

N1

For Mythras
Classic Fantasy

Adventure Module N1 **Tomb of the Mad Wizard**

by Ian Fletcher, for Ranks 2-3



Trapped in a mountain vale as the winter snows bite deep, Intuosa the Elven scholar talks of Guenever, her bloodline, and how he intends to trace her lineage through the village of Rovsgood. And he whispers the name Darksong, a wizard in search of immortality who became a tyrant and paid a dreadful price. Will the adventurers aid Intuosa? What of the legends of the Mad Wizard? The bitter snows are, perhaps, the least of their worries.

Mythras

Classic
Fantasy

THE DESIGN
MECHANISM

CLASSIC FANTASY
ADVENTURE MODULE N1

TOMB OF THE MAD WIZARD

By Ian Fletcher

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Dedication

- 12 *To my wife, Laura, for her patience and support.*
- 14 *To Djake, Justin, James, Matt, Alicia, Josh, and my children Leif and Ash.*
- To Paul, Scott and Dan, for introducing me to roleplaying.*

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Introduction

This adventure module is designed for a party of 4 to 6 characters of Ranks 2-3. It may be possible to complete it successfully with fewer characters, however the final battle will be very challenging.

The adventurers find themselves trapped in a mountain vale after an unseasonably early snow storm blocks the pass. A mysterious elven scholar, also trapped, approaches them regarding the legend of Darksong, the Mad Wizard. A mysterious valley full of adventure awaits the adventurers, and the tomb of the wizard himself hidden somewhere within its bounds.

Key Non-Player Characters

- ⇒ Intuosa: An elven scholar stranded in Rovsgood by the snows, on the trail of the legend of Guenever and her bloodline.
- ⇒ Ninvona: A young woman of Rovsgood, and secretly the last living descendant of the bloodline of Guenever the Wise. She is not aware of this lineage, and is otherwise a simple peasant girl.
- ⇒ Johan Thordursson: Owner of the Brightsong Inn, a former adventurer and compassionate soul who will aid the adventurers by providing food and lodging.

Key Points/Timeline

1. The adventurers arrive with the snows heavy behind them
2. The pass into the vale becomes blocked by early storms
3. The Brightsong Inn opens its door to the “Winter Cousins”
4. Intuosa introduces himself to the adventurers, and offers them a chance to help prove that Ninvona is the girl he seeks
5. Optional: The adventurers explore the valley and look for other adventures
6. Ninvona leads the adventurers to the entrance to the tomb
7. The adventurers enter the Tomb of Darksong
8. If fate smiles upon them, the characters emerge from the tomb, wiser and loaded with treasures
9. Optional: The adventurers explore the valley to solve the other problems present
10. Optional: The adventurers accompany Intuosa beyond the Mad Wizard’s Vale on his quest

When the adventurers arrive in the village, they find the snows already beginning to fall, and it is too late to turn back. A first adventure could be made on not only getting to Rovsgood, but helping the villagers go out and check on the surrounding farms, depending on

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.

the style of group. Once there, it becomes apparent that the adventurers are now “Winter Cousins”, and will be stuck in the Mad Wizard Vale until the spring. Perceiving their adventurous spirit, Johan Thordursson offers to let the group stay at the Brightsong Inn on his dime, if they agree to help out a bit around the vale. In truth, he is hoping they engage in adventures in the vale – the stories they will bring back will fill his common room with locals if nothing else, and vicariously bring him back to his own glory days.

There is another who is stranded in the village, an elven scholar named Intuosa. He has not revealed his purpose to any in the village, but he is widely regarded to be a lore-master, and has been asking about the legend of Darksong. Intuosa is searching for the bloodline of Guenever, following a lead in an ancient account that notes Guenever stayed in the vale for “three by three moons following Darksong’s defeat, and left more than her foe behind”. Whether Intuosa’s designs are benevolent (he wants to find the heirs and help them recover a lost birthright) or nefarious (he plans to use their tenuous claim to nobility to rise to power himself) is up to the Games Master.

Intuosa has found one young maiden in town who has been having dreams of an ancient tomb, and continues to dream of three standing stones. He believes she is the heir of Guenever – her name is Ninvona. At the Games Master’s discretion, she can even be a player character, and her identity altered as needed. Intuosa believes if the location of the tomb can be found, Ninvona can be proven without a doubt as the heir of Guenever, and he is willing to allow adventurers to keep the loot in Darksong’s tomb as payment to further his own cause.

There are three markers in the valley. One is in the Great Bear woods, in a central glade. The other lies upon Frog Island in Draken Lake. The third is in the north-western hills, on a crumbled plateau. From each vantage point, there is view that centres on a bend in Potters River. Drawing a straight line between any two should provide the actual location of the tomb.

Investigating the area around Potters River thoroughly reveals a crumbled marker. Almost buried entirely under the gradual accumulation of earth over time, a sewer like entrance into an underground tomb lies near the marker. Surrounding the area are a few cracked and ruined walls, and a foundation that the savvy would identify as the remnants of a great stone tower. There will be signs that the entrance has seen traffic, and a few discarded tokens indicate that goblins have been using the tomb as a lair.

The Legend of Darksong

Even to this day, the bards sing of the rise and fall of the wizard Darksong. Said to have fallen in love with a dark elf in his youth, he scoured the world for the secrets of immortality, refusing to leave her side. His quest led him into darkness, and his spirit withered while his power grew. He became a tyrant, and his tower became a den of evil and hedonism. Only his faithful Neidia stayed by his side, watching with patience as the years turned her young lover into a powerful man, and then witness the hands of time slowly destroying him. Far and wide Darksong was feared, and his armies ravaged the land in their hunt for his artefacts of power.

The legend, at that stanza, shifts to the birth of the heroine Guenever, the murder of her parents by troops of Darksong, her years fostering in the Society of Anslathor, and her final quest to avenge her parents and defeat the wizard Darksong. She, with her adventuring friends, invaded the tower of Darksong and put an end to his life, ending his reign of tyranny. And yet the ballad ends in uncertainty, for before his demise, Darksong had found a secret to immortality, and was prophesied to return to the world once more. In her wisdom, Guenever had the body of Darksong entombed in the bowels of his tower, then hid the tower in the depths of the earth.

Guenever’s legend moves into other songs after this, and the rise and tragic fall of her own life is well known by the bards. For centuries the legend of the tower drew adventurers to Mad Wizard’s Vale, hunting for the location of his tomb, but to this day it has never been found. Slowly the legend grew dim, and when tales were sung of the life of Guenever the Wise, the glorious defeat of Darksong was but a footnote in her earlier glory.

The Mad Wizard's Vale

The vale is a large mountain valley, heavily forested, with a trade road that leads into it. Merchants often use this road to access the village of Hedrog, last town in the north. The highway has a variety of names, but the most common usage in the valley is the Trade Road. There is but one pass over the Thunder Peaks in the west.

The pass was once used by dwarves, and there is even a dwarven waypoint for travellers halfway through the trail. It takes two solid days to wind up and over the pass; the peaks are tall and treacherous, and only the industrious cunning of the dwarves achieved the construction of the road in ancient days. The dwarf holds in the mountains are now deserted and lost, and the names of the folk who dwelt there lost in the mists of time. Upon the pass are markers, etched with dwarven runes that have survived the passing of time remarkably well, calling out the distance to the top then descending to the valley at equal intervals.

The pass is open from mid spring into late autumn, but often enough it is snowed out early, and travellers must stay in the vale until the thaws. Merchants and travellers are trapped often enough that in Rovsgood these unlucky folk have a name in the vale: Winter Cousins. It is tradition in the vale that Winter Cousins should be sheltered, and are taken into homes or housed in the inn at little to no cost. Some Winter Cousins decide to stay in the valley after a good winter of hospitality, and more than one spring marriage is the result of a Winter Cousin's stay.

Centrally located in the valley, along the banks of Lonely Maiden River (a tributary of the Greenman River), is the village of Rovsgood. It grew up around the Brightsong Inn, and while the eastern town of Hedrog is more populated, Rovsgood is where the majority of travellers into the valley arrive, stay, and do their business. The Rovsgood market draws in folk from across the valley, and the steady stream of travelling merchants, priests and wanderers can be a delight and entertainment on even the dullest market day.

In the east of the valley is the town of Hedrog. Once a collection of farms, this town has grown rapidly in the past hundred years, the product of a "bumper crop of Winter Cousin babies and weddings", though it is considered rude for an outsider to observe this. Most of

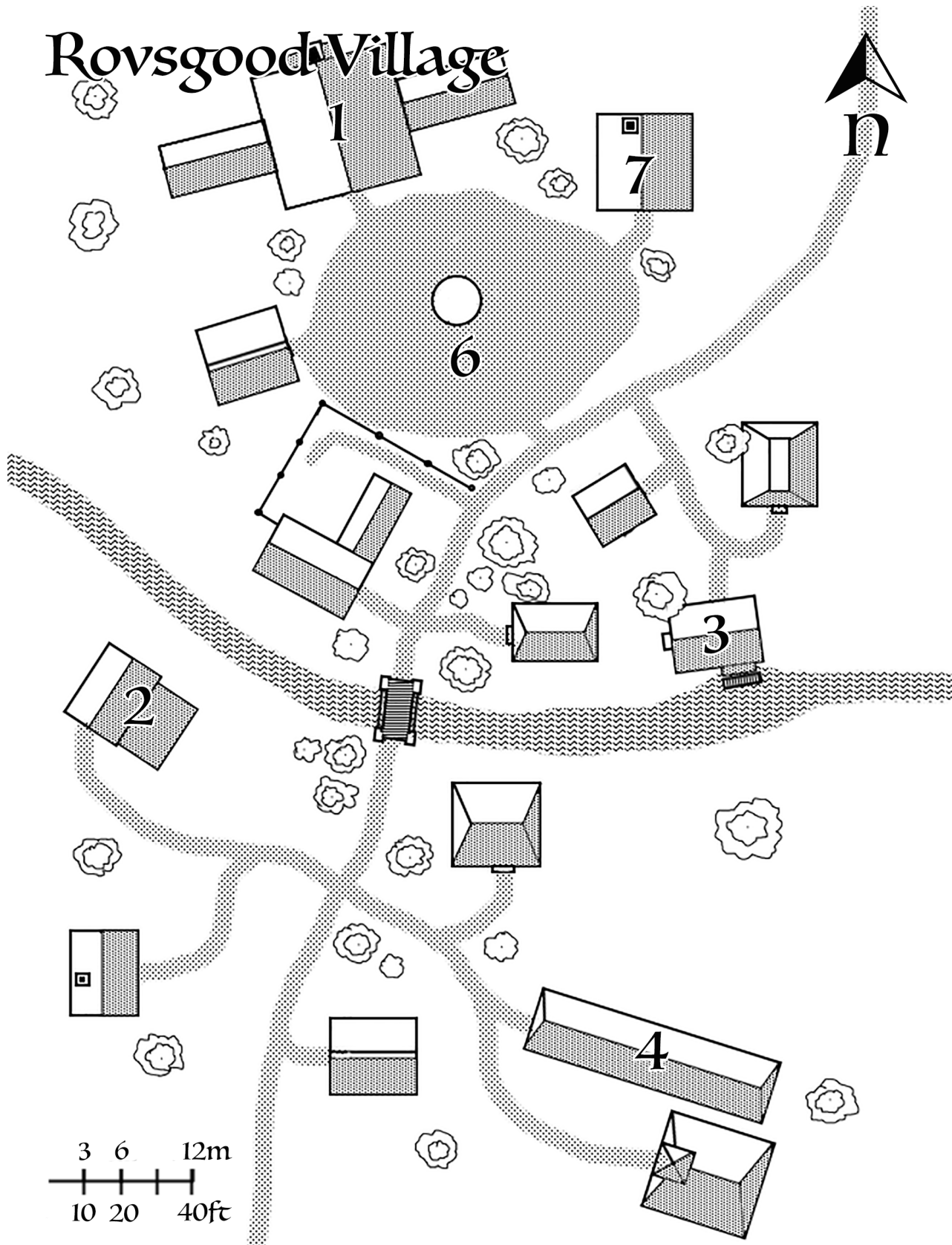
the villagers of Hedrog do not want much to do with outsiders, and those stranded in the valley are encouraged to stay in Rovsgood, or find shelter in the farms (through glares, polite suggestions or drunken declarations).

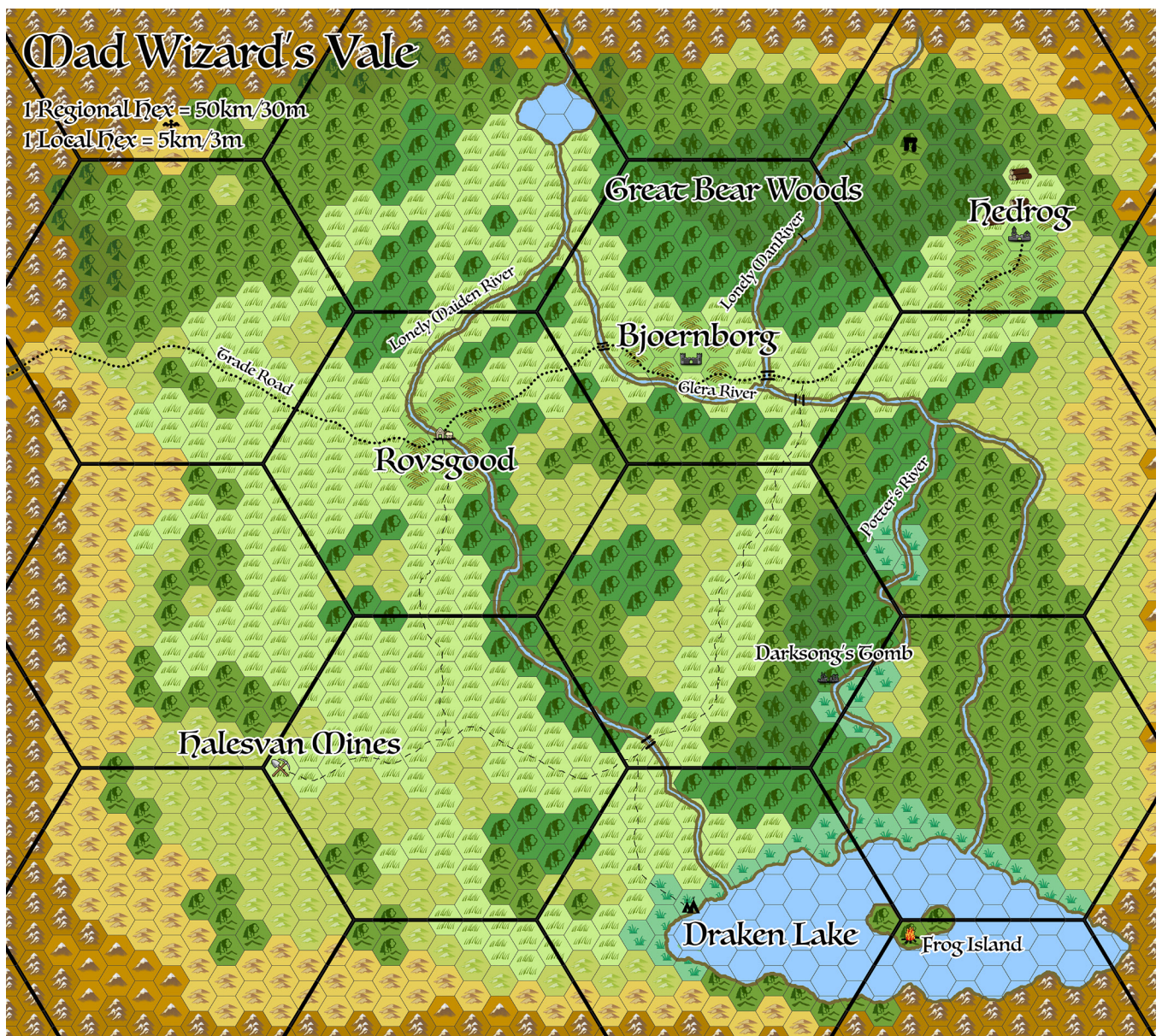
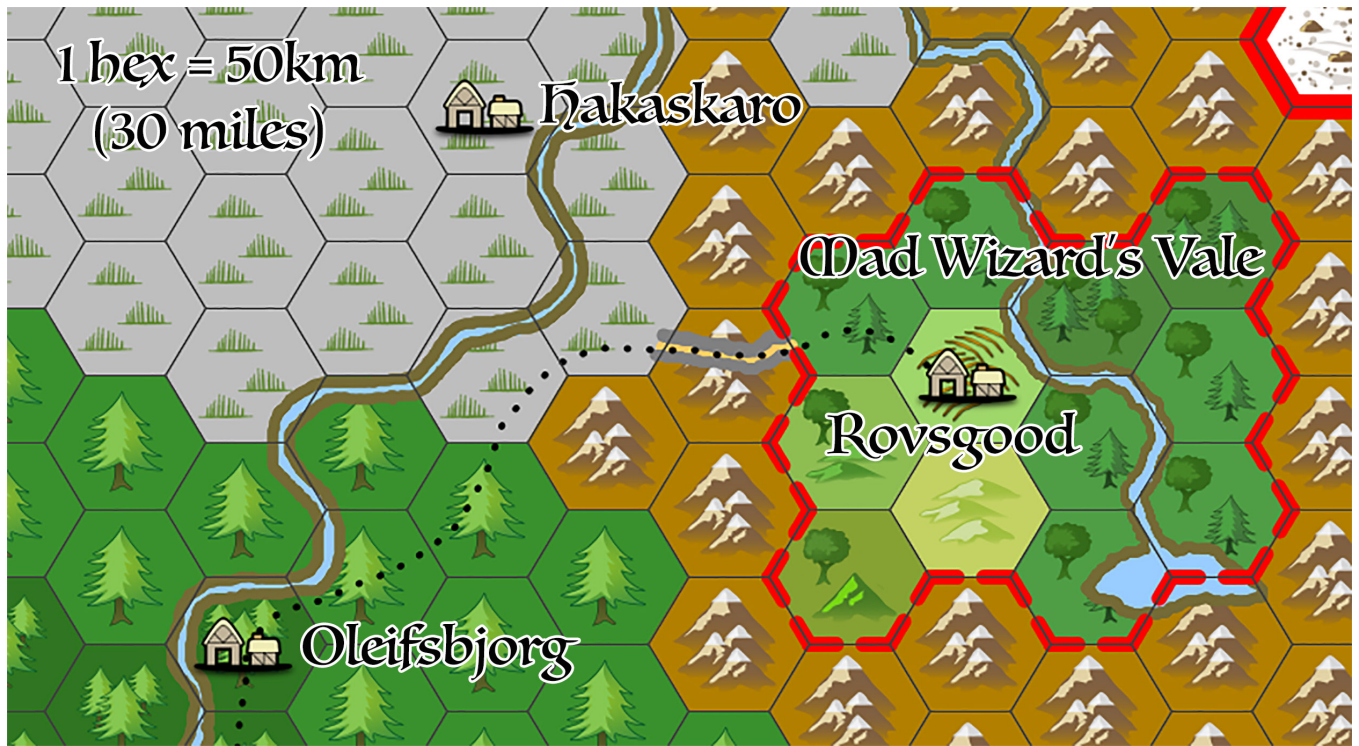
Located centrally between these two settlements is the small fort, Bjoernborg. As lords have come and gone in the valley, Bjoernborg has been used either as a home for the noble lord, or simply a barracks for the warriors. Occasionally the vale has been assaulted by bandits, or orcs from the mountain tunnels, and the farmers and those from Rovsgood (which lacks walls) will shelter in Bjoernborg. The current ruler, Jarl Edvin Ulfriksson, has moved his seat to Bjoernborg from Hedrog, to the displeasure of the hauldr, or chieftain, of Hedrog.

