Outcast Silver Raiders

The Mythic North

ISAAC VANDUYN
KIM DIAZ HOLM
LEX ROCKET



Outcast Silver Raiders

·The Mythic North·

BY ISAAC VANDUYN, KIM DIAZ HOLM & LEX ROCKET

Published by Exalted Funeral
www.osr-rpg.com
First Edition, Second Printing 2024
Printed in Lithuania



Copyright © 2024 Esoteric Ludology, LLC
All rights reserved.

ISBN 979-8-9876716-4-1

Text and Design Isaac VanDuyn **Illustrations** Kim Diaz Holm
Calligraphy & Cartography Lex Rocket **Editing** Paul VanDuyn

Additional Editing Stuart Broz

Playtesting by Andrew Weakland, Arash Afghahi, Bruno Harvey, Callum Hughes, Cindy Xu, Dana Leavy-Detrick, David Hedges, David Rapp, David Zurek, Edmund Wright, Emma Recknell, George Tsemberlis, Joshua Stein, Kent Camargo, Lex Rocine, Mariann Kornelia Smith, Michael Kaufman, Molly MacFadden, Pamela Gruber, Paul VanDuyn, Ricardo Miranda, Richard Lovejoy, Rose Hughes, Terry Ruth VanDuyn, Tiago Palhares, and Tom Hughes. Thank you all!

Table of contents

Introduction 10
What's in this book 10
Historical accuracy 10
Campaign tone 10
Geography 12
History 13
Belief 13
Keyed locations overview 14
Hexcrawl mechanics 16
Tracking time 16
Sight and distance 16
Getting lost 16
Weather 16
Dice notation 16
Hexploration 17
Factions 18
List of factions 18
Sources of conflict 18
The Southerners 18
The Northern Rebels 21
The Order of the White Hawk 22
The Clergy of Saint Lewiston 23
The Monks of Debrooken Abbey 24
The Cult of the Ram 25
Starting scenarios 26
Riot in Banding Prison 26
The Crown of Carnut 26
The Bones of Saint Lewis 27
Witchfinders 27
The Newly Minted Lord 27
Vengeful Villagers 27
Campaign objects 28
Putting it all together 30
Emergent randomness 30
Campaign example 30
Taking notes 31
Keeping secrets 31
A lively land 32
Consequences 32
Random events 32
Disasters 33
The mythic descent 33
Getting started 33
Wilderness encounters 34
Using encounters 34
Targeted encounters 34
Activities encountered 34
Table of random names 35
Checking for encounters 36
Table of wilderness encounters 36
Plainfolk 38
Merchant 39
Foreign travelers 40
Urchins 40
Tax collector 41
Beggars 42
Priest 42
Woodcutter 43
Lost child 43
Minstrels 44
Monks of Debrooken 46
Dead body 47
Southron infantry 49
White Hawk infantry 49
Northern infantry 49
Southron knights 50
White Hawk cavalry 50
Northern knights 50
Bandits 52
Cult of the Ram smugglers 52
Heretic pilgrims 53
Viking raiders 54
Giant hunters 56
Knights errant 57
Guarded prisoner 58
Escaped prisoners 58
Denizens of Dunser 59
Apprentice of Red Peter 61
The Black Bishop's Inquisition 62
Wild dogs 64
Wolves 64
Bear 64
Snow cat 64
The curse dog 66
The Sleeping Folk 67
Gytha Townsend, cure-all merchant 68
Truman Reede, distiller 70
Milton Horn, sin eater 70
Lane Wyatt, fortune teller 72
Sir Thomas, the Black Knight 74
Delwin Holmes, executioner 76
Agate Combs & Dexter Hardene 77
Aloius, the Man of Brass 78
Ralora, the Spelldancer 79
Samuel Fitzchrist & Edgar of Slayne 81
Wren Auldeye, monster huntress 82
Grimelda, the chained woman 84
Strigek, the Ivory Mask 84
Faith Thorne, witch hunter 86
Yetta English, witch 89
Sunniva Goodwine, accused witch 90
Leofsige Airaldii, the fisherman 91
Possessed armor 92
Vasyl the Bloody 92
Meluasin, the Drowned Woman 94
Ranodian, Immortal Wanderer 96
Wandering ghost 97
Ulfhild, the Great Raven 98
Escaped dream 98
The archangel Sabriel, and Edmund 100
Possessed animal 102
Nikko, the Steel-Masked Priest 104
Gerald, the Monk of Saint George 105
Undead Roman legionnaires 106
Adult giant 108
Young giant 109

