6)	S	S	1d4+1+1d2	6/8
Bolas	-	30/75/150	1d4	2/2
Light Crossbow	L	40/200/400	1d8 (-3AP)	6/8

## Hafjorg Frostdottir

A loud, brazen Barbarian woman from the frozen north dressed in cured wolf skins and a battered steel helmet, Hafjorg Frostdottir is a frequent visitor to Gramby known for her love of strong ale, cheerful bar fights, and daring adventure. She is as tall and wide as most men, her thick mane of golden hair as wild and free as her spirit. With her frosted blue eyes, feral smile, and booming voice, Hafjorg is well-known in Gramby and most locals give her a wide berth, especially when she's been drinking. Armed with a magical Battle axe she calls Mourn Cleave, Hafjorg is always seeking her next adventure and a chance to prove herself in glorious battle.

**Hafjorg Frostdottir (Berserker, Rank 2)**

Action Points: 2 (3)

Damage Modifier: +1d4

Magic Points: 13

Movement: 6 metres (20 feet)

Initiative Bonus: +8 (-3 Armour ENC) Luck Points: 6

Armour: Cured wolf hides with Ringmail and a Steel Helmet

Abilities: Artful Dodger, Combat Proficiency, Detect Magic and Illusions, Eye in the Back of Your Head, Berserk Rage

Magic/Spells Memorized: None

1d20	Location	AP/HP
1-3	Right Leg	1/7
4-6	Left Leg	1/7
7-9	Abdomen	3/8
10-12	Chest	3/9
13-15	Right Arm	1/6
16-18	Left Arm	1/6
19-20	Head	3/7

**Skills**

*Animal Training 40%, Athletics 58%, Brawn 66%, Conceal 26%, Craft (Animal snare) 58%, Customs 35%, Deceit 40%, Endurance 65%, Evade 54%, First Aid 40%, Influence 15%, Insight 55%, Language (Common tongue) 67%, Language (Giant) 23%, Locale 50%, Lore (Myths of the frozen north) 34%, Perception 49%, Ride 55%, Stealth 30%, Survival 65%, Track 60%, Unarmed 59%, Willpower 62%*

**Passions**

*Neutral (Bold and free-spirited) 80%  
Drink and fight 60%  
Fear (Arcane Magic) 56%*

**Combat Style & Weapons**

*Barbarian Wolf Hunter 70% (Spear, Battleaxe, Bow)*

Weapon	Size/ Force	Reach	Damage	AP/HP
Shortspear	M	L	1d8+1+1d4	4/5
Battleaxe +1	M	M	1d8+2+1d4	9/10
Recurve Bow	H	45/375/750	1d8+1d4	4/8

## Black Bear

This sow easily stands 2 meters (6 feet) tall and weighs over 120 kilograms (260 pounds). She is covered with a thick coat of black fur that lightens to brown on her wide, snarling muzzle. Armed with long, curving claws, she is a fierce natural predator easily capable of tearing through armour and flesh if provoked.

**Black Bear**

Action Points: 3

Damage Modifier: +1d12

Magic Points: 7

Movement: 8 metres (25 feet)

Initiative Bonus: +13

Armour: Thick Pelt

Abilities: Intimidate, Nightsight

Magic/Spells Memorized: None

1d20	Location	AP/HP
1-3	Right Rear Leg	3/10
4-6	Left Rear Leg	3/10
7-9	Hindquarters	3/11
10-12	Forequarters	3/12
13-15	Right Front Leg	3/10
16-18	Left Front Leg	3/10
19-20	Head	3/10

**Skills**

*Athletics 68%, Brawn 79%, Endurance 66%, Evade 46%, Perception 60%, Stealth 66%, Survival 60%, Swim 68%, Track 66%, Willpower 44%*

**Passions**

*Protect Cubs 100%*

**Combat Style & Weapons**

*Ursine Fury 78% (Bite and Claws)*

Weapon	Size/Force	Reach	Damage	AP/HP
<i>Bite</i>	<i>L</i>	<i>S</i>	<i>1d8+1d12</i>	<i>As for Head</i>
<i>Claws</i>	<i>H</i>	<i>L</i>	<i>1d8+1d12</i>	<i>As for Leg</i>

**Brownies**

These small, rotund fey only stand 45 cm (1.5 ft) high and carry tiny short swords. Although nimble and wearing leather armour, they prefer ambush, trickery, and misdirection in combat, using their spell-like abilities to maximum effect when possible.