The weather in the valley is typically cold in the winter, with heavy snowfalls that stay for the duration of the season. The winter winds can often be biting and cruel, so the inhabitants take care to keep their villages and farms surrounded by woodlands to break the mountain breezes. In the summer the valley has decent weather for growing, though not as good as elsewhere in the world. It produces enough crop to feed those living there, and rarely much else to send beyond the borders. The chief export of the valley is from the Halesvan Mines, sending out iron and some other ores in the summer months. The population of the valley will often drop in certain generations, with wide eyed youths leaving to seek the big cities, and sons and daughters sent to distant relations for marriage. To outsiders, the inhabitants of the vale are thought of as simple villagers, clannish and a bit removed from the cares of the outside world, and very provincial.

The Village of Rovsgood

Rovsgood is situated on either side of the Lonely Maiden River, and grew from the Brightsong Inn in the centre. The Trade Road runs through, crossing the Tiny Maiden at the Nameless Bridge (the curious name provoking many questions in the common room of the Brightsong Inn, but few answers). The inn itself is said to be as old





as the hills, but it has been refurbished many times over the years. The village has been burnt to the ground at least once in its history, with only the Brightsong Inn surviving. The majority of buildings are only a hundred years old or more presently.

Mayor Hothar's Home (1)

Hothar lives in the small manor house at the north end of the village. He will often keep the village council meetings in his large living room in the cold months, while in the summer the meetings are held outdoors in the fields when weather permits. Hothar is a rotund man, adept at sorting out disputes but overly fond of rich meats and red wines. His wife, Gunda, is very tall, fatter than her husband, and considered by many to be an insufferable bully.

Blacksmith (2)

Shop Type: *Smithy*

Interior: *Rustic*

Stock Depth: *Average*

Prices (% of standard): *140%*

Attitude: *Gruff*

People: *Viggo, 1 apprentice (Bertil), 2 "helpers" (Eindride, Eirik)*

Viggo is a decent blacksmith, and can make basic weapons at request, as well as repair armour. He spends most of his time producing tools and pots, and making horse shoes. He's a widower, and has three boys who are learning his trade, ranging from a teen (Bertil) to two twin younger boys (Eindride and Eirik). Many in the village travel south to the hills to mine for iron, or to the swamps around Draken Lake, and bring the ore back to Viggo for forging.

The Mill (3)

Christoffer is lazy, and of late the complaints about his inability to get his job done have put Hothar on Christoffer's case. His wife, Solveig, has been doing much of the work along with the children.

Temple to Thor and the Northern Gods (4)

Priestess Brita is a priestess of Thor and the Northern Pantheon (see Classic Fantasy pg. 318). An aging woman who attends the villagers, Brita is calm and intelligent, but has lost her real faith and now attends her rituals with hollow devotion. Her chief acolyte is a passionate young man named Asgair, who is somewhat intolerant of some other faiths and wishes to increase the profile of the temple in the valley.

The Brightsong Inn (5)

Shop Type: *Inn*

Interior: *Rustic*

Stock Depth: *Average*

Prices (% of standard): *100%*

Attitude: *Friendly*

People: *Johan Thordursson (proprietor), Victoria (barmaid), Bernedita (barmaid), Thumbscrews (porter), Mason Bodman (cook).*

Built in the earliest days of the valley, not long after the Time of the Dragon Kings, the Brightsong Inn started as the shelter for those working on the Nameless Bridge. Legend tells that when the inn was opened, it too lacked a name. The first guest through the door was an elf queen, wandering Greymoor with her entourage. When the shocked innkeeper offered to let her stay for free, overcome by her beauty and majesty, she refused the gift, and sang a beautiful song in the common room that night. From that day forward the inn was known as Brightsong.

The inn is a two story building, built of thick treated lumber and reinforced with perfectly cut stone. The common room can comfortably hold just under a hundred long tables, but a few smaller tables are placed against the wall. Lanterns hanging from the rafters illuminate the room; later in the night the hearth becomes the chief source of light (and heat). Hanging above the hearth is a longsword (it was Johan's adventuring blade): it is bolted down, preventing easy removal. The kitchens are closest to the common room, and the sleeping wings extend from the main body of the building giving the overall structure an "L" shape. On the bottom floor there is a large common sleeping area, a bathing room, and a few private rooms. The top floor has more respectable sleeping quarters. One can enter the inn through the front door, a back-kitchen door, or a servant's entrance on the main floor of the sleepers wing. Heavy shutters are usually placed on the windows in late fall and remain throughout the winter and early spring. In many areas, strange dwarf runic marks are etched into the wood (ancient builder's marks).

The inn is run by Johan Thordursson (human male age 27). Once an adventurer, Johan retired to Mad Wizard's Vale and bought the Brightsong Inn with the proceeds of his adventuring career. The handsome and clever fighting man has now settled down and married one of the local women, and runs his inn with pride. Being a central figure in the village, the usual frosty reception the clannish northerners bestow upon "outsiders" has rapidly vanished when Johan maintained the age-old custom of providing free room and board to those stranded by winter snows. He is married to Meghan (human female, age 27), the fairest maiden in town, and now pregnant with their third child. She is an excellent housekeeper and a fair mother, if somewhat simple minded. Strangely she has a small

latent ability for magic that has never manifested, a result of actual faerie blood in her line. Their children, Lena (human female, age 6) and Orri (human male, age 4) stay in the inn and help with odd jobs.

Additionally at the inn, Victoria (human female, age 17), the barmaid, is crude and short. Johan took her in as a child and refuses to fire her. He's trying to get her married (to get her out of his hair). The other barmaid, Bernadita (human female, age 23) is a local girl who's working at the inn to provide for her poor parents back on the farm. She will fall in love with any highly attractive male and try to seduce him (assume she has a Romantic Passion). Thumbscrews (half-orc male, age 27) was orphaned when his mother took her own life, the product of the legendary orc raid of 28 years prior. This crude and simple child once served as the communal mistreated farmhand. He was almost put to death when a local murder was pinned on him. Johan uncovered the real culprit, and then hired Thumbscrews as his porter.

Mason Bodman (human male, age 33) is the original owner's son. Mason sold the inn to Johan and gave the money to his aging parents. He works as the cook, partly for money and also out of love for the art of cooking. Mason is not a people person, a good part of the reason why he sold the inn. He has designs on Bernadita (who ignores him), and loathes Thumbscrews.

Market Square (6)

Shop Type: Market (General Goods)

Interior: Not Applicable

Stock Depth: Broad

Prices (% of standard): Varies

Attitude: Varies from Friendly to Suspicious

People: Varies

Twice a week farmers from across the vale, Hedrog, and merchants visiting the vale set up in the market square, around the well. In winter the market is confined to three times a month, and reserved for a day without wind. Tarps are thrown across the square to shelter those underneath, and each market is like a mini-celebration, but as the winter lengthens these are less joyous and more business-like.

Bakery (7)

The town baker is Rupret, a skinny and anxious sort, characteristically different from most of the villagers (he is the product of a Winter Cousin). An excellent baker and exceptionally clever, though some in the village are wary of a skinny baker; he is young, unmarried, and socially awkward.

Bjoernborg

Bjoernborg, or Bear Fortress, is a typical circular fort common to the Northern Territories. Featuring a large outer ring of wood-reinforced earth, it is well-maintained, with four roads and gates exiting the four cardinal directions. At the centre sits a courtyard divided into four areas, each holding four large longhouses set in a square pattern. The southeast block of longhouses serves as the living quarters for the Jarl, his family, and retainers. The remaining longhouses house the soldiery of the Jarl, living quarters for those living and working within Bjoernborg, and store food produced by the surrounding farms and villages. There are small stockades, but the majority of prisoners would be housed in the Hedrog jailhouse at need.

The Jarl & Family

The previous Jarl grew extremely ill and weak, and when he perished his remaining family was sent to live in a more "hospitable clime"; Jarl Edvin Ulfriksson was sent as replacement. A tall, fair haired man, strong and potent, Jarl Ulfriksson (human male, age 30) received the title after he rescued King Joergen Flokisson at the siege of Oleifsborg, slaying an orc chieftain in single combat. He moved to Mad Wizard's Vale the next spring, bringing his elder sister to live with him. He married King Flokisson's daughter, and has two children. Jarl Ulfriksson is a staunch follower of Thor, and has five times served in battle and war. While he prefers to solve the vales problems on his own, he also understands he cannot ride out to meet all comers, and his responsibilities come first.

Anja Joergensdottir (human female, age 24) is the eldest and fairest daughter of King Joergen Flokisson. Fair to behold, even after birthing two children, she loves her husband Jarl Edvin, but does not care for the villagers and the valley, missing the comforts of her home. She is quite smart, and gets along well with Dame Ulfriksdottir – the two run the household, and advice the Jarl in all things.

Elsa Ulfriksdottir (human female, 34) is an unmarried noblewoman, favouring wisdom and knowledge over power. Her father refused her hand in marriage to a rival lord, even going to battle to protect her freedom. Elsa has taken several lovers, and has a regular in the village. She uses her vast knowledge of herbs to cast out unwanted children (and will often offer this service covertly to distressed village maidens). She is valued by most in the village as a capable healer, but a few jealous wives have less polite names for her.

Jarl Edvin and Anja have two daughters, Tofa (human female, age 6) and Rena (human female, age 2) are being raised as young ladies. Tofa was intended to be sent to Lord Blacke for raising as a fosterling, but the early snows have delayed the journey until the following spring.

Johan Valeson (human male, age 44) serves as steward in Rovsgood manor. He is well mannered, knows how to fight, but has begun to

age. Johan lost his wife and child to a plague, and despairs that he will not leave his position to an heir. He resents Elsa Ulfriksdottir, believing her leechcraft caused the death of his family (not true), and often let's slip who the Dame has brought to her bed. Recently Jarl Ulfriksson has beaten Johan for this indiscretion, and Johan is now afraid to act out – but old habits die hard.

Guards of Note

Captain Sven Hrogar (human male, age 26) was once the most ridiculed coward in the vale. Sven turned his reputation around when he drove off a band of gnolls by himself (so the tales goes; Sven admits to slaying the chieftain, helped by a group of wandering adventurers). Jarl Ulfriksson was so impressed by his heroism he recruited him to the guard; Sven rose to Hersir shortly thereafter. A devotee of Thor, Sven is an upright and stalwart sort, and well known for the impressive gnoll-chieftan shield he carries, a trophy from his victory. Howard Strong (human male, age 26) is uniquely intelligent, but less “strong” than his surname suggests. He depends on cleverness more often than direct force. Howard spends as much time helping keep the manor and walls in good repair as he does serving the guard, but he enjoys the thrill of a good fight and so insists on continuing to serve in the guard. He and Sven often disagree on decisions, and its well-known Howard has every intention of becoming Hersir himself one day.

The Great Bear Woods

The mysterious Great Bear Woods sprawls across the northeast of the vale, growing each year. Legends say that once druids worshipped in groves within the woods, but they are gone nowadays and only the trees remember their strange rites. Several farms which once stood at the edge of the woods have been swallowed by the trees, the families either leaving the vale or gone mysteriously missing. Decades prior, a section of the woods was set to flame to push it back, and logging thrust a spear into the western reaches, but within a few short years the trees had regrown, and the logging had ground to a halt. Those few farmers who live near the woods whisper that they are haunted, and that the woods have to be placated or bad things happen. Some don't speak of it at all, and live in houses so immersed in the woods that a skilled woodsman would not espy them until he stumbled upon the abode. In the east, however, the woods are logged and coppiced, and whatever dark and primal forces infest the woods elsewhere are held at bay closer to Hedrog.

A mountain river, the Lonely Man, runs through the woods, cascading in several waterfalls until it merges with the Greenman at the southern borders of the woods. Those few who have braved the woods to follow the creek say there are still pristine glades in the centre of the woods, and standing stones. More often than not, those who explore the woods do not return, and the howls of strange

beasts can be heard at nights in the depths. A small but growing cult of the Old Ways has begun active worship in the surrounding farms, and even some from Hedrog come out to join the rites.

Draken Lake

The south of the vale is a large, deep blue loch. Named for the legend of a dragon slain over its waters in ancient history, Draken Lake is widely rumoured to be where Darksong's tower once stood by those few who give any heed to the legends in modern days. Fisherman camp near the shores, and follow a road that follows Potters River up to Hedrog to sell their catch. Others head west and north to Rovsgood to sell fish at market day. All keep clear of the island in the centre of the lake, and avoid the eastern shores. These eastern shores are usually teeming with geese, feeding on the frogs from the lake, but fishermen who stray into the reeds, or travel too far from shore, have returned with an unknown terror eating at them, afraid of something they can't see or describe, if they return at all.

Common rumour says a witch, Razella, lives on the island in the centre of the isle, and that the frogs that seem to swarm in the eastern sections of the lake are her victims. Most laugh off this rumour, but more than one traveller has seen a figure on the island now and then. Children tucked into bed at night are told to be good or 'Razella will kidnap them, turn them into a frog, and feed them to the geese'. Mysteriously, the lake (while freshwater), does not freeze over in winter, never dropping below 10° C (50.0° F).

Hedrog

The walled town in the east of the vale, Hedrog is full of clannish, simple folk who desire to be left alone by outsiders and get on with their lives. Few are as friendly to Winter Cousins as in Rovsgood, but will welcome merchants with less wariness. Hedrog is run by Oelnir Gloisson, the hauldr (loosely translated as “chieftain”) and advised by a council of Elders. Oelnir is answerable to Jarl Ulfriksson. While the town is larger than Rovsgood, it is extremely provincial, lacking little in the way of excitement, and adventurers will find it more sedate and less useful to their needs than the smaller village. Hedrog is dependent on the farms surrounding it, as well as the Halesvan Mines to the southwest. Fishermen who ply the waters of Draken Lake usually live in Hedrog.

Other Locales

The centre of the vale is mostly farmlands along the Greenman River. Small copses of forest dot the landscape. To the northwest, the hills rise up to mountains, and hunters ply the scrag and woods for game, especially elk and bears. Deeper in the valley, wild boar sometimes run out of the Great Bear Woods and other forests.

Wolves are a constant problem, especially in winter, and persistent rumours of wolves who can walk as men put the vale on edge on the coldest nights. It is said a single bite from one of these creatures will turn you into one of the pack, cursing you to run with them from that day forward. The southwest is broken hills and tundra, with little human life and naught but the Halesvan Mines. Surrounding the mines is a tiny village of huts for the miners, but most trek back to their farms and Hedrog at least once every two weeks, returning entirely for the winter. A small group stays behind at the Mines to guard them through the coldest months (when it's too cold to mine effectively), watching to protect the mines from goblins and other creatures who might infest it.

Darksong's Tomb

In ancient days, this was the tomb of King Roldo, and a sacred place to the Old Ways. The cave was known as the Womb of the Bear Mother, and was used for funeral rites and initiations. In times of war, the people of the vale would retreat to these caves, and they were likewise used as a store house for the farms in the valley. After the rise of Darksong, the caves were largely forgotten. When Darksong was defeated, and his tower destroyed, the population of the valley was so decimated by war and the tyranny of the mad wizard that few were living to mark where the tower had once stood, and the influence of the royal court buried the legend along with the mad wizard.

General Notes

Unless otherwise noted, ceilings in the cave system are two to three metres high (six to ten feet) and solid rock. Each square on the maps is 1.5 metres (5 feet) across, and lighting is generally non-existent. Once in the lower levels, the natural caves become a tooled tomb with hand-crafted construction. These halls and chambers are of stone block construction, with ceilings typically measuring three metres (ten feet) in height. As above, lighting is non-existent. Most interior doors are made of reinforced wooden construction with recessed locks (AP 6, 30 HP). Unless otherwise mentioned, door locks are Standard difficulty.

Dungeon Level One

The upper reaches of the tomb are a natural cave system, used in ancient days as a holding and hiding area in times of trouble. These are now infested with a small band of goblins, who strike out from the caves to cause mischief and steal food and wealth from the surrounding farms. They are all actual cave systems, so the walls are solid rock, and no natural light permeates this area. Once cleared, this section of the dungeon could become re-infested with bandits, or perhaps a group of goblins from the depths below, but it would not be out of the question to keep the area empty once the adventurers have slain or defeated their opposition.

1. Entrance

From the surface, a spiral staircase descends into the depths. The stairs are ancient, carved from the living rock, and well smoothed from age and use. Now a thin layer of moss and dirt covers most stairs, and the walls have a light layer of creeping vines that reach several feet down. The stairs descend in a wide spiral down 30m (100 ft.), before opening into a small cave system. The floors have been smoothed over time and with some work, but the walls are uneven. Strange markings cover the walls, but whatever the original pictures and words may have been, they have been defaced and eroded over time. There is a chill, damp air, and no active light sources. One single cave tunnel leads away from the entry way, and a few piles of animal bones suggest that something has occasionally used this as a lair.

2. Cave Tunnel

The central shaft snakes its way, slowly dropping into the depths as it winds its way deeper underground. Several side passages diverge from the central tunnel, but all of these have led to dead ends within no more than 10 to 20m (30 to 65 feet). The central tunnel is tight, SIZE 18 at the narrowest points (see Tight Spaces, Classic Fantasy pg. 92). At one point (marked on the map), there is a simple tripwire set up to cause a rockfall.