·Table of contents, continued·

Hosted dæmon 110
Manifest dæmon 112
Bloated frog 113
The Beast of the Fens 114
The Black Wyvern 115
Giant spider 115
The Rishae 116
Rishae scouting party 116
Rishae spider riders 117
The angel Zebul 118
The Bone Snake 120
Adair, the Eagle Priest 121
Sahran scouting party 122
Evicted nature spirit 123
Haunted tree 124
Exiled druid 125
The Tree Stalker 126
Ewen, the Green Rider 126
Frost faerie 128
The Unseelie Court 130
Thunderhoof, the Ageless 131
The Enfield of the North 132
Xolyxryn, the Dragon of the North 135

Locations 136

[1] Cleardor 138
Quests with the White Hawk 141
Quests for Lord William Dynaver 141
[2] Princeps Villa 142
[3] The Alchemist's Redoubt 144
[4] Dunser 146
Bartleby's quests 148
[5] Saint Lewiston 150
Quests for Father Linton 152
The Missing Matriarch 152
[6] The Drowned Lion Inn 154
[7] Pepin's Outpost 156
[8] Merish Bridge 158
[9] Debrooken Abbey 160
Quests at Debrooken 162
The Abbot's Palace 162
[10] Old Debrooken Abbey 164
Exterior 164
Crypts 168
The Buried Temple 170
The Forgotten Mine 176
The Place of Challenge & Atonement 179
[11] Merish Landing 180
[12] Wrecked Longship 182
[13] The Warlock Towers 184
Exterior 188
Ground levels 192
Second levels 194
Third levels 196
Fourth levels 198
Labyrinth 200
[14] Great Stocking 202
[15] Utroat Castle 206
Quests from Lady Greystone 209
[16] Hulmane's Hermitage 210
[17] Cairn o' the Mouth 212
[18] Broken Span 214
[19] Banding Island 216
The fog 216
[19A] Banding Prison 218
Exterior 220
Keep level I 222
Keep level II 224
Keep basement 226
[19B] Ruined Farmhouse 228
[19C] Ragwen's Cave 229
[19D] Banding Circle 230
[20] Hidden Locations 232
[20A] Black Mountain 234
[20B] Vasyl's Palace 236
[20C] Samuel Fitzchrist's Lair 238
[20D] The Sunken Chapel 240
[20E] The Forgotten Barrow 242
[20F] The Ram's Den 244
Quests for the Cult of the Ram 244
[20G] The Lair of the Spider Kings 246
Redraven Cross 250
The Overseer's House 252
Abandoned mine 254
Arachnid tunnels 260
[20H] The Rishae Hive 266
Overview 266
The Sahran Invasion 269
Encounters in the Hive 271
Rishae stats 272
Sahran stats 274
Other life in the Hive 275
[R1] The Giant's Cave 276
[R2] The Pit 278
[R3] Giant slave quarters 280
[R4] Buried Moon 282
[R5] Giant facilities 284
[R6] Human pens 288
[R7] Worker's quarters 292
[R8] The Forum 296
[R9] Warrior's quarters 300
[R10] Prayer chambers 302
[R11] Curate's quarters 306
[R12] Hive floor 308
[R13] Temple interior 312