**Brownies**

Action Points: 4

Damage Modifier: -1d8

Magic Points: 16

Movement: 4 metres (15 feet)

Initiative Bonus: 21

Armour: Leather

Abilities: Camouflaged, Infravision

*Magic: (Spell-Like Abilities) Protection from Evil, Ventriloquism, Dancing Lights, Continual Light, Mirror Image (three images), Confusion, and Dimension Door. Each usable once per day.*

1d20	Location	AP/HP
1-3	Right Leg	0/1
4-6	Left Leg	0/1
7-9	Abdomen	2/2
10-12	Chest	2/3
13-15	Right Arm	0/1
16-18	Left Arm	0/1
19-20	Head	0/1

**Skills**

*Athletics 69%, Brawn 25%, Craft (Any) 82%, Endurance 52%, Evade 92%, Language (Brownie, Elf, Pixie, and Halfling) 52%, Perception 72%, Stealth 82%, Track 57%, Unarmed 59%, Willpower 72%*

**Passions**

*Protect Amaltheia 80%, Good (Friendly and Merciful) 59%*

**Combat Style & Weapons**

*Brownie Warrior 57% (Shortsword)*

Weapon	Size/Force	Reach	Damage	AP/HP
<i>Shortsword</i>	<i>S</i>	<i>T</i>	<i>1d6-1d8</i>	<i>6/4</i>

**Giant Beetles**

The chitin covering the thoraxes on these giant, 1.5 metre (4 feet) beetles is iridescent green, changing to a mustard yellow on their abdomens and heads. Armed with large, serrated mandibles, these monsters devour anything they can get, including leaves, seeds, fruit, wood, and unfortunate warm-blooded creatures caught in their powerful grasp. In combat, Giant Beetles are vicious fighters, using Bypass Armour and Maximize Damage when possible.

**Giant Beetle**

Action Points: 2

Damage Modifier: +1d6

Magic Points: 4

Movement: 12 metres (40 feet)

Initiative Bonus: 11

Armour: Chitin

Abilities: Burrowing, Formidable Natural Weapons

*Magic: None*

1d20	Location	AP/HP
1	Right Rear Leg	5/7
2	Left Rear Leg	5/7
3	Right Middle Leg	5/7
4	Left Middle Leg	5/7
5-9	Abdomen	5/9
10-13	Thorax	5/10
14	Right Front Leg	5/7
15	Left Front Leg	5/7
16-20	Head	5/8

**Skills**

*Athletics 62%, Brawn 68%, Endurance 74%, Evade 26%, Perception 53%, Willpower 38%*

**Combat Style & Weapons**

*Beetle Mania 72% (Mandibles)*

Weapon	Size/Force	Reach	Damage	AP/HP
<i>Mandibles</i>	<i>M</i>	<i>T</i>	<i>1d6+1d6</i>	<i>As for head</i>

## Giant Rats

These monstrous rats are 1 metre long (3 feet) and covered with thick, filthy grey fur. They have beady, red-tinged eyes and long, pink tails; in combat these giant rats attempt to swarm their opponents if possible. When encountered, there are 2 giant rats for every character. Many giant rats are carriers of disease, with a 5% chance (each time their attack breaks the skin), of transferring the disease to the victim. The specific effects of this disease, as well as the check of infection, are resolved after the combat is concluded. The types of diseases carried by giant rats can be many and varied (see Mystras page 74, and Classic Fantasy page 86).

### Giant Rat

Action Points: 3

Damage Modifier: -1d4

Magic Points: 7

Movement: 6 metres (20 feet)

Initiative Bonus: 13

Armour: None

Abilities: Dark Vision, Leaper

Magic: None

1d20	Location	AP/HP
1-2	Tail	0/3
3-4	Right Hind Leg	0/3
5-6	Left Hind Leg	0/3
7-9	Hindquarters	0/4
10-13	Forequarters	0/5
14-15	Right Front Leg	0/3
16-17	Left Front Leg	0/3
18-20	Head	0/3

### Skills

*Athletics 40%, Brawn 22%, Endurance 52%, Evade 56%, Perception 50%, Stealth 56%, Swim 58%, Willpower 34%*

### Passions

*Neutral (Obey Filo) 60%*

### Combat Style & Weapons

*Rat Pack 50% (Claw and Bite)*

Weapon	Size/Force	Reach	Damage	AP/HP
<i>Claw</i>	<i>S</i>	<i>S</i>	<i>1d3-1d4</i>	<i>As for Limb</i>
<i>Bite</i>	<i>S</i>	<i>T</i>	<i>1d6-1d4</i>	<i>As for Head</i>

## Glittersharp (Pixie)

A proud Pixie warrior dressed in silver-studded finery, Glittersharp carries himself with the pride and arrogance of a nobleman. He has long, golden hair tied in a ponytail and large, emerald-coloured eyes that flash with excitement and anger. Realizing his size is a disadvantage in direct combat, Glittersharp is a master of ambush, trickery, and illusion; using his Spell-Like Abilities, natural invisibility, and fey poison, he is a formidable opponent for unwary characters.