Rockfall Trap

Purpose: Maiming

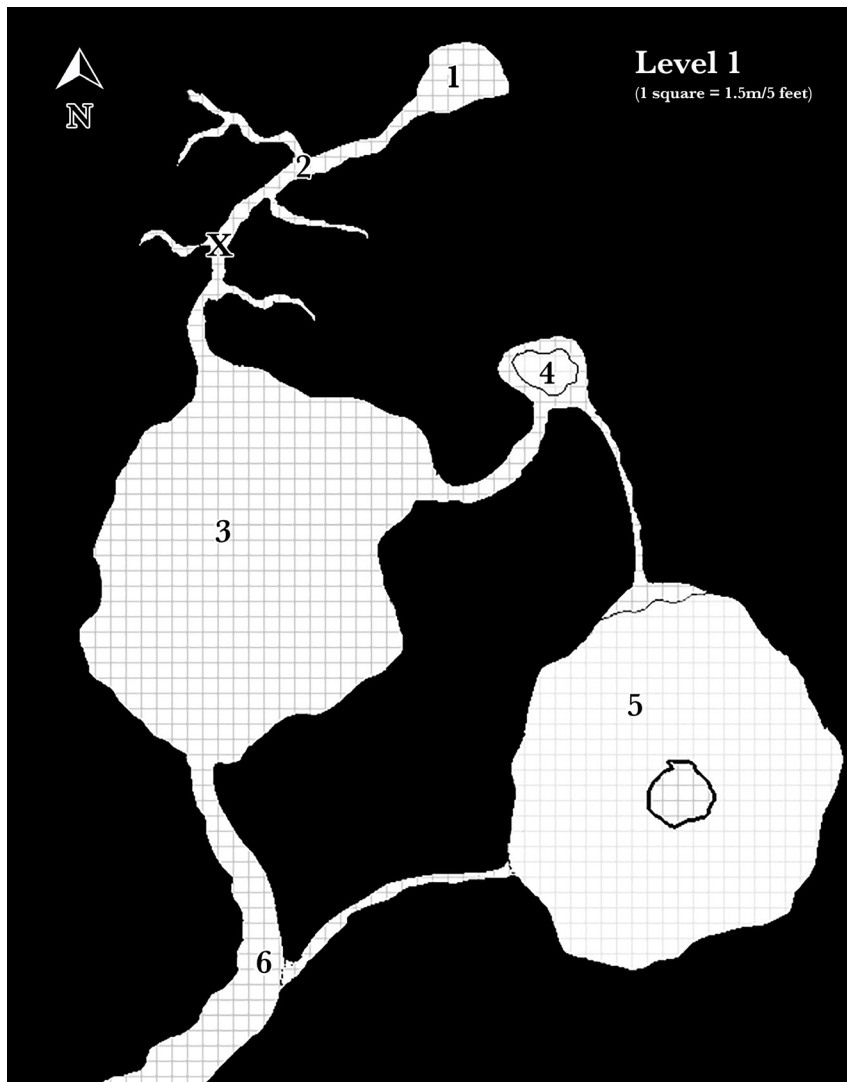
Trigger: Tripwire

Difficulty: 40%

Resistance: Evade to dive clear of the falling rocks

Effect: The rocks inflict 1d4 damage to 1d3 random upper body locations (roll 1d10+10 for each, to determine where the character is struck). If Special Effects are called for, the first rock (only) will do 01-75%: Stun Location, 76-00% Maximize Damage.

This trap would also serve as a form of alarm, if the goblins weren't too lazy to post guards.



3. The Sea of Stalagmites

This large, oval chamber is riddled with stalactites and stalagmites. Any light source will produce a hundred shadows around the room. There is always one goblin on watch in the shadows of a stalagmite, but he is often asleep (60% chance), however, any reasonably loud noise or conversation may awake him (roll Perception 63% modified by the degree of racket). The goblin will only assault a lone, weak adventurer, and will otherwise try to sneak out of the room (Stealth 56%) and run off to warn his fellows. There are two cave tunnels that exit from this cavern, one on the eastern wall, and another at the southern end of the cavern (the goblin will flee to the south). The tunnel on the eastern wall is a good 3m (10 ft.) above ground level.

4. The Bat Cave

A smaller tunnel, SIZE 15, which leads gently upwards. After rounding to the north, it leads to a reeking pit, filled with bats and their

droppings. Lying face down in the droppings is a dead goblin, half putrefied but holding something in his hand. Entering the room will cause a Medium Flock of Bats to panic and ‘attack’ the group. They do no actual damage, causing only distraction, however the players have no way of knowing this and may strike out at the flock. For every two ‘injuries’ rolled against the characters, impose a one grade penalty to all skill rolls. The bats will exit after 2 rounds of activity, swarming through a narrow shaft in the ceiling (SIZE 6) that leads to the surface. In the dead goblin's hand is a badly tarnished silver statue of Thor, stolen from the temple in Rovsgood. Brita (see the Rovsgood section on page 5) will pay a handsome 5 gold to have the statue back (it is only silver, and damaged) but will be appreciative and render aid to the adventurer who returns it. A small side passage is well hidden by shadows and a cleft in the wall, requiring a Hard Perception check to notice passively (though any adventurer who searches the room deliberately will discover it automatically). It is narrow, only SIZE 12, and damp, cold air flows in. Strangely, the bats did not fly into it.

5. Silent Pool

Down either of the narrow corridors, following a winding track that is 30m (100 feet) long that terminates in a thick spider web, is an underground lake. It is large, occupying a cavern at least 100m (330 feet) in radius, though shaped somewhat like a kidney bean. The roof is littered with stalactites, and the water is so icy cold, it will cause stomach upset to any who drink it (as well as tasting of sulphur). The lake is not deep at the edges, barely enough to put a Halfling to their nose, but within 4m (15 feet) of the cavern walls it drops to a deep, 15m depth (50 feet).

At the centre of the lake is a small island, and on it is a vile giant spider. It has been living here for years uncounted, immortal and magical beyond any normal giant spider, bloated through dark magics. The spider can speak many languages, including the common tongues of man, and will freely “chat” with any adventurers who approach its island. It is not stupid, and will avoid a fight with an armed group of adventurers if at all possible. The spider, who doesn't have a name (The Spider, as it calls itself) will readily bargain details of the rest of the tomb, but it knows next to nothing and will make it all up.

Note: To simulate these fictions, the Games Master would be best served having a completely different module to read general notes from and relay to the hapless adventurers, but make The Spider at

least pass a Deceit roll, opposed by the adventure's Insight, to convince any foolish enough to listen to him.

If pressed, he will seek to poison and push his foes into the lake to drown, then fish them out later when they've bloated and gone rancid (when they are tastiest, in his estimation). The Spider is too large (SIZ 29) to escape down either of the side tunnels if things become dire. There is a small pit in the centre of the island, hidden under a mess of spider webs – within is the treasure horde of The Spider, his offerings from his goblin servants.

Treasure Horde: 2 bloodstones (33 and 52 gp), a clear sapphire (7 gp), a gold ring with a dull garnet setting (28 gp), a tarnished silver tiara with half of its jewel settings (48 gp), and a plain gold ring with strange markings on the inside (Ring of Magic +1).

The goblins trade him shiny baubles and trinkets for drams of his poison, and send him the occasional goblin renegade/prisoner/unpopular-sort for a fresh meal. Otherwise The Spider is ravenously hungry, but extremely patient. He is best personified with a dignified, Tim Curry-esque voice, and all of the sincerity and compassion of a vaudevillian con artist. Also, he loathes riddles, and will refuse them as a waste of his time. On the western reach of the silent lake, there is a small tunnel, SIZ 10, that if crawled through exits into the shaft of #6. While the northern reach hides a narrow tunnel of SIZ 12 which empties into the small chamber at #4.

6. Goblin Tunnel

This wide tunnel winds in a crescent shape, bending to the west, and was once a main passageway leading to the Womb of the Bear in the depths of the caverns. People would sleep here between rites, or when taking refuge in times of calamity. The cavern is slightly warmer, or at least less damp than other parts of the cave system. A narrow shaft, hidden near the ceiling (Hard Perception if actively searching) leads up an equally narrow, SIZE 10 shaft to #5. Now and then a few drops of water will dribble out of it, and a cool draft can occasionally be felt as one passes beneath it (Formidable Perception roll to notice).

The goblins are clustered in the lower reaches of the crescent, and have erected huts in the darkness. They will sometimes have cooking fires burning, but if warned (the goblin guard from #3) they will have covered the fires, denying their foes the light (remember that goblins possess Infravision, and are well versed in using this to their advantage). The goblins have set up one single trap for those who approach, a thick cover of reeking straw across the floor doused in oils. A single goblin will be hiding with a shuttered lantern, and when he sees an invading group hit the straw, he will attempt to set it on fire. Even oiled, the straw is only equivalent to an Intensity 3 Fire (see Mystras pg. 79), and will burn off after a single round of being ignited.

There are nine goblins in total, but three of them have access to a dose of spider venom (see Mystras page 267). While the goblins will

try and flee if the battle begins to turn foul, they will not push deeper into the dungeon, being mortally terrified of what lies beyond the great door.

Each goblin may have individual treasure, but in one hut there is a small bag with 350 SP, 80 GP and 750 CP, as well as one terrified human child (a kidnapped victim from the surface, best tailored to be the child of a villager or farmer the group has met prior to their descent). The child was slated to be dinner, and has been toiling as a slave for a week already, fattened up with a stolen tub of butter.

At the far end of the cavern is a large, solid wooden door, strangely intact after long years of disuse. There is a large warding mark upon the door, a symbol of warning. The doors are not locked, but will require a Hard Brawn roll to open, being both large and somewhat stiff on their hinges. Beyond the doors is a man-made tunnel, with sconces upon the wall for torches or lamps, smoothed flagstone floors, and walls perfectly carved. Upon the walls are etched, in ancient pictographs, the saga of King Roldo (worth at least 50-100 GP to a bard, for it is a piece of lost history -- see opposite).

Dungeon Level Two

This was once the upper reaches of the Womb of the Great Bear, but after the defeat and internment of Darksong's corpse, it was repurposed into the upper level of his tomb. The hope was to prevent any tomb robbers from penetrating too deeply, and to provide warning to a hapless adventurer that peril lay beyond. It has served, in its lifetime, three purposes: the ancient gathering of the druids, the tomb of King Roldo, and now the tomb of Darksong. This dungeon level is very cold, with an Hourly rate of exposure risk (see Mystras pg. 85).

This is a very small "dungeon level", as the sacred cave is a vast and sprawling section of the dungeon. Dungeon Level One and Two are likely to tax the party significantly, the Games Master should expect the adventurers to either attempt an exit to rest and recuperate, or to find a suitable place to rest. Repopulate this level should they leave, having other goblins find their way in if the Ghast has been dealt with.

Where most dungeons have stairs for egress from one level to another, this section represents the original descent into the tomb of King Roldo, destroyed by the passage of time and re-engineered to make descent to the repurposed tomb of Darksong more difficult. It should be noted that the waterfall in #14 effectively prevents the majority of creatures from escaping the depths below, and once cleared the upper levels of the tomb should not be troubled by creatures from deeper depths.

7. Second Level Entrance

A wide set of stairs lead down, descending 5 metres (16 feet) down before opening into a smooth octagonal room carved from the

The Saga of King Roldo

The mighty King Roldo had three wives, each of them taken from one of the peoples of the lands he ruled over. The youngest, Flora, was beautiful and had a voice for song like one of the elves. The middle wife, his favourite, Trinia, was wise and well learned, but wasted in a perpetual cycle of pregnancy and childbirth. The eldest, his first marriage, was Analsi, an amazonian priestess from the jungles of the south, whom he had kidnapped and tried to tame. Roldo hated Analsi, but refused to ever let go of anything he deemed that he owned.

The three wives were riding in the Hearth Vale (what would later become known as Mad Wizard's Vale), Roldo's personal demesne, where he would hunt the wild boar. Quite suddenly, they were beset by a boar of monstrous size. It chased them all day until their horses collapsed in fear and exhaustion. Seeing that the other wives were terrified, Analsi stood between them and the boar, commanding him to stop: she hoped to buy the younger women time to flee.

To Analsi's surprise, the boar spoke to her. It proclaimed that the wives of Roldo would now be his wives, for the king had slain his mate. Feeling pity for her younger friends, and only imagining the horror that being a boar's wife would entail, Analsi offered herself, but cautioned the boar.

"King Roldo values everything he owns, save myself. He hates me, and will reward you for taking me off his hands. But let the younger wives go, and bear your message to the King, so that he knows of your proclamation, and my fate".

To the relief of all save Analsi, the Boar agreed to this. When Trinia and Flora finally arrived at the court of King Roldo, he grew furious when he heard of the tale. He swore to recover Analsi, and that no mere boar would claim anything that the King owned. Fearing for the king's life, Flora sang a song of peace, hoping to calm her infuriated husband, but though the words touched his heart, Roldo would not relent in his anger or intent to ride forth and recover Analsi. As he mounted his horse, Trinia came to him and pleaded for him not to leave.

"For I have many children by you, my King, and more to come. You have never loved Analsi, and she has never loved you. Please do not deprive your children of their father".

But King Roldo, though he dearly loved Trinia, could not bear to be shamed so by a beast. Analsi was his first conquest, and mighty or not, he could not allow the boar to claim her. The King rode into the woods, and tracked the boar and the footprints of his eldest wife. When he found them, he was filled with fury to see his eldest wife laying amidst the other boars.

The Boar King strode forward and scorned the king, declaring that he now possessed the wife he could never tame. Roldo drew his sword in anger, and the short and bloody melee ended with Roldo being consumed by the Boar King and his brethren. Satiated by their gory feast, the boars laid down to rest, forgetting about Analsi. She crept, naked and covered in filth, to the sword of her late husband, and taking it up she ran the Boar King through, slaying him. Then one by one she dispatched the rest of the boars. From their stomachs she found Roldo's bones, and putting them all in his satchel, she mounted his steed and rode home.

The King was laid to rest in the bowels of the earth, and all but Analsi shed tears for the passing of their king. When the dirge was finished, Analsi left the Hearth Vale and journeyed home to her people, or died alone in the wilds, depending on how the tale is told. The sons of King Roldo left the Hearth Vale, and from that day forward they bore the sign of the lanced boar as their device. As tradition, the eldest daughter of the line was always named Analsi.

surrounding rock. The floor is flag-stoned, but in several places the stones have cracked, and the bare rock is exposed underneath. On one of the broken flagstones, there is a pile of bones, likely human, but long worn to nothing but shattered skeletal fragments. In the centre of this room is a smaller room, pitted with slits in the wall exposing brief glimpses of Room #8. There are two exits from this room, one on the north wall, and another on the east wall.

8. The Warning

Set in the small inner chamber of the room is a flat stone slate, engraved with old-form Ancient markings. Written in the Ancient tongue and script is a warning.

"And at the moment of his triumph, she broke his body and spirt. Here he lies restless, bound by curse to dwell forever in the valley. Disturb not the dead nor the dearly bought curse that binds him within."

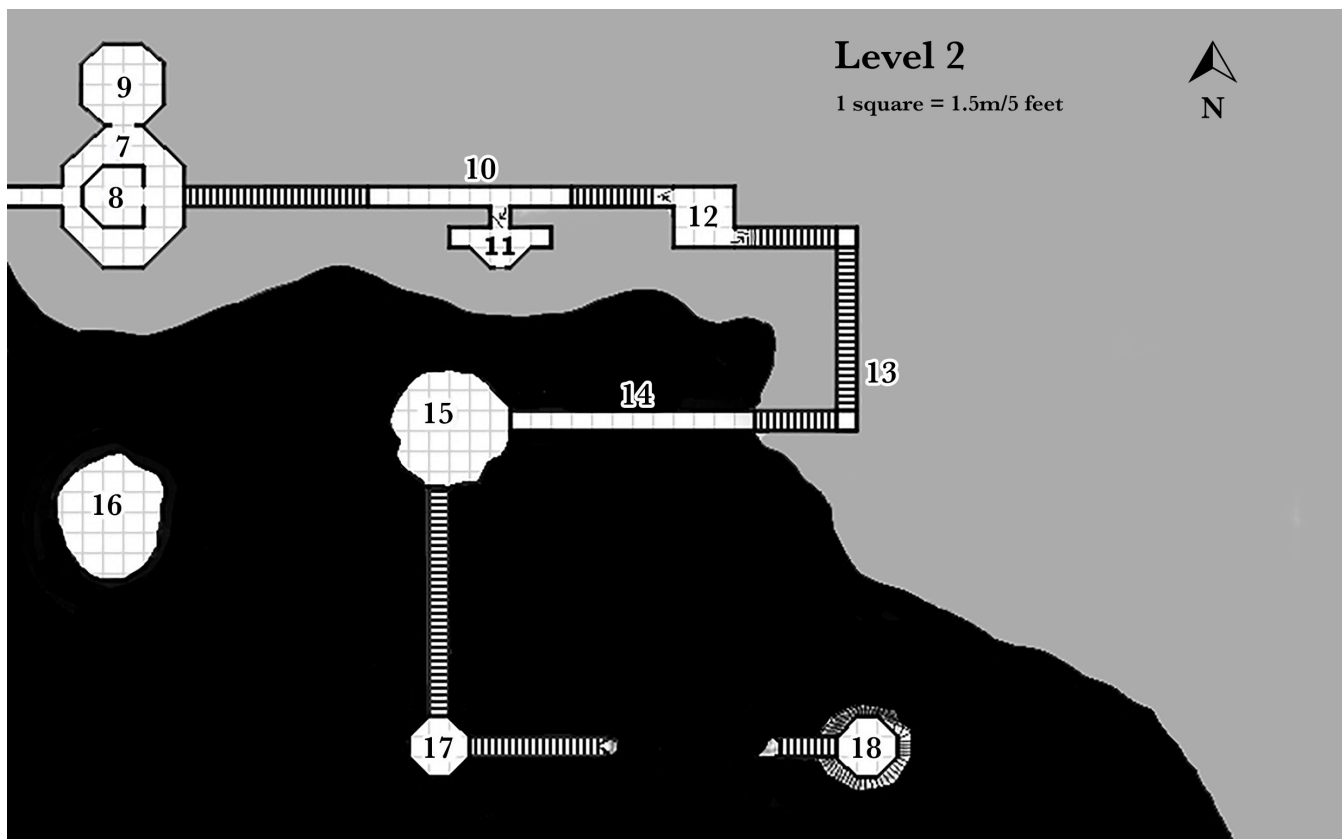
Lying slumped against the base of the slab, facing the stairs are the skeletal remains of a human warrior. Armour and sword are rusted to ruin. Whether this warning applies to the tomb of Darksong or King Roldo is not clear.