Roleplaying in the Mythic North 316
Third party license 318

A castle

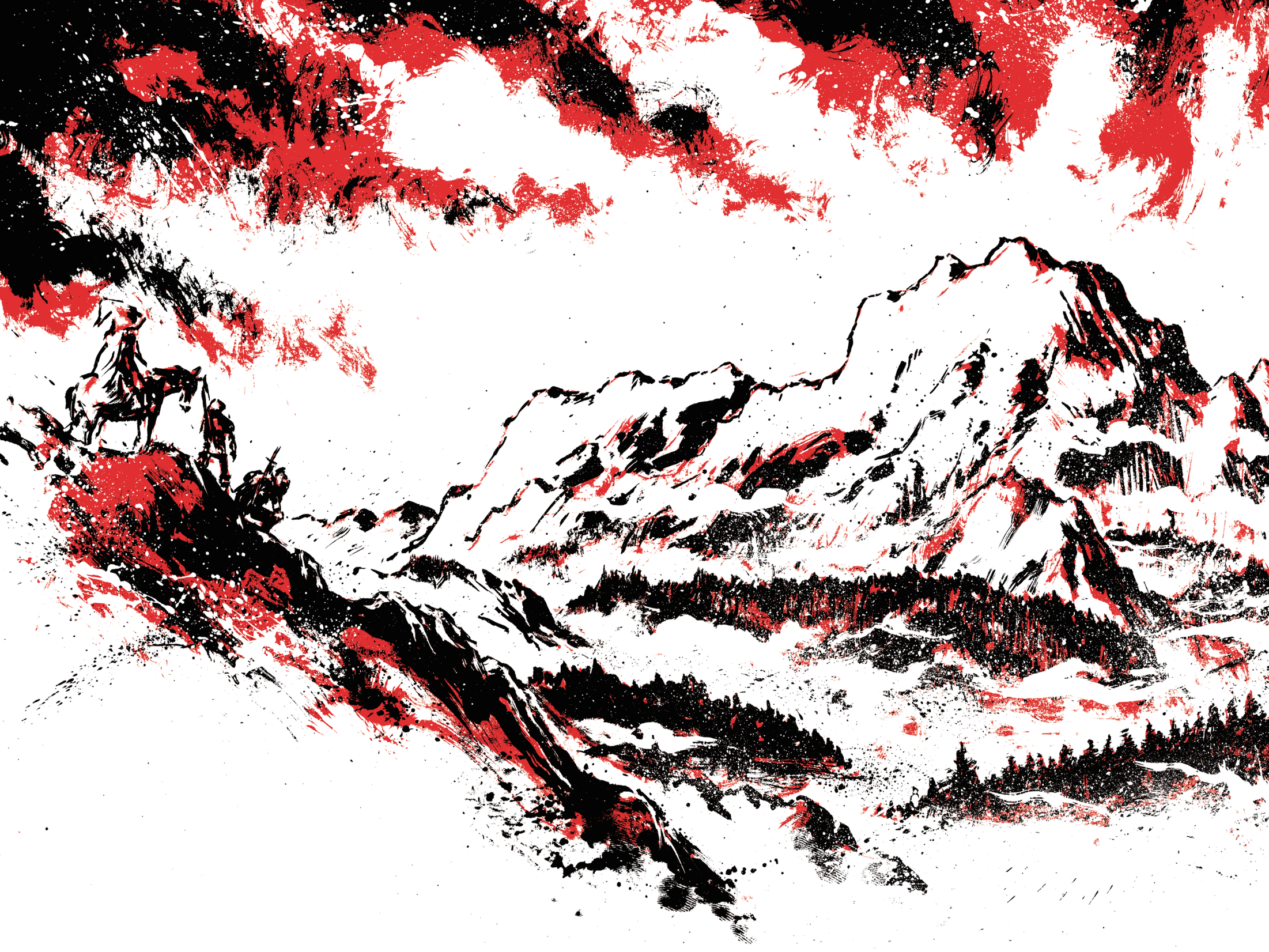
looms lonely above a scrub-coated moor. Half the stones of its walls poke from beneath crumbling white plaster. The sun breaks through stacked piles of grey and silver clouds, scattering crepuscular rays across rocky hills. A narrow river pushes thirstily down a crevice to where the white-flecked green sea angrily carves new crags from shoreline cliffs. The hold of law is tenuous in these lands. Lord battles lord, priest bickers with priest, smugglers avoid the tax, and town factors skimp the tithe. The common-folk scrape what life they can from gritty soil; fleecing sheep, selling fish, weaving blankets, hunting deer and rabbit.