### Glittersharp (Pixie)

Action Points: 4

Damage Modifier: -1d8

Magic Points: 13

Movement: 4 metres (15 feet), 6 metres (20 feet) flying

Initiative Bonus: 21

Armour: None

Abilities: Flying, Magic Resistance 25% (Pixie only), Night Vision, Invisibility (At-Will); (1/day) Illusion, Faerie Lights, Dispel Magic, and Read Thoughts.

Magic: None

1d20	Location	AP/HP
1-3	Right Leg	0/1
4-6	Left Leg	0/1
7-9	Abdomen	0/2
10	Chest	0/3
11-12	Right Wing	0/1
13-14	Left Wing	0/1
15-16	Right Arm	0/1
17-18	Left Arm	0/1
19-20	Head	0/1

### Skills

*Athletics 49%, Brawn 25%, Craft (Poison) 82%, Endurance 52%, Evade 92%, Fly 79%, Language (Pixie and Common) 52%, Perception 72%, Stealth 82%, Track 57%, Unarmed 59%, Willpower 72%*

### Passions

*Neutral (Unbiased) 59%; Sprite: Good (Helpful and Loves Nature) 59%*

### Combat Style & Weapons

*Fey Fu 59% (Shortsword, Bow)*

Weapon	Size/Force	Reach	Damage	AP/HP
<i>Shortsword</i>	<i>S</i>	<i>T</i>	<i>1d6 - 1d8, plus poison</i>	<i>6/4</i>
<i>Bow*</i>	<i>L</i>	<i>23/180/375</i>	<i>1d8 - 1d8, plus poison</i>	<i>4/4</i>



## Wererat (Filo Nox)

When encountered, Filo is in his Hybrid form: a slinky humanoid with the head of a giant, red-eyed rat covered with patchy brown fur and wearing tattered wool pants and a leather vest. Along with his Giant Rat companions, Filo has been exploring Black Thorn Hill in search of loot and has made a temporary camp in the Elder's Chamber. In combat he sends his Giant Rats to attack the characters in melee, giving him time to fire his crossbow from a safe distance and retreat if necessary. If overpowered, Filo bargains for his life but betrays the characters the first chance he gets; he is sly, cruel, and immoral.

### Filo Nox (Wererat)

Action Points: 3

Damage Modifier: -1d2

Magic Points: 7

Movement: 6 metres (20 feet) or 8 metres (25 feet)

Initiative Bonus: +19

Armour: Fur

Abilities: Night Sight, Burrower, Immunity (Normal Weapons), Regeneration, Vulnerable (Magic and Silver), Summon giant rats (1/day)

Magic: None

1d20	Location	AP/HP
1-3	Right Leg	1/4
4-6	Left Leg	1/4
7-9	Abdomen	1/5
10-12	Chest	1/6
13-15	Right Arm	1/3
16-18	Left Arm	1/3
19-20	Head	1/4

### Skills

Athletics 76%, Brawn 40%, Endurance 52%, Evade 80%, Language (Common and Wererat) 64%, Perception, 60%, Track 64%, Willpower 54%

### Passions

Evil (Cruel and Greedy) 64%

### Combat Style & Weapons

Savage Strikes 76% (Crossbow, Bite, Shortsword)

Weapon	Size/Force	Reach	Damage	AP/HP
Light Crossbow	L	60/300/600	1d8	4/5
Bite	S	T	1d4-1d2	As for Head
Short Sword	M	S	1d6-1d2	6/8

## Zombies

Shambling, undead men and women dressed in scraps of peasant clothes, these Zombies are silent, powerful, and unrelenting in their determination to destroy and consume all living things encountered in Black Thorn Hill.

### Zombies

Action Points: 2

Damage Modifier: +1d2

Magic Points: 2

Movement: 3 metres (10 feet)

Initiative Bonus: 8

Armour: Thick, rubbery skin

Abilities: Immunity (Fear, Sleep, and Charm), Intensity 2, Undead

Magic: None

1d20	Location	AP/HP
1-3	Right Leg	0/6
4-6	Left Leg	0/6
7-9	Abdomen	0/7
10-12	Chest	0/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6

### Skills

Athletics 54%, Brawn 60%, Endurance 64%, Perception 40%, Unarmed 54%, Willpower 34%

### Combat Style & Weapons

Brains! 54% (Bite and Claw)

Weapon	Size/Force	Reach	Damage	AP/HP
Bite	S	S	1+1d2	As for Head
Fists	S	T	1d3+1d2	As for Arm

## Ghoul

A tall, emaciated man with putrid, scabrous skin and yellow fangs, this undead creature stalks Black Thorn Hill wearing the remains of an antlered headdress and ancient jewellery. While it moves in a fitful, ungainly way, this ghoul explodes with vicious speed when it smells potential flesh to be ravaged and consumed.