9. Store Room

This smaller octagonal room in the north wall was once a storage chamber from the time of the dungeon's creation. Several broken barrels and chests litter the floor, and under a cairn of rocks lays the body of a dead gnome, buried here so long ago there is little left but bones and scraps of clothing.

10. Upper Hallway

The stairs from Room #8 descend sharply into the depths. Only the occasional wisp of dust decorates the stone stairs. The walls are smooth flagstones and bricks covering natural cave walls. They descend roughly 50 metres (165 feet), coming to a long narrow



hallway that ends in a set of stairs, terminating at a heavy iron-barred door – this door is locked. There is another door on the south wall of the hallway, but the wooden door is seized shut and will require a Brawn roll to force open.

11. Observation Room

A small observation room. At the far side of the room is a narrow window that looks out into utter blackness. There is a suggestion from the distant fall of water that this window looks out into a large, open area. The window is small (SIZE 6).

12. Preparation Chamber

A chamber serves as a connecting point between stairwells, and was once used as a place for worshippers to change clothing and prepare for their descent in the sacred caves. Two large fire pits and a ventilation shaft in the ceiling (Size 5, lead out of the chamber long ago, but is now sealed with debris and impassable), indicating that at one time this room was heated. On the east wall is another wooden door, reinforced with iron. The backside of the west door has strange markings upon it, which prevent the occupant of this room from accessing the door. Standing still in a corner is a Ghast (see *Classic Fantasy*, page 224), trapped here long ago when the dungeon wrights unleashed it accidentally. The Ghast will wait until the door is fully open and adventurers have entered before trying to break through them to flee to the surface.

The Ghast was Baron Adabis, the counsellor to King Roldo. He speaks an ancient tongue only, if he speaks at all. He prefers to escape if possible, but will attack if cornered and blocked, and will settle for a good meal (the corpses of the adventurers), before he escapes his century's long imprisonment in this small room if given the opportunity. If somehow persuaded to talk, he could reveal much of the layout of the upper levels of the dungeon. He is wearing a small gold amulet worth 50 GP. The east door is seized shut and will require a Brawn roll to pry open.

13. Lower Landing

Stairs continue down into darkness. The walls are now simple cave walls. Here and there are torch sconces, all empty. A few corpses are strewn around the stairs, workers who were slain by the Ghast Abadis in Room #12. They will lay still until the Adventurers move further down the stairs, then spring up to attack (Zombies; one per adventurer). At the end of the stairs is a small landing, with a small pit in the centre of the floor – this was the trove of Baron Abadis. The workers unearthed it by accident in the latter days of the renovation of Darksong's tomb. The pit is 4 metres deep (13 feet) but otherwise safe.

Treasure: There is a large chest of coins from an ancient kingdom, marked with a wolf motif: 2400 CP, 900 SP, 90 GP, 8 large gems of varied sorts (average 50 GP each), a strangely shimmering pearl (Pearl of Power, *Classic Fantasy* pg. 282), and a large flask of an

The Great Cave

In all places in the cave, the sound of the roaring falls drowns out all noise. Hearing any soft noises above this din requires a Hard Perception skill check. There are no existing light sources. The greatest peril in this section of the dungeon is the chance to fall, which will certainly result in death for most characters. The height of the bridge compared to the cavern floor below is 90 metres (300 feet).

amber glowing liquid (Potion of Dispel Magic, *Classic Fantasy* pg. 284).

Where the stairs exit from this room, they enter the upper levels of the Sacred Cave.

14. The Waterfall Bridge

Down a short flight of stairs, the sound of water turns to thunder as the passage opens into a massive cavern. A sturdy stone bridge, 18 metres (60 feet) in length, grooved with drain slots, spans the gap to #15. The outer edges of a waterfall from somewhere above cascade on the bridge with a constant, powerful current of water. The south side is completely open to the darkness below, and by cunning design the edge is slightly slanted, and lacks any catch for one who is about to go over.

A foolish adventurer who attempts the crossing unaided will have to make a Formidable Athletics roll or be swept over the edge. This is designed to keep anything below from getting to the surface after all. The Games Master should award creative plans to cross the bridge, and gleefully punish those who try to “muscle” through. An adventurer who falls will certainly die, but consult the Falling rules (*Classic Fantasy* pg. 86) to prove your point.

15. Column Top

The top of a massive stone column, carved flat to provide a plateau. Standing there feels like being surrounded in a sea of night. Stairs lead down, crumbling and suspended by nothing. Stairs of this sort are a masterwork of the dwarves, attached to two points to span chasms, and collapsible if one knows the right techniques. These spans, however, are human imitations of that art, and age has eroded them into ruin. This section appears stable, but lacks any hand rails on either side, descending to another platform.

16. Red Herring

Glimpsed from either the view in Room #11, or #15, this distant column stands on its own. There is nothing on it, a left over from a design change in the last stage of the construction. The Games Master should not create the impression that there is something useful on this column, but also not dissuade players from trying to get here (only to find out there is nothing to be gained for the effort).

17. Middle Column

Coming to another platform, a small wooden chest with three preserved torches lays to one side. The art of men failed here, and the stairs leading down to the next column have collapsed into the depths below. A 6 metre (20 foot) gap between the upper piece of the stairs and the lower, as well as a descent of 8 metres (25 feet), creates a difficult area to span. The Games Master should be very communicative about distances, providing the characters have light sources or Infravision (and if not, how did they make it this far?). A quick death awaits those who fall.

18. Lower Column

A natural column with spiral stairs that lead down. A Lurker hides to one side of the platform, usually catching bats. A tasty adventurer sounds like a very attractive change of menu. In the gullet of the beast is 170 SP and 30 GP, all marked with a curious spider motif. Spiral stairs wind around the outside of the column, leading to the ground of the cavern below, descending a staggering 90 metres (300 feet) to the bottom of the cavern.

Dungeon Level Three

The cavern floor was once the gathering ground of the Old Ways, and deep and mysterious ceremonies of rebirth and death were held here. The spirits of those ancient rites departed centuries ago, and now what remains is but an echo of that previous glory, despoiled by the denizens of the dark. For any adventurers in the group that are Druids, there should be some feeling of being on holy ground, but akin to a deserted church or ruined temple. One enduring piece of magic remains in the cave, however, and will certainly affect adventurers should they be slain. Within three days of being killed, the body of any slain living creature will sink in the earth and stone, and be reborn as a completely new creature. Treat as the spell Reincarnation (Druidic), as detailed in the *Classic Fantasy Expert Set*, as well as the (as of this writing) upcoming *Unearthed Companion*. For the purposes of this dungeon, the chief effect here is that should a body be abandoned for three days, it will be lost, along with the gear attached to it. This property only affects any dead body on the cavern floor.

The cavern is covered by patches of dirt, and large growths of mushroom forests. Here and there a solitary mushroom glows dimly, but the luminescence is not enough to read by, even standing next to the fungal growth. There is a verdant smell, but tinged with rotting and ancient scents. As above, the roaring of the falls can be heard, and the same 20% penalty applies to all auditory based Perception checks except in #19.

19. The Womb of the Bear

This narrow pass leads into a sub cave that is home to a small band of hobgoblins. The passage descends, following a grade of 30°, with ancient shaped steps that are difficult to determine if they are

crafted or just made that way in the shaping of the world. Around a corner lies the adopted home of the hobgoblins, a large sub cavern with a pool of water. In ancient days druidic paintings adorned the walls, but time and the damp of the cave have worn them all away, and now only the sweaty reek of hobgoblins permeates the area.

The band has set up a small guard post to watch the way in, and has rigged up an alarm system in clever goblinoid fashion. The guard can pull a rope and set off a shrill alarm bell deeper in the cave. As well, the approach has one trip wire, just a simple wire and bell “trap”.

The hobgoblins came into the cavern through a deep passage and set up shop here, preying on wandering denizens of the dark, and hunting the creeping horrors of the fungal depths. The druidic energies of the area have begun to influence the band, and these hobgoblins are more hirsute than usual, as well as dreaming constantly of a mother bear. The three hobgoblin children born are larger than usual, and will grow to become SIZ 18-19. A small shrine to this bear is now under construction, with their shaman spending most of her time communing with their new totem. There are 6 Hobgoblins, one of whom is a shaman. Note that Classic Fantasy shamans differ from their Mythras counterparts and are detailed in the *Unearthed Companion*. If the latter is unavailable, treat as a cleric with Major access to the following spheres of influence; All, Healing, and Divination.

They also have three females (two died in childbirth), and five children ranging from infants to young adults. The band is keeping two baby bears as “pets”, believing (rightly) that they are the reincarnated spirits of the dead hobgoblin females.

20. Cavern Eastern Arm

The cavern’s eastern arm is a thick grove of mushroom stalks, with many risings and fallings of terrain. Adventurers will not be able to move through this area easily, and all movement rates should be considered hindered. While this area shouldn’t strictly be treated as an outdoor zone, the size alone of the eastern arm should be emphasized. The Games Master may wish to roll encounter checks on the Level 1 Wandering Monster Table on page 321 of *Classic Fantasy* to simulate the movement through the forest. Due to the ‘replenishing’ nature of the cavern, and access from the deeper depths below, the chances of an encounter are rather common, check every 5 minutes, with an encounter taking place on a d10 roll of 1-4. The eastern arm is defined by the central river, which cuts a deep channel through the cavern before disappearing beneath the rock close to the stairs (#18). In the north-most stretch of the eastern arm, there is a small camp belonging to Arbus.

Arbus is a Deep Gnome, an outcast from his village in the Underdeep who has set up camp here. He subsists on cooked mushrooms and the occasional bat. Arbus is essentially non-hostile, a wanderer of the deep who can survive on his own as needed. His camp is hard to find. He is aware of the strange reincarnation effect of the cave, as

well as the location of Darksong’s Tomb. He can be easily placated and made friendly by the offering of food, but will be extremely reluctant to leave his camp for danger. Arbus is a coward at heart, and useless in a fight, fleeing at the first sign of hostile action. Any adventurer who shares in Arbus’ mushroom stew will regret it about an hour later, and the horrid sounds from his or her stomach will reduce all attempts at stealth by 5% until relieved by an awful flux shortly thereafter.

21. The Underground River

The mighty falls (see #14) crash into a deep pool in the north section of the cave, and the flow of this water over the ages has eroded the pool further into the western section of the cave. The pool is extremely deep, and the pounding force of the falling water will push any foolish enough to swim in the waters under the surface. The edges of the pool are slimy and mouldy, and an adventurer may easily slip (Athletics roll to avoid sliding in). A collection of bones seems to riddle the outer edges of the pool, just beneath the surface.

A lacedon ghoul swims the depths of this pool, feeding on creatures who slide in, or occasionally creeping out to snatch a target.

Beyond the pool, a river flows to the south, cutting a deep trench through the centre of the cavern – the trench is 15 metres (50 feet) deep, and varies from 3 to 8 metres (10-25 feet) wide at various points throughout its course (Games Masters may roll 1d6+2 for random metre width, or 2d12 for random feet). In the south the river slips underneath the rocks, flowing to some unknown subterranean depth. The current on the river is strong, and should an adventurer be swept under the rocks, they will drown in a matter of seconds while being bashed against the stone tube the water is shunted through.

22. Western Cavern Arm

The western arm of the cavern is smoother ground than the eastern arm, but the mushroom forest is denser here. Due to the size of the western arm, the Games Master may wish to roll encounter checks on the Level 1 Wandering Monster Table on pg. 321 of *Classic Fantasy* to simulate the movement through the forest. Due to the ‘replenishing’ nature of the cavern, the chances of an encounter are rather common, check every 5 minutes, with an encounter taking place on a d10 roll of 1-4. There are three interesting features in the western arm:

The Abandoned Mushroom House: One of the mushroom trees has a rope ladder against its side, old but still intact. Carved into the side of the mushroom is a small hut, a snug fit for a creature SIZ 8, and almost impossible for anything larger to enter. There are strange clothes within, thin silk material suggesting a female’s garb, of elven make but bearing arachnid motifs. A small bag contains a week of preserved rations (curiously spiced), and three well-made hunting spears. At the base of the mushroom hut is a dark patch of blood, but no sign of the original inhabitant. A wandering dark elf once

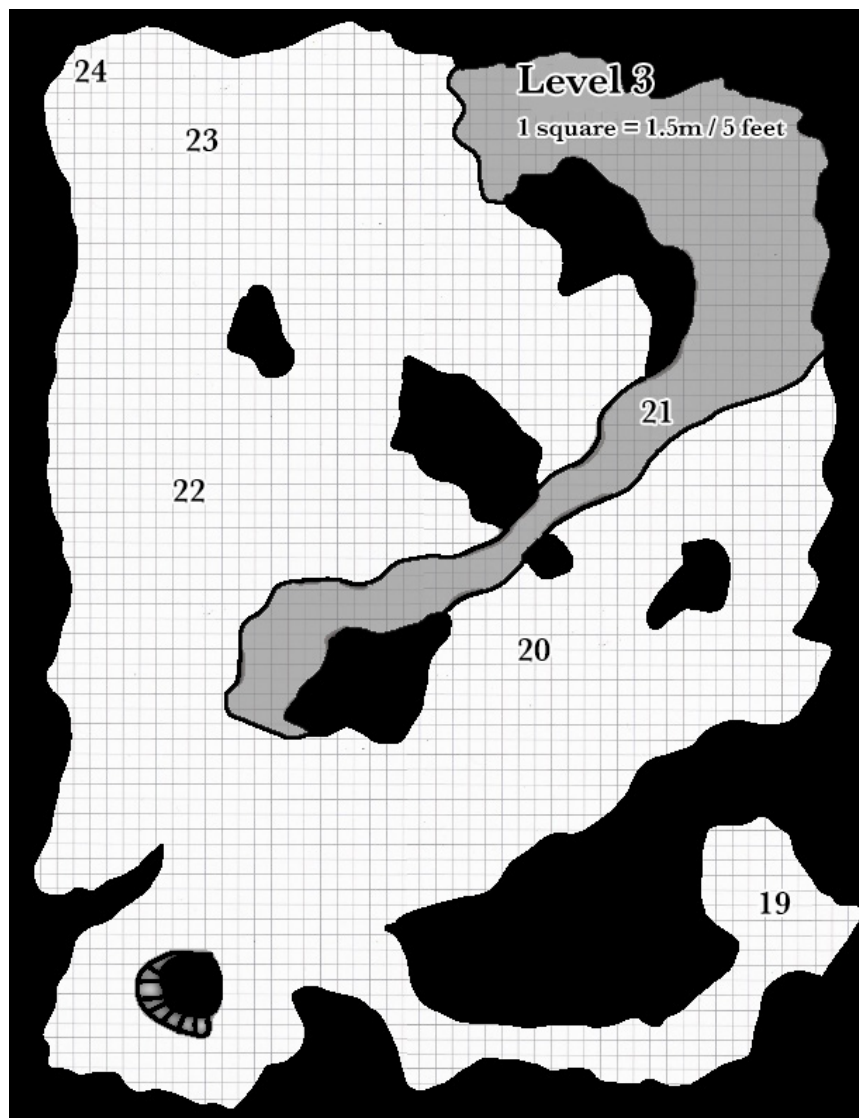
had a lair here, but was slain and her body was taken by the magic of the cave. While investigating, there is a 30% chance a Giant Spider will attack, strangely enraged at the trespassing (the spirit of the dark elf).

The Bog: An 8 metre (25 foot) area is a treacherous section of boggy ground, functioning much like quicksand. Adventurers stepping into the bog will immediately sink to a depth equal to $\frac{1}{2}$ their SIZ (roughly waist deep). While moving through the stretch, all movement requires an Athletics roll, with a success allowing the character to move 1.5 metres (5 feet), or 3 metres (10 feet) on a Critical success. A failed roll still allows 1.5 metres (5 feet) of movement, but also indicates the character has sunk another SIZ point, while a Fumble grants no movement and causes them to submerge another 2 points of SIZ. Once a character has sunk to $\frac{3}{4}$ SIZ, successive Athletics rolls are one grade more difficult. The total depth of the bog is equivalent to a SIZ of 11, and the Games Master should not reveal the actual depth beforehand unless the players come up with a method of gauging the depth. Victims that sink completely suffer the effects of asphyxiation unless aid is provided in some way. Creatures large enough to touch bottom and keep their head above the bog may continue moving at the above rate with no fear of drowning. Rescued adventurers will find getting the stink of the bog out of their clothes is next to impossible without magic.

Shrine: In a small clearing is an ancient shrine, constructed of piled stones. There is a feeling of peace and tranquillity around the shrine, circling a 4 metre (15 foot) area. The shrine is strongly tied to the Old Ways, and adventurers who spend a night here will find their body hair growing as if a week has passed in the night, but also benefit from double healing rates for that night.

23. King Roldo's Cairn

The cairn of King Roldo dominates the north-western arm of the cavern. Emerging from the mushroom woods, this area is more verdant than all of the others, covered in a lush subterranean grass of unknown origin. A track, mostly overgrown but still marked by 1 metre (3 foot) tall markers, leads up a gradual hill to a monument to the ancient king. The tomb was once a great stone slab upon which Roldo was laid, his body kept away from the ground to prevent the magics of the cavern from snatching his spirit from the afterlife. At some point, Roldo's body was knocked from the slab, or buried. The slab now lays empty. The spirit of Roldo was brought back, time and



time again, as an ornery boar, who now prowls his ancient grave site, attacking any who seek to “despoil his tomb”, though this is more of an instinctual guarding behaviour than conscious thought.

24. Doors to Darksong's Tomb

Hidden on a wall, in the northeast corner of the cavern, are the doors to Darksong's Tomb. The portal was carved from the rock, then by ancient skill (or perhaps magic) the doors were camouflaged to look like part of the rock face itself. Any adventurer actively searching for the doors must pass a Hard Perception test to locate them. If the adventurers talked to Arbus (see #20), no roll is required – he gives them specific directions to find them from #23. Once found, the doors are locked, and only a long-lost key will open it. Picking the lock requires a Hard Lockpicking test – the lock was once so

excellent that a Formidable challenge was required, but parts of it have seized, and a cunning thief can force parts of the mechanism.