Beneath the dripping thatch of the local inn, tales are made of the dangers lurking outside the palisade. Bandits and highwaymen creep the king's roads. Ghosts of the condemned moan beneath the gull-spackled gibbets at crossroads, hungry to share their rage with unwary travelers. The primeval forests hide wolves and tree stalkers and witches. A warlock lives in the tower on that angry hill which punches skyward from the heath like a fist. Within that gruesome tower he plays with blood and awful magics. Laughter follows laughter as the inn's patrons one-up each other with rumor following rumor.

The night deepens, a barrel of strong ale is rolled out, the tales become darker: there is a tomb entrance in the cracked hillside beneath the ancient stone circle. Inside it, the ancient dead guard pagan artifacts. The mountains hide an enclave of heretical druidic blood priests who change into beasts. To the east, on the side of the tallest peak, a forbidden cave leads to an underworld realm of shining golden treasures guarded by a gibbering thing of madness. Nods and shudders from the patrons. Gleaming eyes and nervous humid laughter. All know of the rishae, they who come in dreams to steal infants into slavery in their frozen misty kingdom. But what to make of the tale told tonight of their compact with the ebon-robed monks? Does the Lady of the North really traffic with smugglers and witches in her quest to throw off the Southron yoke? Could the Bishop himself really be a servant of Satan, and will these poor townsfolk really be damned, just for hearing of the affair? Another pint, shake off the shiver.

The tales are told until the barrel runs dry. The evening gutters out. The townsfolk stumble into the frigid night, their breath steaming before their dripping candles. They huddle in pairs and hurry to their smoky little huts. Woolen blankets are wrapped tight as somewhere outside the palisade, wolves beg the clouds to reveal the huge orange moon. A light rain splatters across the town. Some sleep. Others lay awake. Some of these latter hear the crunch of what might be footfalls amidst the muddy lanes between houses, and shudder. Just tales, echoes the comforting thought. Just tales to while away an evening. Probably just Elmer, the old town drunk.

But it is not Elmer, crunching through their town. It is something stained, something dark, something that drags its limbs to crack the skin of ice that protects the puddles. No. It is not poor drunken Elmer. For this is the mythic north, and all the tales are true.



Introduction

What's in this book

***The Mythic North* is a hexcrawl** designed for use with *Outcast Silver Raiders*, but compatible with most old school roleplaying games. The book contains several mundane and magical factions at odds with each other, thirty mapped locations, eighty-eight detailed encounters, and a table of unique campaign objects. The factions, locations, encounters, and campaign objects are connected together so that the more the players interact with the setting, the more they become webbed within its intrigues.

There is no plot that the outcasts play through. There is no standard way to explore this region, no set starting point or end point. Instead there are a set of interesting people and places which will create moments of emergent storytelling. A few starting situations are included that will immediately tie the outcasts into the region, but these are optional, and a referee can use whichever hooks they wish.

Referees can use the entire campaign setting as is, or just take the bits and pieces that interest them for their own campaign setting. Need a monastery? Take Debrooken Abbey. Want a weird workshop? Take the Alchemist's Redoubt. Want some interesting NPCs or antagonists or quests? Raid the random encounter list or the settlement descriptions.