### Ghoul

Action Points: 3

Damage Modifier: +1d2

Magic Points: 4

Movement: 4 metres (15 feet)

Initiative Bonus: 14

Armour: Hardened skin

Abilities: Death Sense, Immunity (Fear, Sleep, and Charm), Intensity 2, Undead, Venomous

Magic: None

1d20	Location	AP/HP
1-3	Right Leg	1/6
4-6	Left Leg	1/6
7-9	Abdomen	1/7
10-12	Chest	1/8
13-15	Right Arm	1/5
16-18	Left Arm	1/5
19-20	Head	1/6

### Skills

Athletics 48%, Brawn 47%, Endurance 58%, Perception 47%, Unarmed 68%, Willpower 38%

### Passions

Starving for Flesh 80%

Evil (Cannibalistic and Hateful) 38%

### Combat Style & Weapons

Deathless Horror 68% (Bite and Claw)

Weapon	Size/Force	Reach	Damage	AP/HP
Claws	S	T	1d4+1d2	As for Arm
Teeth	S	T	1d3+1d2	As for Head

## Gnoll Skeleton

This tall, deformed skeleton has a canine skull and wears rusty steel armour on its chest; it rattles into battle armed with a battle axe and shield. The skeleton still wears bits and pieces of colourful tribal jewellery from when it was a savage Gnoll warrior in life.

### Gnoll Skeleton

Action Points: 3

Damage Modifier: None

Magic Points: 2

Movement: 6 metres (20 feet)

Initiative Bonus: 12 (-1 for armour ENC)

Armour: Banded armour on chest and abdomen

Abilities: Immunity (Fear, Sleep, Charm), Intensity 1, Undead

Magic: None

1d20	Location	AP/HP
1-3	Right Leg	0/4
4-6	Left Leg	0/4
7-9	Abdomen	0/5
10-12	Chest	6/6
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4

### Skills

Athletics 56%, Brawn 52%, Endurance 44%, Evade 64%, Perception 40%, Unarmed 56%, Willpower 34%