Once unlocked, the doors swing open, both 3 metres (10 feet) tall, and exposing a 4 metre (15 foot) long passage. Within is a long hallway, covered in runes of warning. They all come to about the same message, in a dozen different tongues. “DO NOT ENTER”. Curiously, there is a small chest on the other side of the door, unlocked, containing seven torches, an oil lamp with 1d6 hours of oil, and a wax sealed fruitcake (amazingly still edible). The passage delves straight into the rock, floors sealed with well laid flagstones, and a vaulted roof. After 30 metres (100 feet) it terminates at a wall where two statues stand at either side of a sealed iron door. The statues appear to be carvings of a handsome man, long haired, bare chested with a cape draped across and around him like a figure from ancient legend. Each is enchanted with a permanent Magic Mouth spell, and as the adventurers’ approach within 12 metres (40 feet) of the statues, in every language they speak.

“State thy name, as they mother who birthed you whispered first, and ye may enter.”

To pass safely, the adventurer must state their “true name”, a concept which a Standard Lore (Magic) or Hard Lore (Mythology) roll would identify. For most characters, they will be using their true name, which is the name they were given at birth; some characters may be using alternate names, or even more tragically, may not know (due to being adopted at birth, amnesia – these are player characters after all). Any wizard will know that giving out a true name can be dangerous. Any who attempts to move forward without giving their true name will see that the statues emanate a glow that covers the door, sealing it with an Intensity 5 Secure Portal spell (see Classic Fantasy pg. 142). If a character is partially through the door, this particular version of the spell will also try to slam the door shut, requiring a Formidable Brawn roll to keep it open. Destroying even one of the statues will end the spell, as will speaking the true name of each person closer than 12 metres (40 feet). The statues are quite heavy, and cannot be knocked over easily (this will not disrupt the spell either).

Where is the Key to Darksong’s Tomb?

The key was taken by Guenever, and she bore it with her until the latter years of her reign. It was then entrusted as a token to her lover, Scalthach. It went missing from the world with Scalthach when he rode off into the faery realms in search of a cure for Guenever’s curse. If the Games Master wishes, this key could be in the keeping of Intuosa, given to the group as an aid to help them enter Darksong’s Tomb.

25. The Prisoner

Beyond the sealed door is a large room, cathedral like in its construction. Huge pillars, each about 1.5 metres (5 feet) thick, reach to the vaulted ceiling. Hanging from the highest point is a long chain, reaching almost to the floor. At the end of the chain is a cage, akin to those at crossroads (crow’s nests), and within is the skeletal remains of a humanoid. There is little left of the skeleton, and even touching it will crumble the remains to dust and fragments of bone. In the remains is a beautiful gold ring with an impressive ruby set, and a feeling of warmth that pulses like a heartbeat. It is a Ring of Magic +2, and once belonged to Darksong’s elf bride, Neidia (this was her corpse). As a note, the corpse has been dead too long for even an Intensity 9 Speak with the Dead spell to affect it, but throwing the ashes on the ground within the cavern will work to reincarnate her spirit. On the far side of the room is a single portal, leading to a set of descending spiral stairs.

26. Rotten Kitchen

The stairs open to what was once a kitchen. Stone walls and a cobble stone floor are spotlessly clean. A sizeable hearth dominates the centre of the room, with a partially collapsed wooden table before it. There are a half dozen chairs pressed against the wall, set aside for future use, but one high backed chair lies overturned by the table. A gang of zombies shuffle mindlessly about the room, going on “cleaning” in an unending cycle of servitude to their dark master. They will attack any living creature that enters the room (and they notice). There are six Zombies (see #13 for Zombie stats). Behind the hearth is a work station for brewing potions, but the ingredients are long fouled, and all that remains are three potions, unlabelled. A green potion in a rope-reinforced glass bottle (Potion of Heroism), a clear bottle in which the contents look eerily like urine (actually a Potion of Sweet Water), and boring clay flask, wax sealed, marked with an old “D” rune (Potion of Healing). There is a single door leading from this room, but at some point, the zombies pushed a wooden cabinet across it in their “cleaning”. The passage beyond counts as ‘concealed’ for the purposes of secret and concealed doors, and can be pushed aside easily.

27. Chapel

A small gallery overlooks a chapel. There are three rows of pews on either side of a central aisle, and in the front of the chapel a pulpit that has been broken apart. Hanging from the wall is the image of a dragon, but time has destroyed most of the tapestry and the type of dragon (and colours of the tapestry) can best be described as varying shades of brown, grey, and mouldy. On either side of the pulpit are large statues, depicting monstrous creatures that might be demons. The gallery has a set of short stairs that lead down to the chapel floor. On the far side of the room, there is a wooden door. At the least convenient moment, the two statues will come to life, and reveal themselves as Gargoyles. The Gargoyles attack relentlessly as long as a target is within the chapel, but will not leave the chapel.

They can easily situate themselves in corners of the room to evade missile attacks from the doors, should intelligent adventurers catch on to this limitation.

28. Hallway

The long hallway, SIZ 18, takes a single turn after 100 metres (330 feet), then runs the same distance until it ends at a sealed door. Strangely, this solid iron door is sealed from the hallway side by a heavy iron beam (Hard Brawn roll to move, another character may Augment the first as per Mystras pg. 50). A strange, greenish glow slips through tiny cracks around the door frame.

29a. The Gallery

Beyond the door is an octagonal room, with a strange green glow that fills the area. This room is a gallery overlooking the room below through a hexagonal opening with an iron railing. Looking down upon 29b, a throne can be seen in the centre of the room, upon a raised dais. It sits empty save for a few articles of torn clothing.

29b. Throne of Darksong

This large octagonal chamber matches the gallery above in size, with four long 10 metre (30 foot) shafts extending out into each of the four cardinal directions. The shafts are small, each being SIZ 8, and leading to a crystal. These crystals are in turn surrounded by smaller crystals, each producing light and energy. They draw upon the natural energies of the cavern, and produced in the past, a stasis field over Darksong, who it was feared, (somewhat correctly), would rise from the dead.

As soon as a living being touches the floor, the crystals sing for a moment. There is a resounding thrum, akin to several harps being strummed at the same time, and inside the room a group of crystal constructs appear. These constructs are simulacra of men, but lack definition of features – however, they are all armed with spears. The energy constructs are magical energy, created with Intensity 5 magical spell effects that would have to be Dispelled one at a time. There should be one construct for each adventurer. Upon being slain, the construct leaves behind a weird shimmering pile of powder. This powder may be of interest to an alchemist or higher rank magic-user and could fetch up to 50 GP per ‘pile’.

Should an adventurer sit in, or jump upon the throne, a beam of energy leaps from the crystals with the same “thrum”, and a stasis field will pin that adventurer in place, freezing them for eternity. This effect is powerfully magical, with no Resistance Roll possible – this was a magical trap designed to capture Darksong after all. If this adventure is being attempted solo, while not advisable, the Games Master may substitute a Herculean Willpower roll will resist, thus allowing for the use of Luck Points. Breaking the crystals will free a trapped adventurer. Strangely, there is a small hole (SIZE 15) in one corner of the chamber, with a stone passage leading into the ground. A horrible chill comes out of it.

30. The Lair of Darksong... ?

14 years ago, the prophecy came true, and Darksong was reborn. His power, however, had flourished even in death, and upon his rebirth, he re-entered the world as a mighty dragon. Or, that is, a young dragon. Crawling free of the stasis field that was meant to imprison humanoids only, the dragon Darksong burrowed his way down to a nearby chamber, and curled up to rest. He found a small passage leading into the deep darkness, and by preying on goblins, kobolds and deep gnomes, accumulated a small trove of wealth. Strangely content, Darksong the Dragon curled up on his adorable little heap of gold, and slept.

And began to grow.

At 60 years of age, he is still a Young Adult, and by cruel fate has returned as a White Dragon, influenced by the cold northern climate of his final resting place (or bemused irritation from the dark gods he served). The chamber itself is not very big, no more than 20 metres (65 feet) in diameter. The hole to the deep darkness has been sealed, clogged up by an ambitious group of deep gnomes.

Treasure: 3,278 CP, 3,804 SP, 3,473 GP, 2 star sapphires (500 GP each), 1 fine wooden harp (excellently tuned and carved, 75 GP), a beautiful painting of a white-haired man (it's Darksong, 90 GP), Magic longsword (+1), Darksong's spell book, Girdle of Sex Change (Darksong used to make these to “gift” to enemies).

Darksong's Spellbook

Handing out spells to a wizard is the ultimate form of treasure, and while usually a trove of this sort would be unbalancing to a game, Darksong's tome can be handled with a nod to game balance. Most of his spells are ciphered and written in a strange, personal language the dark wizard knew. A wizard character can decipher these slowly, using this tome as a “reason” to learn new spells in play, working with the Games Master to determine what is in the tome. Alternatively, this could be treated like a dangerous book of magic, turned over to the Guild for study (and a reward), or locked away for safe keeping... only to whisper temptation to the wizard's dreams while she sleeps. The best suggestion is to ask any player of a wizard what his or her preference is, and make sure the outcome is fun for all parties. Within the pages is Darksong's secret to immortality, a dark and forbidden spell that involves tearing one's own spirit from their body and being reborn as an evil dragon. The book radiates an aura of evil if checked, and most positively aligned clerics will want to burn the tome.

Conclusion

The adventurers might decide to become involved with Intuosa's designs for Ninvona, and find themselves either protecting her, or helping her rise to nobility in the valley or beyond. Alternatively, the other plot threads mentioned in Additional Adventures box could be explored. Johan Thordursson will be delighted with the tales the adventurers bring back, and the adventurers will be lauded as heroes in Rovsgood for defeating the goblins who have been menacing their people for years. They might even find the folk of Hedrog accepting them, grudgingly.

Be sure to lay adventure seeds before the adventurers enter the tomb if possible. Returning to the surface, the adventurers find themselves pressed for marriage, accolades, and help. The Lord may even consider accepting one or more of the adventurers into his household as knights or retainers.

Additional Adventures

Though space is lacking within this supplement to detail all of the adventure opportunities within the vale, here are a few ideas from the humble author to provide extra material for a mini-campaign within the vale:

- ⇒ There is the mystery of the Great Bear Woods to uncover. The woods are indeed spreading each year, and a rogue Dryad at the centre of the wood is responsible. She misses the druids who once worshipped here, and dislikes the modern men of the vale, hoping to grow her wood wide and thick enough to cover the valley. At her command are wild beasts, a small group of pixies, and one very ornery were-bear. The woods themselves are a labyrinth, and will actively work in a mystical, mysterious fashion to confound attempts to explore the woods. Good inspiration for this wood would be The Old Forest in *The Fellowship of the Ring* (Tolkien) or Ryhope Forest in *Mythago Wood* (Holdstock).
- ⇒ The witch Razella does indeed live on an island in the centre of Draken Lake. She has kidnapped a village girl to serve as her apprentice, and a rumour of a child gone missing near the lake could point the adventurers in that direction. She has a pact with a loathsome dark faerie spirit, the Frog King. He has a personal guard of Giant Frogs, and is himself a Giant Frog with the ability to transform any mortal he swallows into a helpless frog. Razella bound him into a pact many years ago, but as she grows old and frail, she hopes to pass her craft onto an apprentice. The child is mostly terrified, but is being treated well. Razella is a Rank 2 magic-user. She should have at least five good magical potions, and would strike a deal

with the adventurers if they would slay the Frog King for her, as she has grown weary of their deal.

- ⇒ The Halesvan Mines suddenly vanish – the entrance goes entirely missing. Jarl Ulfriksson or the foreman will beg the group to try and find out why this has happened. A wandering earth spirit has been secretly watching the miners for some time, but detected a group of vicious goblins that snuck in through a rear passage. Fearing for his “pets” (the miners), the earth elemental sealed the opening, but will open it for adventurers if they promise to “clear the vermin out of his home and keep his pets safe”.
- ⇒ There is a growing problem with werewolves in the valley, and worse, Elsa Ulfriksdottir has been bitten. Where at first Jarl Ulfriksson rewards the adventurers for trying to track down the “wolf pack” that is bothering farms, he suddenly panics when he witnesses his sister transforming, and tries to stop the adventurers at any cost before they slay his sister. This can be played in a variety of ways, but Jarl Ulfriksson's primary Passion (earnest love for his sister) should be kept in mind; he will not stoop to cowardly or overtly criminal acts to stop them.

Vale of the Mad Wizard

This section details movement on a hex map, also called the Hex Crawl, as well as Wilderness Encounter Tables for use within the Mad Wizard's Vale. This information is pulled from the upcoming *Classic Fantasy Unearthed Companion* and included in a summarised format, as well as modified for use in the Vale.

Scale & Movement

Movement on the Mad Wizard's Vale Wilderness Map operates under the following assumptions:

- ⇒ Hexes are 5 Kilometres (3 Miles) across.
- ⇒ The Move Time depicted on the Terrain Table represents the hours required to move from the current hex to the desired adjacent hex, based on the destination's terrain type. This is further dependent on the movement rate of the party. Mixed parties will need to move at the rate of its slowest members. Where an area possesses multiple terrain types, such as light forested hills, take half of the lower Movement Rate, and add it to the greater to find the modified Movement Rate. For example, a party where all members have a 6m (20 ft) movement rate, travelling into a light forested hills hex, would have a Movement Time of 3 hours, 2 for the Hills, and plus 1 (2 divided by 2) for the Light Forest.

Using the Encounter Tables

The Games Master may consider rolling several results before the session, and preparing NPC sheets for the noted creatures in advance, or roll on the fly, having copies of *Classic Fantasy* and *Mythras* handy for reference. While useful during the main

TERRAIN TABLE

<i>1d100</i>	<i>Move Time - 6m (20ft)</i>	<i>Move Time - 4m (15ft)</i>
Road (any terrain except mountains)	1	1.5
Farmlands/Farmlands Trail	1	1.5
Grasslands	1.5	2
Grasslands Trail	1	1.5
Forest, Light	2	2.5
Forest, Heavy	3	4
Forest Trail	1.5	2
Hills	2	2.5
Hills Trail	1.5	2
Marsh	3	4
Marsh Trail	2	2.5
Mountain	4	5
Mountain Trail	3	4
River	<i>Requires a boat. Hours required is 1d2-1 hours downstream (treat a roll of less than 1 as half an hour) and 1d3 hours upstream. These are unmodified by racial composition.</i>	
Lake	<i>Requires a boat. Half an hour to enter a lake hex by boat.</i>	
Flight	<i>Dependent on type of mount or spell, typically a Move Cost of 1 regardless of terrain type or racial composition.</i>	
Horseback	<i>Half the noted travel times. Normal travel time by Mountain hex. Not traversable through Forest (Heavy) except by trail or road, without walking the mount at normal travel times.</i>	

adventure presented in these pages, the tables are also useful for Games Masters who wish to run a 'sand box' campaign, and set further adventures in the Mad Wizards Vale, or within other parts of the Northern Territories.

- ⇒ As each hex is entered, the Games Master should roll 1d10, with an encounter possibly taking place on a roll of 1 for each hour of travel. Therefore, entering a hex requiring 3 hours, will result in an encounter check on a roll of 1-3. If stationary, the chance of a 'possible' encounter is rolled once every 4 hours, or fraction thereof, with a 'possible' encounter taking place on a roll of 1 on 1d10. In either case, drawing attention, such as arguing, or using torches or a campfire after dark, will double the chance of an encounter.
- ⇒ If it has been determined that an encounter could take place, the Games Master will need to determine which table to roll on. Where the characters occupy but a single terrain type, the result will be obvious. However, if the hex contains multiple terrain types, they should be divided equally between the results of a die roll to determine which table to draw the encounter from. For instance, if the characters are travelling by road (1), in civilized human lands (2), through a forested, hill hex (3 and 4), the possibilities would be best rolled on 1d4, with a 1: Roads and Trails, 2: Civilized Human Lands, 3: Highlands (Mountains and Hills), and a 4: Forest (Light and Heavy Woods) as the possible results.
- ⇒ Once the appropriate table has been selected, percentile dice are rolled to determine the specific encounter, if any.
- ⇒ Many encounters are dependent on the time of day, which is denoted by a letter in parentheses; (A) – Any, D – Day, N – Night. In some cases, the same result will yield different encounter possibilities dependent on the time of day. If rolling a result that does not match the time of day, typically treat as no encounter.

Special Encounters

Several encounters found on the following tables warrant further explanation. These encounters are marked with a single asterisk (*) and defined below.

Adventurers

Adventurers may be of any appropriate race and class, and for simplicity, will use the statistics detailed at the end of this module in the

Statistics section. Randomly determine the rank of each member by rolling 1d3+1.

- ⇒ To make a Rank 1 adventurer, the character's five prerequisite skills (see Classic Fantasy page 17), should be changed to 55% unless already higher.
- ⇒ To make a Rank 2 character, change the noted skills to 75%.
- ⇒ A Rank 3 character should have four of their prerequisite skills changed to 95%. The remaining prerequisite skill should be changed to 85%.
- ⇒ Finally, a Rank 4 adventurer should have three of their prerequisite skills changed to 115%, with the remaining two changed to 95%.

There is a 30% chance of 1d4 henchmen. Henchmen should be treated as human warriors, see the NPC and Creatures Statistics section for characteristics and skills.

Aquatic Lair

As for Lair, below, however, spotting this lair requires a Formidable Perception roll from the surface, if it can be seen at all, and a Standard roll if the party is submerged. Exploration will be difficult without appropriate magic. Determine the layout of the lair based on the type and number of occupants, for example, the lair may be a coral reef, a cave, or even sunken ship, as appropriate to the type of creature. Other information is as for Lair below.

Cavemen

These primitive humans have inhabited the Vale long before the arrival of the outsiders, and should be treated as per the Primitive culture. See the Statistics section for guidance and statistics for Human encounters. Weapons should be limited to stone equivalents, as detailed in Classic Fantasy. The player characters should pass a Perception roll to spot cavemen before being noticed themselves. Typically, cavemen are suspicious of outsiders, and desire to be left alone. They are however very territorial and will attack a smaller party encroaching on their territory.

Lair

The party has stumbled upon the lair of one or more creatures native to this area. Either choose or randomly determine the type. Determine the layout of the lair based on the type and number of occupants, for example, the lair may be a temporary campsite, a cave, or even small dungeon complex, as appropriate to the type of creature. The number of occupants will typically be double or triple the number normally encountered, however, some may be non-combatants and/or young. Take into consideration that a lair may contain vastly different numbers of occupant's dependent upon the time of day. For example, a wolf den may be unoccupied during

the night, when the pack is all out hunting, and a bandit lair may always have some members around regardless of time. See 'Average Lair' in the creature stat blocks found in Classic Fantasy for some common lair sizes. Also determine whether all are sleeping, or if a watch has been set, dependent upon the time of day, and the creature's nature and intelligence.