The Mythic North was originally designed to represent a fantastical Scotland that never was, but could be slotted into any fictional world, whether that be a fantastical version of Earth, a different planet, or someplace stranger. The elements that tie the Mythic North specifically to Earth are the existence of medieval-style Christianity and the existence of Roman and Celtic ruins, but these are easily adapted to your campaign's history and religion.

In addition to the mapped locations, the map also contains a great deal of empty space. There are some tables to help referees randomly fill hexes, but they should also feel free to place their own dungeons and adventure locations into the gaps, or to fill them with other published adventures.

Historical accuracy

The actual historical medieval period, while fascinating as a field of study, would be a pretty crap setting for a fun roleplaying game. Pretty much everything from power structures to equipment to societal makeup to economics to the architecture don't really work for a classic hex and dungeon crawling roleplaying game.

Would this collection of specific castles and dungeons exist in this area of medieval Europe? Absolutely not. Did medieval people really believe all these superstitions and legends? Probably not. They were in many ways more modern in their thinking than our media gives them credit for. But what if those medieval superstitions *were* true? And what if the Romantic-era conceptions of tenebrous medieval geography were also all true, and the dramatic landscape of beautiful craggy mountains hid layers of forgotten history? And on top of all that, what if the more modern superstitions about roleplaying games were true, and there was a roleplaying game out there that really *was* full of Satanic rituals and black magic and debauched blasphemies?

Instead of trying to make a period-accurate game, I focused on exploring a mood and set of themes. That mood is only a suggestion, but that suggestion is to embrace the feeling of exploring a Romantic-era landscape painting with a stirring death metal soundtrack in the background and a cackling unholy priest standing before you, tempting you to sip the blood from his blackened chalice.

Way less feudal economics, way more fun.

Campaign tone

So what does the Mythic North *feel* like?

Well, that's up to you and your group. Perhaps the tone you want to strike in your campaign is a silly one with Monty Python references and jokey names and peasants with strange anatomy. Maybe you want to strike a heroic tone where outcasts are crusaders for justice, fighting for the poor and the downtrodden, bringing hope to the world. Maybe you like the idea of the Mythic North, but you want things to be a little more "classic" and you're bringing in optional character races and classes and there are elves and dwarves and orcs running around shopping for magic items at the local wizards' guild.

Any of those are fine. As long as someone gets enjoyment out of this, I will be happy. That being said, the tone I consider the default for this campaign setting is that of a lurking, ancient menace reinforced by a constantly-present overbearing religion that informs all aspects of life. Dæmonic beings infest the world, tempting humanity into sin and excess. These beings are ancient and terrible, have been with humanity since before the rise of Christianity gave them names and cloven hooves, and will be around long after Christianity has fallen to dust.

To these beings, humans are dolls and playthings. They do not ignore us and do not consider us beneath them, any more than we consider our own possessions to be beneath us. No, they *want* to interact with us. They *want* to break us to their will, bend us to their whims. We are paper dolls, and they take no greater joy than in ripping us to pieces.

In the Mythic North, giants and huge ravens and strange beings stalk the frigid hills. Crumbling crypts and cyclopean halls of stone stretch, unknown, beneath the peasants' feet as they hurry about on their chores. It is a perfect place for outcasts to cinch tight their cloaks against the sleet, outwit dæmons, loot those ancient tombs and maybe, just maybe, get out alive.