### Passions

Destroy all living beings 100%

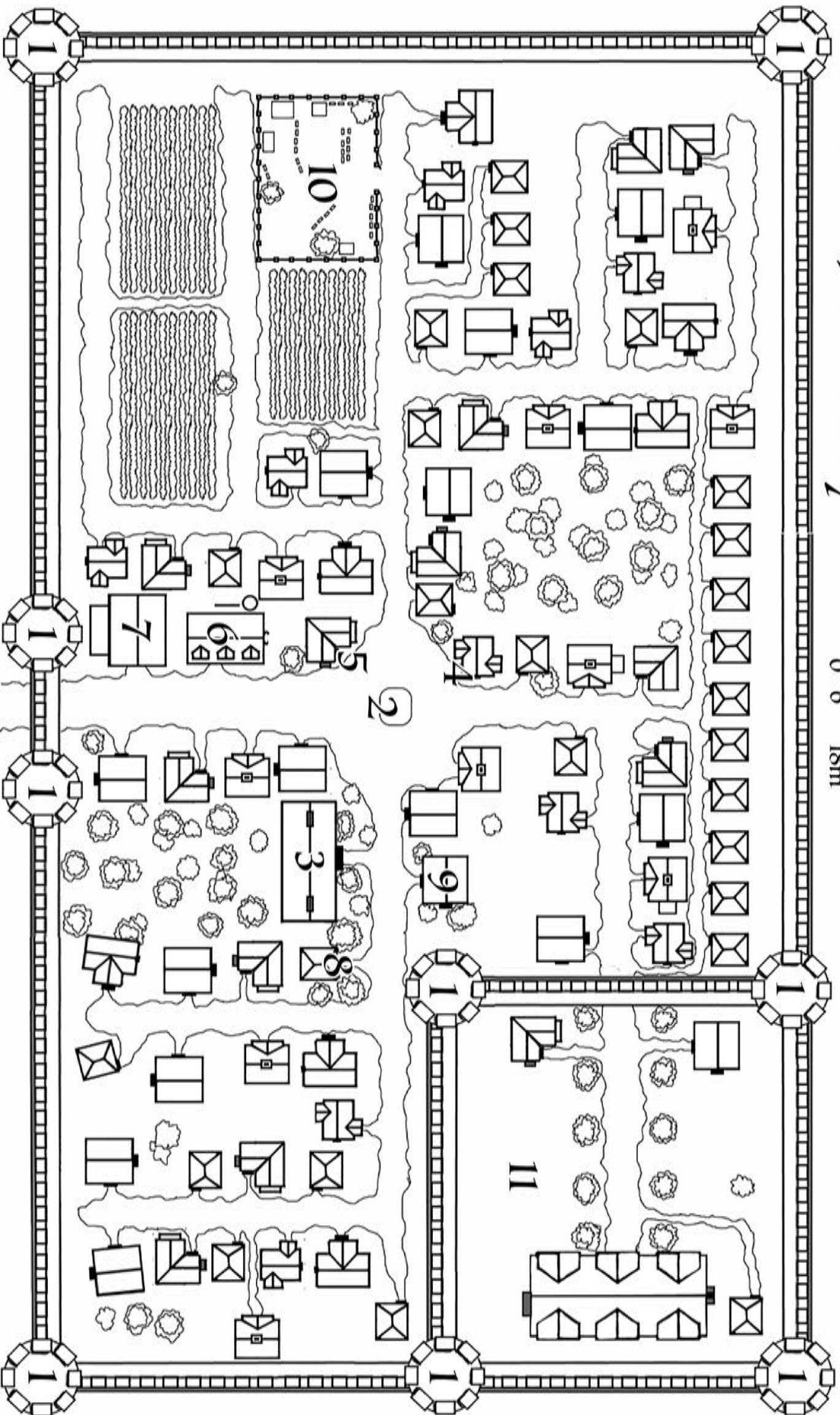
### Combat Style & Weapons

Undead Gnoll Warrior 52% (Spear, Battleaxe and Shield)

Weapon	Size/Force	Reach	Damage	AP/HP
Battleaxe	M	M	1d6+1	4/8
Buckler	M	S	1d4	6/9
Shortspear	M	L	1d8+1	4/5

# The Town of Gramby

20 60ft  
0 6 18m

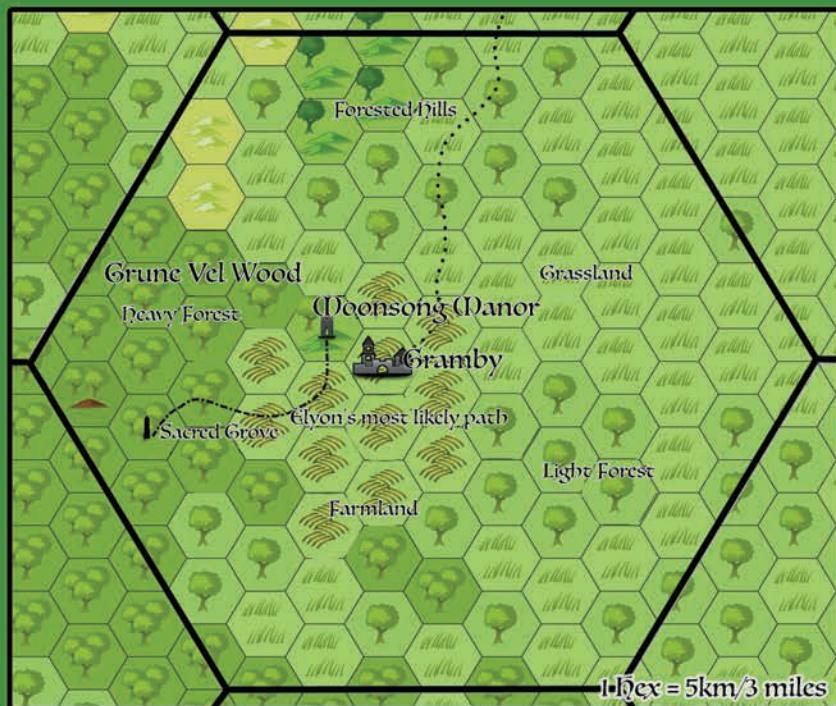


# Adventure Module G1 *These Violent Delights*

by Darvin Martin, for Ranks 1 to 2

*These Violent Delights* takes the adventurers to Gramby, a town not far from the Grune Vel Forest, where they are engaged by an Elven noblewoman to help find her missing son. But is everything truly as it seems? What is behind his disappearance, and who, precisely, can the characters trust?

This is a complete scenario for *Classic Fantasy*, set in the world of *Greymoor*. It contains all maps, locations and non-player characters for play.



**TDM503**

Mythras

Classic  
Fantasy