Marsh Lights

There are spritely lights infesting the Marsh; they cannot be attacked, and have no attacks other than distraction; they will always present as lights seen through the fog, but when first encountered, describe as something like "some small party carrying torches" or "a lone candle being held aloft in the haze", or some other reasonable presentation of a light-source present (even down to a "cloud of barely seen light-bugs" or "sparkling pixies" or similar). If the player characters make any move to investigate the lights, then immediately roll on the next rarest encounter table – the chief motivation of the marsh lights is drawing unsuspecting people into danger.

Natural Animals

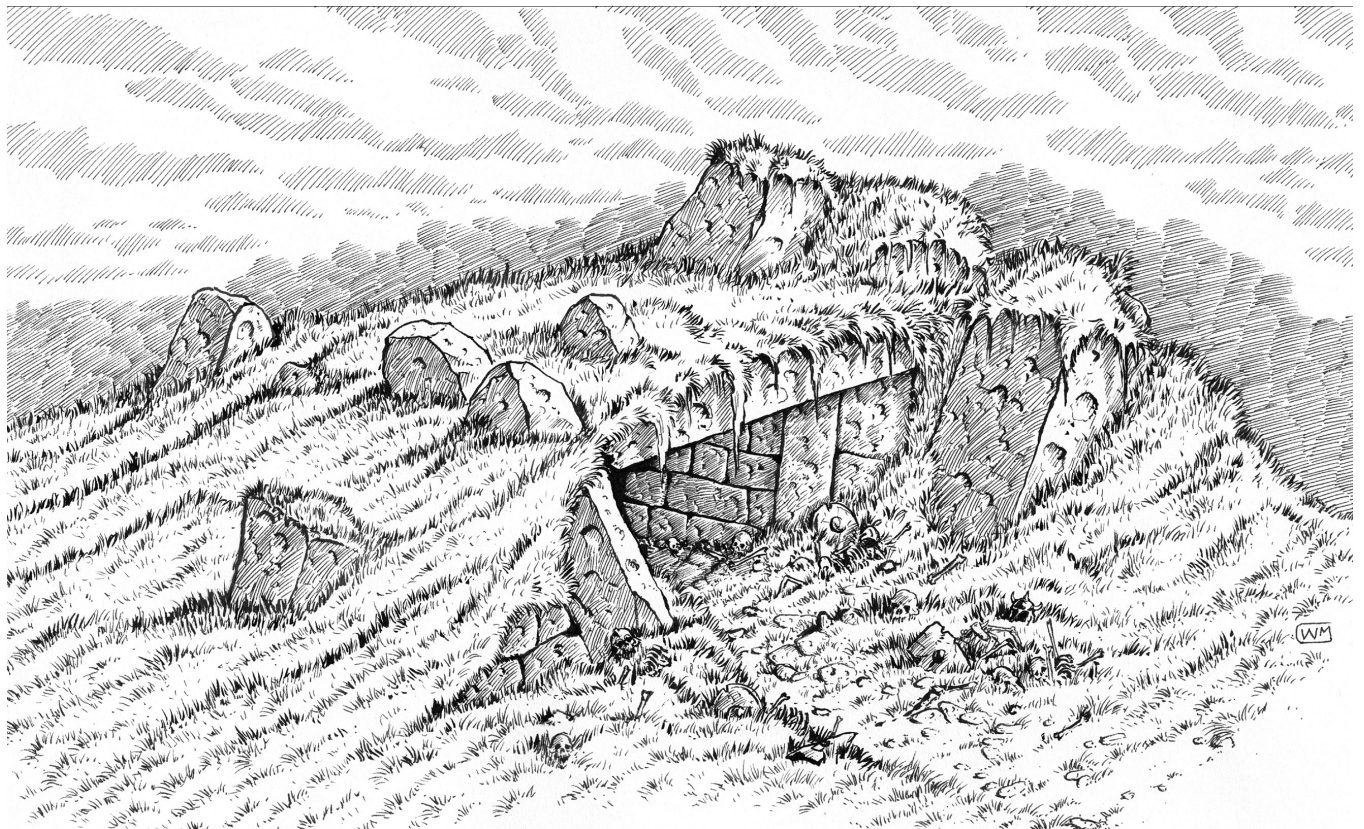
These creatures are typically non-threatening. If the player characters gain surprise, and want to interact with them (hunting them for food, for example), the Games Master should treat them as per the write-up for Small Animal on page 191-192 of Classic Fantasy,

or use a larger suitable animal write-up. The type or creature and difficulty in spotting it, is based on its native environment, as detailed below.

- ⇒ Avian or Ground-Based: The party has encountered a non-threatening animal such as a rabbit, deer, turkey, etc. These creatures require a Hard Perception roll to spot before they dart into the undergrowth and disappear.
- ⇒ Aquatic: This will typically be non-threatening creatures such as catfish, bass, salmon, trout, etc. They would require a Formidable Perception roll to spot moving below the surface. However, if they break the surface, such as a trout jumping from a lake, the roll is Easy.

Ruins

These ruins require a Perception roll to spot, and may be anything the Games Master chooses, from a carved granite slab or stone circle, to the ruins of a former settlement or forgotten elven citadel. If the player characters explore these ruins, you can roll further encounters using the Dungeon Wandering Monster Tables found in Classic Fantasy on pages 319 to 323, but to keep things within the general scale of this adventure you should use only the Level 1, 2-3, and 4-5 tables.



Submerged Ruins

As above, however, these ruins require a Formidable Perception roll to spot from the surface, and a Standard roll if the party is submerged. Exploration will be difficult without appropriate magic. If the player characters explore these ruins, encounters may be drawn from the Coastal Salt Water table, or ruin specific encounter tables may be prepared using the Dungeon Wandering Monster Tables found in Classic Fantasy on pages 319 to 323 as examples, however using suitable aquatic creatures.

Swamp Gas

This is a location-based trap, as one player character steps down and releases a huge bubble of swamp gas. If the player characters have no open flames (i.e. torches or lanterns) currently, then use the rules for Asphyxiation. It will take the characters five rounds of vigorous movement away from the bubble's source to get free of the area where the gas is thickest enough to starve them of air. If they are carrying an open flame, then each round, they suffer a 20% chance of lighting off an explosion (treat as an Intensity 4 conflagration, doing 2d6 damage to all hit point locations, but using half AP, rounded down, to reduce damage from exposure on armoured locations); the explosion will continue asphyxiation in the immediate area for 2 rounds, but the fire will burn itself out immediately in the wetness of the swamp.

Table 1: Civilised Human Lands

Use this table when the player characters are within well-settled land in the Vale, within 3 hexes of a settlement, but not travelling by road. These areas are so well settled, that nearly all the encounters are with inhabitants of the Vale, or with animals that will seek to avoid the adventurers.

Table 2: Roads and Trails

Use this table when the player characters are travelling by road. Most travellers will be suspicious of others.

Table 3: Forest (Light and Heavy Woods)

Use this table when the player characters are travelling through the light or heavy woodlands of the Vale.

Table 4: Highlands (Mountains and Hills)

Use this table when the player characters are travelling through the mountains or the foothills of the Vale.

Table 5: Lowlands (Plains and Fields)

Use this table when the player characters are travelling through the lowland areas of the Vale, in the plains or the fields, and away from directly farmed land.

Table 6: Wetlands (Swamps and Marshes)

Use this table when the player characters' stray into the swamps or marsh land.

Table 7: Fresh Water (Rivers and Lakes)

Use this table when the player's character's travel the rivers or lakes of the Vale, or along the shore. The nature of the encounter will determine where it transpires. For example, a lake serpent may be spotted when the party walks along the coast of the Draken Lake, and a giant lake crab may be spotted on the beach from the safety of a boat. The numeric range in parentheses is used when the adventurers are underwater.

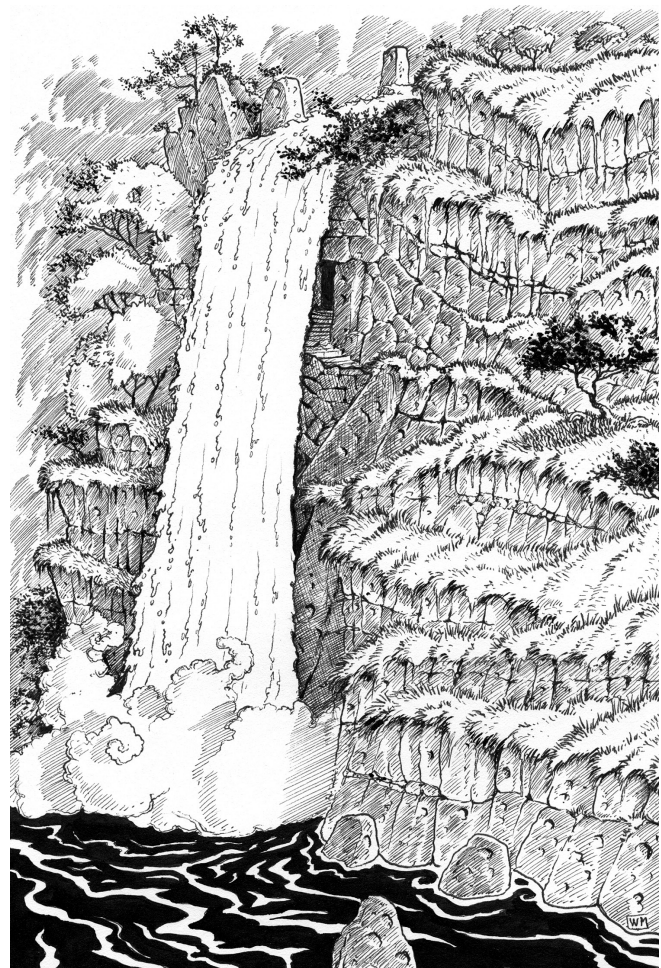


TABLE 1: CIVILISED HUMAN LANDS

<i>1d100 Roll</i>	<i>Encounter</i>
01-25	No encounter
26-30	Animals
	01-80: (A) One or more natural animals are encountered by the party. *
	81-90: (N) 1d3+3 Giant Rats (reroll during winter, see Classic Fantasy, pages 256-257).
	91-95: (A) 1d4+1 Giant Ants (reroll during winter, see Mythras, page 225-226).
	96-98: (N) 1d6 Wolves (see Mythras page 272-273).
	99: (A) 1d2 Dire Wolves (see Wolf; Mythras page 272-273).
	00: (A) 1d2 Bears (reroll during winter, adult male and female, or adult female with an adolescent cub; see Mythras page 230).
31-45	(D) 1d2 Human Farmers (working their lands).
46-54	(D) 1d2 Human Herders with a flock of sheep or goats (they will have solid knowledge of the local areas within the grazing range of their flock).
55-57	(D) 1d10+10 Local Militia/Infantry on training manoeuvres, they will typically hail from the nearest settlement
58-62	(D) 1d4+2 Labourers or Miners, as appropriate to terrain; all Rank 0-1 crafters
63-64	(D) 2d3 Adventurers; fighter, cleric, magic-user, etc. *
65-69	(A) 2d3 Bandits (See the NPC and Creatures Statistics section for guidance on statistics for Human encounters.)
70-79	(D) Roll twice and apply both results. If this creates two unlikely pairings, the characters may have stumbled upon a conflict, play out the encounter appropriately.
80-89	(A) Hazard. Someone steps in a rut, trips and falls, etc. 1d4 to 1d6 damage.
90	(A) Ruins. These ruins require a Formidable Perception roll to spot, and may be anything the Games Master chooses. This close to a settlement, the ruins would tend to be inconspicuous and easily missed or mistaken for something else. *
91-95	(A) Lair *
96-00	If within 1-2 hexes of another terrain type, roll on that table. For example, if travelling through the woods, and a mountain hex lies within 2 hexes distant, roll on the mountain table to see what has wandered down. Treat a non-creature encounter as a roll of 80-89.
* See the Special Encounter Details on page 24	

TABLE 2: ROADS AND TRAILS

<i>1d100 Roll</i>	<i>Encounter</i>
01-25	No encounter
26-60	If in Civilized Lands, roll on Table 1, otherwise treat as 'no encounter'.
61-68	Traders; Trade Road Only, otherwise treat as No Encounter
	01-60: (D) 1d2 Human Farmers, each travelling with goods to market valued at 1d4x20 SP.
	61-90: (D) 1d2+2 Human Traders or Crafters travelling between settlements, each with wares to sell valued at 2d4x20 SP
	91-00: (D) 1 Trade Caravan travelling between settlements; 1d4 merchants with 2 mounted warriors per merchant acting as bodyguards/mercenaries along with one wagon per merchant, each containing goods valued at 2d10x100 SP.
69-70	(D) 1d10+10 Local Militia/Infantry on training manoeuvres. They will typically hail from the nearest settlement.
71-75	(D) 1d4+2 Labourers or Miners, as appropriate to terrain
76-77	(D) 2d3 Adventurers; fighter, cleric, magic-user, etc. *

TABLE 2: ROADS AND TRAILS

<i>1d100 Roll</i>	<i>Encounter</i>
78-80	Demi-humans; Trade Road Only, otherwise treat as No Encounter (See the NPC and Creatures Statistics section for guidance on statistics for demi-human encounters.
	01-50: (D) 2d4 Dwarf traders travelling between settlements with wares to sell valued at 2d4x30 SP ea.
	51-75: (D) 2d4 Elf traders travelling between settlements with wares to sell valued at 2d4x30 SP ea.
	76-90: (D) 2d4 Gnome traders travelling between settlements with wares to sell valued at 2d4x50 SP ea.
	91-00: (D) 2d4 Halfling traders travelling between settlements with wares to sell valued at 1d4x50 SP ea.
81-85	(D) 2d3 Bandits; one a Rank 2 warrior or thief, the remainder Rank 1 warriors and thieves
86-90	(D) Roll twice and apply both results. If this creates two unlikely pairings, the characters may have stumbled upon a conflict, play out the encounter appropriately.
91-95	(A) Hazard. Someone steps in a rut, trips and falls, gets hit by a branch, etc. 1d4 to 1d6 damage.
96-00	If within 1-2 hexes of another terrain type, roll on that table. For example, if travelling through the woods, and a mountain hex lies within 2 hexes distant, roll on the mountain table to see what has wandered down. Treat a non-creature encounter as a roll of 91-95.
* See the Special Encounter Details on page 24	

TABLE 3: FOREST (LIGHT AND HEAVY WOODS)

<i>1d100 Roll</i>	<i>Encounter</i>
01-15	No encounter
16-43	Animals
	01-60: (A) One or more natural animals are encountered by the party. *
	61-65: (N) 1d3+3 Giant Rats (reroll during winter, see Classic Fantasy, pages 256-257).
	66-75: (D) 1d6 Boars (see Mythras, page 230-232).
	76-85: (N) 1d6 Wolves (see Mythras page 272-273).
	86-93: (A) 1d2 Dire Wolves (see Wolf; Mythras page 272-273).
	94-00: (A) 1d2 Bears (reroll during winter, adult male and female, or adult female with an adolescent cub; see Mythras page 230).
44-46	(D) 1d2 Human Hunters or Trappers (they will be experts about the wider local area).
47	(D) 2d3 Adventurers; fighter, cleric, magic-user, etc. *
48-52	Demi-humans (See the NPC and Creatures Statistics section for guidance on statistics for demi-human encounters.
	01-65: (D) 2d4 Elves.
	66-00: (D) 2d4 Gnomes
53-62	Goblins. In heavy woods, goblins may be found active during the daylight hours.
	01-70: (N) 1d3+3 Goblins (see NPC and Creatures Statistics section).
	71-00: (N) 1d2+1 Goblins with Dire Wolf mounts (see NPC and Creatures Statistics section for Goblins, Mythras page 272-273 under Wolf for Dire Wolves)
63-67	Hobgoblins
	01-70: (A) 1d3+1 Hobgoblins (see NPC and Creatures Statistics section).
	71-00: (N) 1d2 Hobgoblins (see NPC and Creatures Statistics section), plus 1d3+1 Goblin subordinates (see Classic Fantasy page 234).
68-72	(A) 1d2+1 Bugbears (see Classic Fantasy, pages 195-196).
73-74	(D) 1d2 Hill Giants (See Giants; Classic Fantasy, pages 225-231)
75	(D) 1 Dryad or Nymph; 50% chance of either (see Classic Fantasy, pages 214-215)

TABLE 3: FOREST (LIGHT AND HEAVY WOODS)

<i>1d100 Roll</i>	<i>Encounter</i>
76-77	(A) 1 Owlbear (see Classic Fantasy, page 252-253).
78-79	Lycanthropes: Add +40% if in the Great Bear Woods. Daytime encounters with lycanthropes will be in their human forms (see Lycanthropes, Classic Fantasy pages 242-245)
	01-30: (A) 1d4 Werewolves
	31-90: (A) 1d2: Wereboars
	91-00: (A) 1 Werebear
80-84	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.
85-89	(A) Hazard. Someone steps in a rut, trips and falls, gets hit by a branch, etc. 1d4 to 1d6 damage.
90	(A) 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. *
91-95	(A) Lair *
96-00	If within 1-2 hexes of another terrain type, roll on that table, otherwise treat as 85-89.

* See the *Special Encounter Details* on page 24

TABLE 4: HIGHLANDS (MOUNTAINS AND HILLS)

<i>1d100 Roll</i>	<i>Encounter</i>
01-20	No encounter
21-43	Animals
	01-55: (A) One or more natural animals are encountered by the party. *
	56-60: (A) 1 Insect Swarm of SIZ 1d6+3 (reroll during winter, see Mythras, page 251).
	61-70: (N) 1d3+3 Coyotes (treat as Wolf, Mythras page 272-273, however; 4 STR, 4 SIZ, -1d6 Damage Modifier).
	71-80: (N) 1d6 Wolves (see Mythras page 272-273).
	81-85: (A) 1d2 Dire Wolves (see Wolf; Mythras page 272-273).
	86-89: (A) 1d2 Giant Beetles (reroll during winter, see Mythras page 230-131).
	90-94: (N) 1d3 Boars (adult male, or adult sow with one or two adolescent piglets; see Mythras page 230-232).
	95-98: (A) 1d2 Bears (reroll during winter, adult male and female, or adult female with an adolescent cub; see Mythras page 230).
	99-00: (D) 1 Cave Bear (reroll during winter, See Short Faced Bear in Mythras under Bear, Mythras page 230)
44-48	(D) 1d2 Human Hunters or Trappers (they will be experts about the wider local area).
49	(D) 2d3 Adventurers; fighter, cleric, magic-user, etc. *
50-54	Demi-humans (See the NPC and Creatures Statistics section for guidance on statistics for demi-human encounters.
	01-65: (D) 2d4 Dwarves
	66-00: (D) 2d4 Gnomes
55-64	(D) 2d4 Cavemen. *
65-70	(N) 1d2+2 Goblins (see NPC and Creatures Statistics section).
71-74	(A) 1d2+1 Bugbears (see Classic Fantasy, page 195-196).