Inspiration from other stuff

- ***The Exorcist***, directed by William Friedkin. Especially the early scene in Iraq, where Father Merrin is haunted by ancient idols of the Babylonian god-figure Pazuzu. He stands before it, knows it is implacable, and later is killed by an ancient, unreasonable, unknowable being.
- ***The Witch***, directed by Robert Eggers. Dripping with an atmosphere of lurking menace amidst a backdrop of strange, unknowable magic that has swept regular people up against their will.
- ***The Monk***, by Matthew Lewis. A book first published in 1796 that remains shocking today. Its scenes of religious corruption, magic, devil worship, and sin against a backdrop of castles, monasteries, and crypts are vivid and disturbing.
- **The Second Apocalypse** series by R. Scott Bakker, and the way it layers eldritch, terrible, unhuman things on top of a fantastical but grounded, medieval-inspired world.
- ***Chivalry and Violence in Medieval Europe***, by Richard W. Kaeuper. This book shows the shocking violence and horrific power of medieval knights and how that violence influenced medieval society towards a more peaceful ethos.
- ***Powers and Thrones***, by Dan Jones. A sweeping, modernist overview of the medieval era in Europe, and what made it specifically medieval.
- ***Dracula***, by Bram Stoker, and several of its adaptations, many of them great for different reasons. Still the master of gothic atmosphere, and the creeping dread that infects old ruins.
- ***Dark Souls / Bloodborne / Elden Ring*, etc.**, by From Software. It is of course a meme at this point that everything is influenced by Dark Souls, but there's a reason for that. The games are damn good and drip with dangerous medieval mystery.
- ***Escape Velocity*** and its sequels, by Ambrosia Software for their deep exploration, simple combat, and large amount of faction play.
- ***Daemon***, by Mayhem.
- ***Debt of Aeons***, by King Goat.
- ***Echoes of Battle***, by Caladan Brood.
- ***Guardians***, by Saor.
- ***The Satanist***, by Behemoth.
- ***The Scythe of Cosmic Chaos***, by Sulphur Aeon.
- ***Ylem***, by Dark Fortress.
- The life of Sir John Hawkwood, his White Company, and ***Berserk***, by Kentaro Miura, whose Band of the Hawk was inspired by the same.
- The looming castles, ancient tombs, and windswept standing stones of the Scottish Highlands and islands.

·Geography·

The Mythic North is boundaried to the south by an enormous ancient stone wall, to the west by the sea, and to the east by the Dergbarrow Mountains. In distant reaches of the north, ice fields give way to impassable frozen mountains that pierce the sky.

According to legend, **Sybil's Wall** was built by an ancient queen of the northern marches to keep her people safe from raids by the always-greedy southron lords. It is tragic poetry that the wall now lies in the hands of those very southron lords, who use it to exert complete control over trade. Others claim that the wall was actually built by southerners to keep out northerners, or by the Romans who used to inhabit this region.

Regardless, the wall stretches from the western coast to the eastern mountains. The wall is 60' high, and ranges in thickness from 6' to 20'. It is studded with guardposts every two miles, with two major barracks. One is in **Cleardor [1]**. The other is at the eastern end where the stone of the wall is joined seamlessly with a sheer cliff face that marks the beginning of the Dergbarrow Mountains.

The northern marches spread about 60 miles from the wall up to the beginning of the northern ice fields. From the roots of the Dergbarrow Mountains to the sea is 40 miles or so. Of course, these distances are as the crow flies, and even traveling on the king's roads, covering these distances takes several days.

Between the barriers of sea, mountain, wall, and ice is a varied land of hills, lakes, marshes, and rivers. The predominant biome is primeval forest, with a mixture of deciduous and coniferous trees.

The **forest** is lighter closer to the wall, where habitation is comparatively dense and trees have been cleared to make way for agriculture. As one travels north, the forests become thicker, darker, and more ancient, until finally the trees become sparse once more in the desolate hills that rise to meet the ice fields.

Where the forest does give way, the countryside is made up of **rolling hills** covered in heather, small brush, and a variety of wild grasses. The acreage of farms and pastures in these regions is delineated by stone walls which form a patchwork across the landscape.

The only major inland body of water is the **Koudloch**, a frigid mountain-fed glacial body. It cuts across the northern marches like a belt, dividing the more civilized lands near the wall from the untamed northern wilderness. Where the Koudloch reaches out to touch the sea, it splits and splits again, forming salty marshes that are sparsely inhabited and difficult to cross.