TABLE 4: HIGHLANDS (MOUNTAINS AND HILLS)

<i>1d100 Roll</i>	<i>Encounter</i>
75-76	Giants (See Classic Fantasy, pages 225-231) 01-60: (D) 1d3 Hill Giants 61-00: (D) 1d2 Stone Giants. Only in rocky hills, otherwise treat as Hill Giants above
77	(D) 1d2 Griffins (see Mythras pages 248-249)
78-79	Lycanthropes. Daytime encounters with lycanthropes will be in their human forms. (see Lycanthropes, Classic Fantasy pages 242-245) 01-60: (A) 1d4 Werewolves 61-00: (A) 1 Werebear
80-84	Roll twice and apply both results. If this creates two unlikely pairings, the characters may have stumbled upon a conflict, play out the encounter appropriately.
85-89	(A) Hazard. Someone steps in a rut, trips and falls, gets hit by a branch, etc. 1d4 to 1d6 damage.
90	(A) Ruins. *
91-95	(A) Lair *
96-00	If within 1-2 hexes of another terrain type, roll on that table. For example, if travelling through the woods, and a mountain hex lies within 2 hexes distant, roll on the mountain table to see what has wandered down. Treat a non-creature encounter as a roll of 85-89.

* See the *Special Encounter Details* on page 24

TABLE 5: LOWLANDS (PLAINS AND FIELDS)

<i>1d100 Roll</i>	<i>Encounter</i>
01-15	No encounter
16-40	Animals 01-55: (A) One or more natural animals are encountered by the party. * 56-60: (A) 1d4+1 Giant Ants (reroll during winter, see Mythras, pages 225-226). 61-65: (N) 1d3+3 Giant Rats (reroll during winter, see Classic Fantasy, pages 256-257). 66-70: (A) 1 Insect Swarm of SIZ 1d6+3 (reroll during winter, see Mythras, page 251). 71-75: (N) 1d3+3 Coyotes (treat as Wolf, Mythras page 272-273, however, 4 STR, 4 SIZ, -1d6 Damage Modifier). 76-80: (N) 1d6 Wolves (see Mythras page 272-273). 81-83: (N) 1d4 Dire Wolves; (see Wolf, Mythras page 272-273). 84-88: (D) 2d8 Aurochs (see Mythras, pages 226-227) 89: (A) 1d2 Giant Beetles (reroll during winter, see Mythras page 230-131). 90-92: (N) 1d3 Boars (adult male, or adult sow with one or two adolescent piglets; see Mythras page 230-232). 93-94: (A) 1d2 Bears (reroll during winter, adult male and female, or adult female with an adolescent cub; see Mythras page 230). 95: (D) 1d8 Smilodons (see Mythras page 266) 96-00: (D) 1d12 Mammoths (two thirds are adult males and females, one third will be adolescents; see Mythras pages 225-226)
41-45	(D) 1d2 Human Hunters or Trappers (they will be experts about the wider local area).
46-47	(D) 2d3 Adventurers; fighter, cleric, magic-user, etc. *
48-49	Demi-humans (See the NPC and Creatures Statistics section for guidance on statistics for demi-human encounters). 01-80: (D) 2d4 Gnomes 81-00: (D) 2d4 Halflings
50-52	(D) 2d4 Centaurs (see Mythras pages 233-234)
53-56	(D) 2d4 Cavemen. *

TABLE 5: LOWLANDS (PLAINS AND FIELDS)

<i>1d100 Roll</i>	<i>Encounter</i>
57-66	Goblins 01-70: (N) 1d2+2 Goblin Raiders (see NPC and Creatures Statistics section). 71-00: (N) 1d2 Goblins with Dire Wolf mounts (see NPC and Creatures Statistics section for Goblins, Mythras page 272-273 under Wolf for Dire Wolves)
67-71	Hobgoblins 01-70: (A) 1d3+1 Hobgoblins (see NPC and Creatures Statistics section). 71-00: (N) 1d2 Hobgoblins (see NPC and Creatures Statistics section), plus 1d3+1 Goblin subordinates (see Classic Fantasy page 234).
72-75	(A) 1d2+1 Bugbears (see Classic Fantasy, page 195-196).
76	(D) 1d2 Hill Giants (See Giants; Classic Fantasy, pages 225-231)
77	(A) 1 Wyvern (see Wyrms/Wyvern; Mythras pages 273-274)
78-79	Lycanthropes. Daytime encounters with lycanthropes will be in their human forms. (see Lycanthropes, Classic Fantasy pages 242-245) 01-30: (A) 1d4 Werewolves 31-90: (A) 1d2: Wereboars 91-00: (A) 1 Werebear
80-84	Roll twice and apply both results. If this creates two unlikely pairings, the characters may have stumbled upon a conflict, play out the encounter appropriately.
85-89	(A) Hazard. Someone steps in a rut, trips and falls, gets hit by a branch, etc. 1d4 to 1d6 damage.
90	(A) Ruins. *
91-95	(A) Aquatic Lair *
96-00	If within 1-2 hexes of another terrain type, roll on that table. For example, if travelling through the woods, and a mountain hex lies within 2 hexes distant, roll on the mountain table to see what has wandered down. Treat a non-creature encounter as a roll of 85-89.

* See the *Special Encounter Details* on page 24

TABLE 6: WETLANDS (SWAMPS AND MARSHES)

<i>1d100 Roll</i>	<i>Encounter</i>
01-15	No encounter
16-50	Animals 01-40: (A) One or more natural animals are encountered by the party. * 41-50: (N) 1d3+3 Giant Rats (reroll during winter, see Classic Fantasy, pages 256-257). 51-60: (A) 1 Small Swarm of Leeches (reroll during winter, see Classic Fantasy, pages 219-220). 61-70: (A) 1 Insect Swarm of SIZ 1d6+3 (reroll during winter, see Mythras, page 251). 71-75: (N) 1d3 Boars (adult male, or adult sow with one or two adolescent piglets; see Mythras page 230-232). 76-85: (A) 1d2 Giant Frogs (of the Venomous variety, reroll during winter, see Classic Fantasy page 221). 86-95: (A) 1 Giant Snake (a venomous viper, reroll during winter, see Mythras page 266-267). 96-00: (A) 1d2 Giant Spiders (reroll during winter, see Mythras, page 267-268).
51-54	(D) 1d2 Human marsh-dwellers (Fishers or Trappers).
55	(D) 2d3 Adventurers; fighter, cleric, magic-user, etc. *
56-63	(N) 1d2+2 Goblins (see NPC and Creatures Statistics section).

TABLE 6: WETLANDS (SWAMPS AND MARSHES)

<i>1d100 Roll</i>	<i>Encounter</i>
64-66	Hobgoblins 01-70: (A) 1d3+1 Hobgoblins (see NPC and Creatures Statistics section). 71-00: (N) 1d2 Hobgoblins (see NPC and Creatures Statistics section), plus 1d3+1 Goblin subordinates (see Classic Fantasy page 234).
67-71	(A) 1d3 Lizardmen (see Classic Fantasy page 240-241).
72	(A) 1 Wyrn (see Wyrn/Wyvern; Mythras pages 273-274)
73	(A) 1d2: Wereboars. Daytime encounters with lycanthropes will be in their human forms. (see Lycanthropes, Classic Fantasy pages 242-245)
74-77	(N) Marsh Lights. *
78-79	(A) Swamp Gas. *
80-84	Roll twice and apply both results. If this creates two unlikely pairings, the characters may have stumbled upon a conflict, play out the encounter appropriately.
85-89	(A) Hazard. Someone steps in a rut, trips and falls, gets hit by a branch, etc. 1d4 to 1d6 damage.
90	(A) Ruins. *
91-95	(A) Lair *
96-00	If within 1-2 hexes of another terrain type, roll on that table. For example, if travelling through the woods, and a mountain hex lies within 2 hexes distant, roll on the mountain table to see what has wandered down. Treat a non-creature encounter as a roll of 91-95.
* See the <i>Special Encounter Details</i> on page 24	

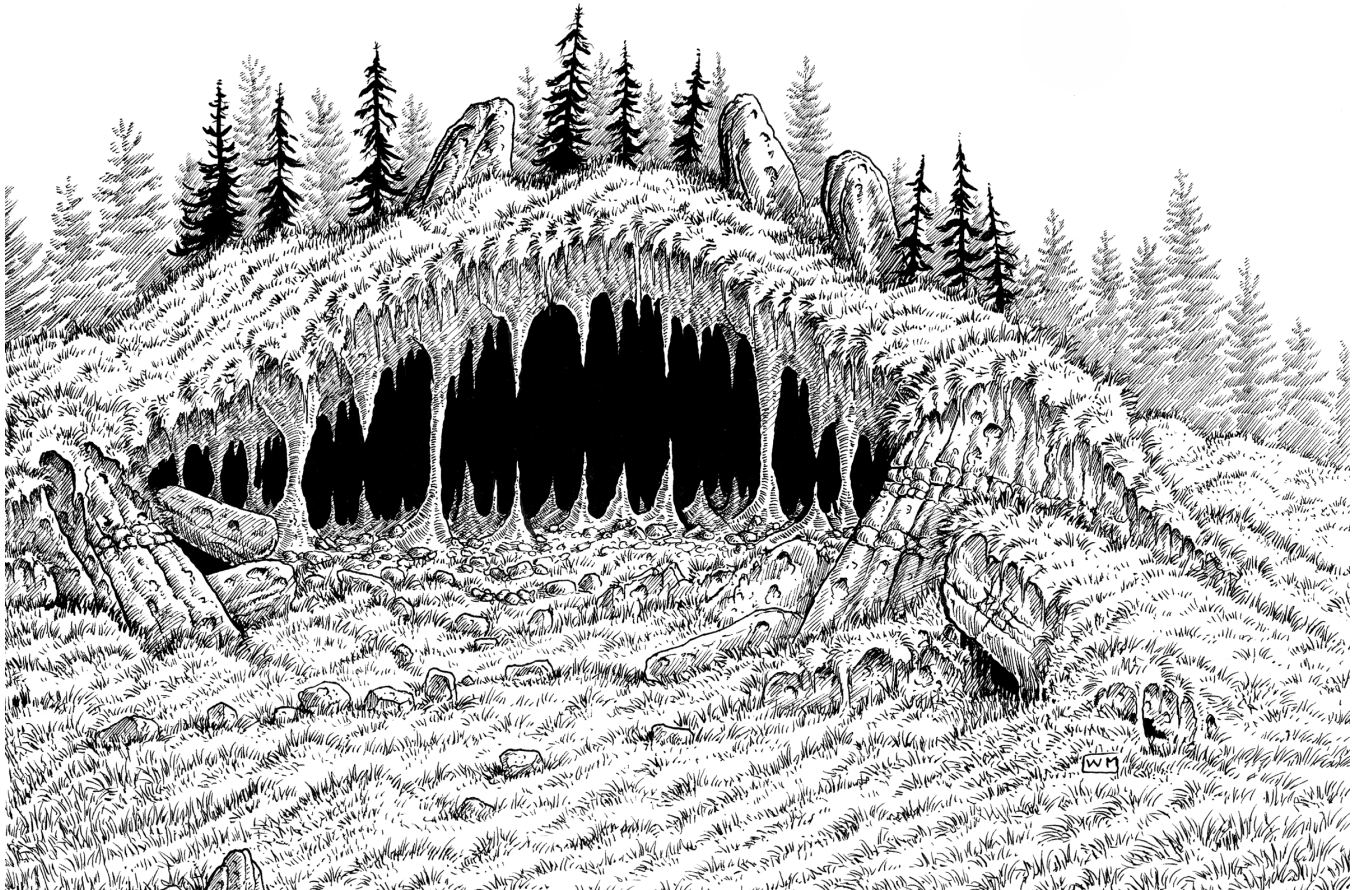


TABLE 7: FRESH WATER (RIVERS AND LAKES)

<i>1d100 Roll</i>	<i>Encounter</i>
01-30 (01-20)	No encounter
31-71 (21-71)	Animals
	01-90: (A) One or more natural animals are encountered by the party. *
	91-95: (A) 1 Giant Fresh Water Crab (reroll during winter, see Mythras pages 236-237)
	96-00: (A) 1 Giant Snake (a venomous viper, reroll during winter, see Mythras pages 266-267).
72-76	(D) 1d6 fishermen, either encountered on shore or on boat(s).
77-78	(D) 2d3 Adventurers travelling by boat or along the shore; fighter, cleric, magic-user, etc. *
79	Rare Fresh Water Encounter
	01-25: (A) 1 Lake Serpent (Lake only, reroll if a river encounter, treat as Sea Serpent, Mythras page 264, but with 19 STR, 34 SIZ, and Damage Modifier +1d12).
	26-50: (A) 1 Water Naga (see Classic Fantasy, pages 249)
	51-75: (D) 1d2 Nymphs (see Dryad in Classic Fantasy, pages 214-215)
	76-00: (A) 1d4+1 cubic meter Water Elemental (see Mythras pages 241-242)
80-84	Roll twice and apply both results. If this creates two unlikely pairings, the characters may have stumbled upon a conflict, play out the encounter appropriately.
85-89	(A) Hazard. Rough water, rapids, waves, etc. If boating, Boating roll to avoid capsizing. If Swimming, Athletics roll to avoid drowning. Effects last for 5 minutes.
90	(A) Ruins. *
91-95	(A) Lair *
96-00	If within 1 hex of another terrain type, roll on that table. If it is something that would not be encountered on water, it is instead seen on the shore.
* See the Special Encounter Details on page 24	

Statistics

Settlers of the Vale

The inhabitants of the Vale are, by and large, peaceful folk. Nearly all of them would be purely roleplaying encounters for player characters and not combat encounters. For ease of use, the following summarises an average human inhabitant of the Vale.

Typical Human Inhabitant of the Vale

Action Points: 2

Damage Modifier: None (combatants will have +1d2)

Magic Points: 11

Movement: 6 metres (20')

Initiative Bonus: +12 when not armoured, 7 when armoured

Armour: None (combatants will have chain, studded leather, pot helm)

Abilities: None

Magic: None

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

Skills

Athletics 52%, Brawn 54%, Language (Common) 64%, Customs 46%, Deceit 44%, Endurance 52%, Evade 52%, Insight 54%, Locale 66%, Perception 44%, Stealth 44%, Unarmed 42%, Willpower 42%

Profession: Any Man or Woman of the Vale will have one or two noncombat professional skills that encompass all they do for a living: experienced adults will have this at 80%, normal adults will have this at 60%, adolescents will have this at 30%. For example, the head of a farming family will have Farmer 80%; the head of a trading family will have Trader 80% while her eldest daughter might have Trader 30% and her assistants Trader 60%.

Passions

Good (Peace-loving) 52% or Neutral (Hard-working) 52%

Men-at-arms, and other combatants will be Good (Brave) 52% or Neutral (Gritty and Determined) 52%

Combat Style & Weapons

Combat Style: None (most folk), or Brawling 40% (tough folk), or Militia 52% (Mace, Spear), or Human Warrior 52% (choose two or three weapons appropriate to role; for example, Sword, Shield, and Spear for a typical footman).

Weapon	Size/Force	Reach	Damage	AP/HP
Limbs	S	T	1d3	As for Limb

Humans encountered in and around the Mad Wizard's Vale are generally welcoming of travellers, and will seek out contact. The exception are those from Hedrog, who are suspicious of outsiders, and typically desire to be left alone. The player characters should pass a Perception roll to spot other humans before being noticed themselves. Unless surprised or ambushed, humans in the Vale seek to hail others from a distance but generally seek to close distance for closer communication, unless they have reason to suspect that the player characters might pose a threat. Those from Hedrog typically seek to avoid contact.

Demi-human Inhabitants

To create the statistics for an average demi-human inhabitant, use the write-ups for the different races found in Chapter 2 of Classic Fantasy, with the following modifiers:

Damage Modifier: Combatants will typically have their Damage Modifier increased one step to represent an above average STR and/or SIZ.

Armour: Only combatants are armoured; nearly everyone is unarmoured; generally even combatants will only wear armour when on duty (militia for example), expecting a fight (adventurers exploring, soldiers preparing for a skirmish), or travelling in a dangerous place (the inland hills or forested areas of the Vale).

Profession: Inhabitants of the Vale have one or two non-combat professional skills that encompass all they do for a living: experienced adults at 80%, normal adults at 60%, adolescents at 30%.

Passions: Good (Peace-loving) 52%, or Neutral (Hard-working) 52%. Men-at-arms, and other combatants will be Good (Brave) 52%, or Neutral (Gritty and Determined) 52%.

Combat Style: None (most folk), or Brawling 40% (tough folk), or Militia 52% (Mace, Spear), or Human/Demi-Human Warrior 52% (choose two or three weapons appropriate to role; for example, Sword, Shield, and Spear for a typical footman).

Goblin

The Vale's goblins are cowardly by nature, skulking in the shadows and undergrowth and only attacking when they outnumber a potential victim and feel sure they can win the fight. Their spears are little more than fire-hardened sticks, but wickedly sharp pieces of flint and thorn are worked into the hafts, making them deeply unpleasant weapons.

Goblin	
Action Points:	3
Damage Modifier:	-1d2
Magic Points:	11
Movement:	4 metres (15 feet)
Initiative Bonus:	+13 (-2 for armour) = +11
Armour:	Studded leather hauberk and helm
Abilities:	Infravision, Light Sensitive
Magic:	None

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

Skills
Athletics 42%, Brawn 36%, Deceit 49%, Endurance 42%, Evade 58%, Languages (Goblin, Hobgoblin, Kobold, Orcish) 59%, Perception 63%, Ride 55%, Stealth 56%, Unarmed 42%, Willpower 42%

Passions
Evil (Cannibalistic, Cruel, and Slaver) 52%, Hate Gnomes and Dwarves 57%

Combat Style & Weapons
Goblin Spearman (Spear and Shield) 52%

Weapon	Size/Force	Reach	Damage	AP/HP
Short spear	S	M	1d8+1-1d2	4/5
Target shield	M	T	1d4-1d2	4/9

Giant Spider

Black-bodied with dark green mottling, the giant spiders of the Vale are cunning, agile and consummate predators. They enjoy stealthily tracking prey and take their time over the affair.

See Mythras page 267 for details on the venom of a Giant Spider. "The Spider" (page 13) is unique in its intelligence and (comparative) charm.

Giant Spider	
Action Points:	3
Damage Modifier:	+1d2
Magic Points:	12
Movement:	10 metres (30 feet)
Initiative Bonus:	+17
Armour:	Exoskeleton
Abilities:	Adhering, Earth Sense, Grappler, Venomous
Magic:	None (thank goodness)

1d20	Location	AP/HP
1-2	Right Rear Leg	4/9
3-4	Left Rear Leg	4/9
5-6	Mid Right Leg	4/9
7-8	Mid Left Leg	4/9
9-10	Fore Right Leg	4/9
11-12	Fore Left Leg	4/9
13-14	Abdomen	4/12
15-16	Front Right Leg	4/9
17-18	Front Left Leg	4/9
19-20	Cephalothorax	4/11

Skills
Athletics 80%, Brawn 69%, Deceit 45%, Endurance 64%, Evade 80%, Perception 53%, Stealth 69%, Willpower 48%

Passions
Evil (Cruel, Deceitful) 66%, Hungry 59%

Combat Style & Weapons
Eight Legged Horror (Legs, Mandible) 80%

Weapon	Size/Force	Reach	Damage	AP/HP
Mandibles	L	T	1d10+1d10	As for Head
Legs	L	VL	Grapple	As for Leg

Ghast - Baron Abadis

Once the counsellor to King Roldo, Abadis the Ghast is a wretched creature that has been imprisoned for centuries. His emaciated frame is a parody of the human form: leathery, browning skin

Ghast - Baron Abadis

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 4, Regeneration, Undead, Venomous, Vulnerable (Cold Iron)

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 51%, Braven 50%, Endurance 58%, Perception 47%, Unarmed 71%, Willpower 38%

Passions

Evil (Cannibalistic and Hateful) 38%

Combat Style & Weapons

Deathless Horror (Claws, Teeth) 71%

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

stretched tight over withered bones, clumps of ancient, matted hair clinging to the parchment-thin scalp.

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	Rotten Right Leg	0/6
4-6	Gummy Left Leg	0/6
7-9	Bloated Abdomen	0/7
10-12	Reeking Chest	0/8
13-15	Slimy Right Arm	0/5
16-18	Festering Left Arm	0/5
19-20	Hideous Head	0/6

Skills

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

Passions

Brains... 100%

Combat Style & Weapons

Mindless Undead Pummelling (Bite and Claws) 54%

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

Zombies

Workers butchered by Baron Abadis, these shambling corpses are in varying states of foul-smelling decomposition, but all share the same vacant-eyed (well, those that have them left, do), slack-jawed desire

Lurker
Action Points: 2
Damage Modifier: +1d12
Magic Points: 11
Movement: 1.5 metres (5 feet), 4 metres (15 feet) Fly
Initiative Bonus: +10
Armour: Thick Abrasive Hide
Abilities: Adhering, Camouflage, Grappler, Earth Sense, Flying
Magic: None

1d20	Location	AP/HP
1-5	Hindquarters	2/13
6-9	Right Wing	2/11
10-13	Left Wing	2/11
14-18	Forequarters	2/13
19-20	Head	2/11

Skills
<i>Athletics 42%, Brawn 86%, Endurance 84%, Perception 60%, Willpower 42%</i>

Combat Style & Weapons
<i>Death Grip (Constriction) Automatic</i>

Weapon	Size/Force	Reach	Damage	AP/HP
<i>Constriction</i>	-	-	<i>1d12</i>	<i>As per Wing</i>

to kill the living.

Lurker

Blending in perfectly with its surroundings, this manta-ray like monstrosity is ready to glide down onto the heads and backs of those passing too close.

Hairy Hobgoblins

Hirsute, bad-tempered, smelly to a noxious degree, these hobgoblins are devoted to Mother Bear and antagonistic to everyone else.

Hobgoblins
Action Points: 2
Damage Modifier: +1d2
Magic Points: 11
Movement: 4 metres (15 feet)
Initiative Bonus: +12 (-2 for armour) = +10
Armour: Tough hide, plus studded leather/leather
Abilities: Infravision, Tunnel Sense
Magic: None

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

Skills
<i>Athletics 64%, Braven 70%, Deceit 50%, Endurance 68%, Evade 52%, Languages (Goblin, Hobgoblin, Orcish, the rudimentary tongue of the Carnivorous Ape, Common) 60%, Perception 54%, Unarmed 64%, Willpower 52%,</i>

Additionally, the Hobgoblin leader has Lore (Strategy and Tactics) 56%

Passions
<i>Evil (Cannibalistic, Cruel, and Slaver) 52%, Hate Elves 57%</i>

Combat Style & Weapons
<i>Hobgoblin Warrior (Bow, Spear) 64%</i>

Weapon	Size/Force	Reach	Damage	AP/HP
<i>Shortspear</i>	<i>M</i>	<i>L</i>	<i>1d8+1+1d2</i>	<i>4/10</i>
<i>Shortbow</i>	<i>L</i>	-	<i>1d6+1d2</i>	<i>4/4</i>

Lacedon Ghoul

This skeletal, aquatic monster is an undead feeder on the drowning and submerged. Resembling a decaying corpse, it is equipped with webbed fingers and toes, its rotten, bloated flesh peeling away to reveal diseased innards. Repulsive yellow-green gills, quite useless but still utterly repellent, pulsate on either side of its neck.

Lacedon

Action Points: 3

Damage Modifier: +1d2

Magic Points: 8

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

Initiative Bonus: +14

Armour: Hardened Skin

Abilities: Aquatic, Death Sense, Immunity (Fear, Sleep, and Charm), Intensity 4, Swimmer, 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 51%, Swim 68%, Unarmed 68%, Willpower 56%

Passions

Evil (Cannibalistic and Hateful) 46%

Combat Style & Weapons

Deathless Horror (Claws, Teeth) 71%

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

The New Boar King (Roldo)

A ferocious and huge boar, with tusks that can gut a human as easily as a dagger slices fruit, The New Boar King is a terrible opponent in battle, fast and resilient, merciless and powerful.

The New Boar King

Action Points: 2

Damage Modifier: +1d4

Magic Points: 7

Movement: 8 metres (30 feet)

Initiative Bonus: +11

Armour: Bristled Hide

Abilities: Burrower, Frenzy

Magic: None

1d20	Location	AP/HP
1-3	Right Rear Leg	2/7
4-6	Left Rear Leg	2/7
7-9	Hindquarters	2/8
10-12	Forequarters	2/9
13-15	Right Front Leg	2/7
16-18	Left Front Leg	2/7
19-20	Head	2/7

Skills

Athletics 57%, Brawn 63%, Endurance 62%, Evade 42%, Perception 48%, Willpower 32%

Combat Style & Weapons

Goring Grunter (Tusks) 67%

Weapon	Size/Force	Reach	Damage	AP/HP
Tusks	M	S	1d6+1d4	As for Head

Gargoyles

Leering, stone-skinned imps with protruding tongues, slanted, mean eyes, and small, bat-like wings.

Gargoyles	
Action Points:	2
Damage Modifier:	+1d2
Magic Points:	13
Movement:	4 metres (15 feet), 8 metres (25 feet) Fly
Initiative Bonus:	+10
Armour:	Tough, Abrasive Hide
Abilities:	Camouflaged, Diving Strike, Flying, Infravision, Formidable Natural Weapons
Magic:	None

1d20	Location	AP/HP
1-3	Right Leg	8/6
4-6	Left Leg	8/6
7-9	Abdomen	8/7
10	Chest	8/8
11-12	Right Wing	8/6
13-14	Left Wing	8/6
15-16	Right Arm	8/5
17-18	Left Arm	8/5
19-20	Head	8/6

Skills
Athletics 67%, Brawn 72%, Endurance 68%, Evade 42%, Fly 57%, Language (Gargoyle) 52%, Perception 51%, Stealth 59%, Track 62%, Willpower 66%

Passions
Evil (Cruel and Hateful) 56%

Combat Style & Weapons
Death From Above (Bite, Claws, and Horns) 66%

Weapon	Size/Force	Reach	Damage	AP/HP
Bite	M	T	1d6+1d2	As for Head
Claw	M	M	1d4+1d2	As for Arm
Horn	M	S	1d6+1d2	As for Head

Crystal Warriors

These crystal constructs are simulacra of men, but lack definition of features. Armed with spears, their bodies are glistening, multifaceted and mobile jewels that glitter in the light.

Crystal Warriors	
Action Points:	2
Damage Modifier:	+1d2
Magic Points:	–
Movement:	6 metres (20 feet)
Initiative Bonus:	+14
Armour:	Phantasmal armour
Abilities:	Infravision
Magic:	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	3/5
16-18	Left Arm	3/5
19-20	Head	3/6

Skills
Athletics 55%, Brawn 48%, Deceit 48%, Endurance 56%, Evade 52%, Perception 52%, Unarmed 55%, Willpower 52%

Passions
Guard the Throne 57%

Combat Style & Weapons
Eternal Vigilance (Shortspear) 55%

Weapon	Size/Force	Reach	Damage	AP/HP
Shortspear	M	L	1d8+1+1d2	4/10

As soon as one spear is thrown, which vanishes upon impacting the target, a new one appears in the warrior's hand, taking one turn to fully form.

Darksong, Young Adult White Dragon (Age 60 Years)

Darksong has returned as a White Dragon, influenced by the cold northern climate of his final resting place (or bemused irritation from the dark gods he served). His skin is the colour of melting snow, blue-white edging to his scales. His eyes are cobalt beneath heavy, languorous lids, and his wings tight sheets of ivory skin terminating in curved claws. If needed, Darksong's characteristics are:

STR 22, CON 22, SIZ 44, DEX 19, INT 14, POW 14, CHA 14

Darksong

Action Points: 4

Damage Modifier: +2d8

Magic Points: 14

Movement: 6 metres (20 feet), 20 metres (60 feet) Fly, 6 metres (20 feet) Swim, 3 metres (10 feet) Burrow

Initiative Bonus: +19

Armour: Thick scales

Abilities: Breath Weapon (Cone of Cold, 1d6+1), Cold Blooded, Infravision, Diving Strike, Engulfing, Flying, Formidable Natural Weapons, Immunity (to his own Breath Weapon)

Magic/Spells Memorized: None

1d20	Location	AP/HP
1-2	Tail	5/14
3-4	Right Hind Leg	5/14
5-6	Left Hind Leg	5/14
7-8	Hindquarters	5/15
9-10	Right Wing	5/14
11-12	Left Wing	5/14
13-14	Forequarters	5/16
15-16	Right Front Leg	5/13
17-18	Left Front Leg	5/13
19-20	Head	5/14

Skills

Athletics 80%, Brawn 120%, Deceit 78%, Endurance 92%, Evade 68%, Fly 90%, Insight 78%, Locale 68%, Lore (Dragon) 68%, Perception 78%, Willpower 78%

Passions

Evil (Cruel) 68%, Hate Frost Giants 78%, Learn to Speak 55%

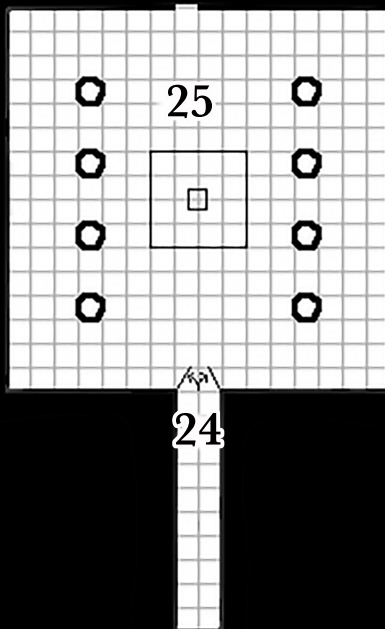
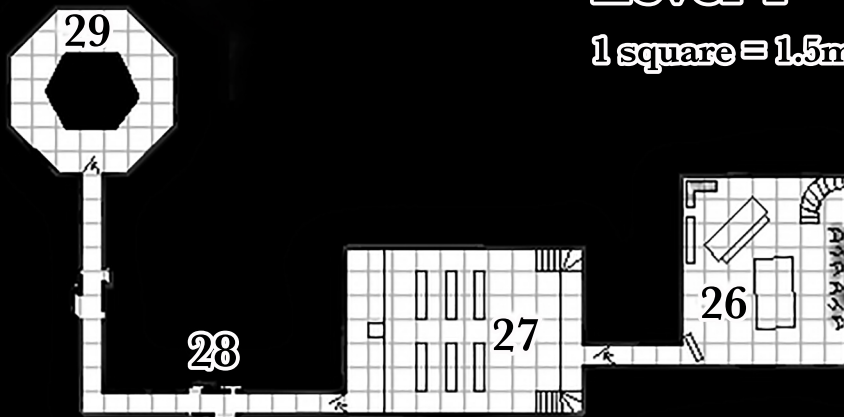
Combat Style & Weapons

Draconic Death and Destruction (Bite, Claws, Tail Sweep) 90%, Breath 100%

Weapon	Size/Force	Reach	Damage	AP/HP
<i>Bite</i>	<i>E</i>	<i>L</i>	<i>1d10+2d8</i>	<i>As for Head</i>
<i>Claws</i>	<i>E</i>	<i>L</i>	<i>1d8+2d8</i>	<i>As for Legs</i>
<i>Tail</i>	<i>E</i>	<i>L</i>	<i>1d8+2d8</i>	<i>As for Tail</i>
<i>Breath</i>	-	<i>Cone</i>	<i>1d6+1 (Cold)</i>	<i>NA</i>

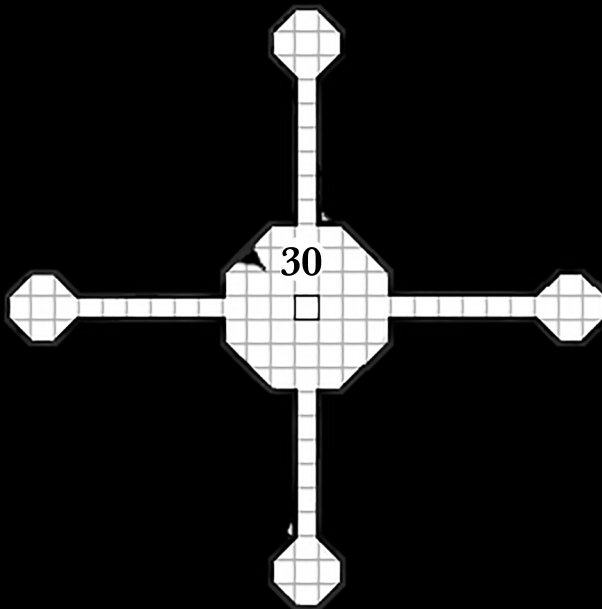
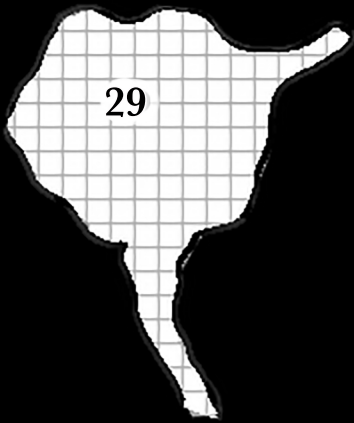
Level 4

1 square = 1.5m / 5 feet



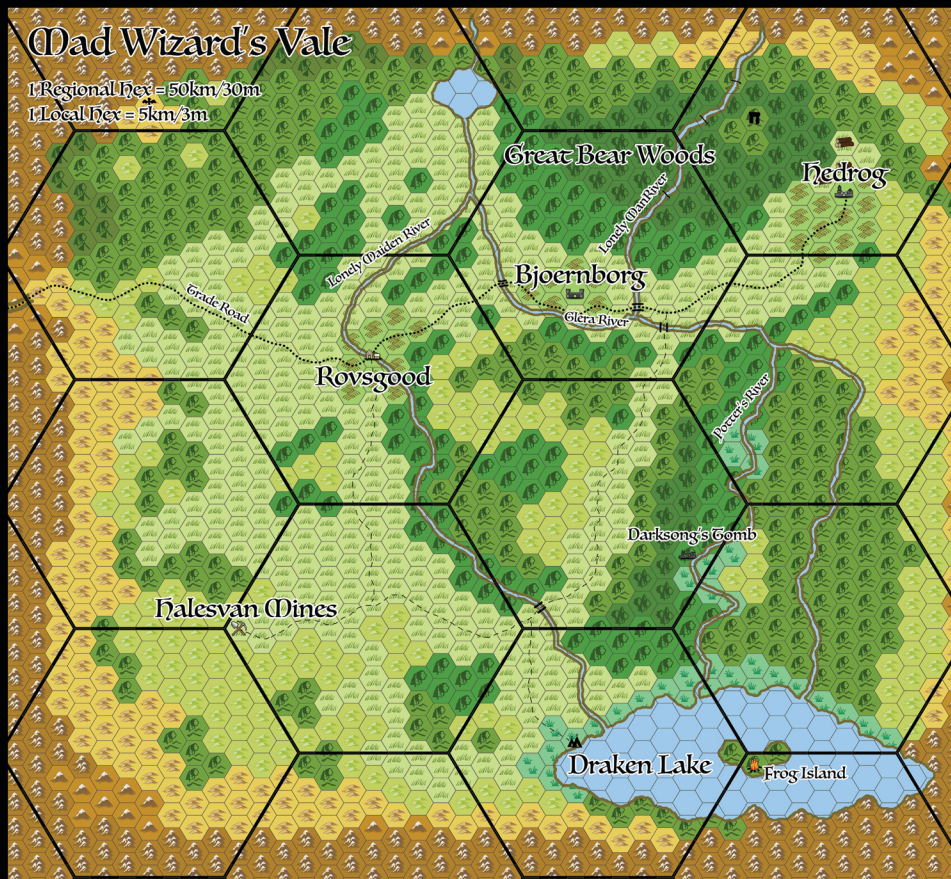
Level 5

1 square = 1.5m (5 feet)



Adventure Module N1 Tomb of the Mad Wizard

by Ian Fletcher, for Ranks 2-3



Even to this day, the bards sing of the rise and fall of the wizard Darksong. Said to have fallen in love with a dark elf in youth, he scoured the world for the secrets of immortality, refusing to leave her side. His quest led him into darkness, and his spirit withered while his power grew. He became a tyrant, and his tower became a den of evil and hedonism. Far and wide was Darksong feared, and his armies ravaged the land in their hunt for his artefacts of power.

Tomb of the Mad Wizard provides a complete environment for adventure, offering many hours of exploration in the Mad Wizard's Vale and beyond.

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