The **Dergbarrow Mountains** that form the land's eastern boundary are snow-capped year round. They are tall, with an average height of 10,000 feet. Several peaks loom even taller, the tallest is at least 15,000 feet high. The mountains hold small glaciers and swirling snows at all times of year, with treacherous divides and wild beasts. Some hardy folk do live there, spread few and far.

There is only one reliable pass through the Dergbarrow Mountains, at **Cairn o' the Mouth [17]**. Through this icy divide flows trade and transit from beyond the eastern mountains. Thus the saying: "He who holds the Mouth holds the North."

Just off the western coast are the **islands**. There are many small islands and rocky outcrops uninhabited except for sea birds and seals. The two major inhabited island areas are Banding Island and the Kennish Islands.

Banding Island [19] was once the site of a monastery and a few small supporting farms and fisherfolk. Recently, the monastery has been converted into a brutal prison. The island is also used as a somewhat unlikely staging port for a smuggling operation that spans the north.

The Kennish Islands are a set of jagged, windswept, unforgiving pieces of rock strewn with standing stones and tombs. The trade of the Kennish Islands is fishing, supplying the mainland both north and south of the wall.

Thus can this small region on the edge of the known world be simply described: A sea, mountains, islands, forests, ice, hills, bogs, and a lake. A place not very wide, nor very tall, nor very rich. A place of sheep, snow, and silence. A place of wind and ice and water. A place whose principal wealth lies in its legends and tales. A place tightly packed with the potential for grand adventure.

·History·

The history of the northern marches is not well known by its inhabitants. Furthermore, any verification of that history is near impossible, given its entanglement with legend and hearsay.

The first people described in any histories are the **rishae**. Some say they came to our world from behind the stars, or from within the earth. Some say they were here before humanity, and were the original people. Some say they were the descendants of angels, or created by God on the fourth day to tend to the sun, moon, and stars.

But they became blasphemous and evil, or perhaps they were made that way. They feasted on human flesh. They enslaved humanity to build palaces and pleasure domes. After thousands of years, humanity rose up and cast down the rishae. Their palaces were burned. Their people destroyed. Now little evidence of them remains, and most consider them only a fiction to scare children.

After the rishae came the **old folk**. They worshiped the natural world, the tides, and the turning of the seasons. They built rude tombs of stone and raised up the circles of standing stones which still speckle the landscape. They worked in stone and copper, and some of their graves still hide treasure.

The old folk were conquered by the **Romans**. A great empire from warm lands to the distant east, the Romans conquered the entire world a thousand years ago. The north was but one scene in the tapestry of their vast holdings.

The Romans laid out the blueprint for the north as it exists today. The main road is a Roman road. The main settlements may have been settlements of the old folk, but they were also settlements of Rome. Their language was Latin, still used as the language of the Church. Their capital was Rome, still the seat of the Church, the source of ultimate authority, and the voice of God on Earth. Rome fell five hundred years ago, but its works are still admired to this day.

After the fall of Rome was a time of petty fiefdoms and petty warfare. Warlords set up holdings, and stronger warlords consolidated those holdings into kingdoms. After five hundred years, a codified rule of aristocracy, backed by the Church, has settled on the world: kings rule by divine right, and their lords inherit those rights from them. The people are protected by the monarch and their vassals, and in return they work the lands.

One of these divine kingdoms is **Soudenland**, ruled by King Edvard. King Edvard's father, also named Edvard, conquered what his people called "the northern marches" by sword, demanding vassalship, taxes, and tribute.

Now under the thumb of the southrons, the traditional northern lords chafe and foment a slow-boiling rebellion.

·Belief·

To the Christian inhabitants of the Mythic North, their faith is not a question. There are no atheists. There may be heretics who interpret the scriptures differently from the norm, and there may be narcissists who think that God's laws do not apply to them, but everyone believes in God in some fashion.

This belief is ingrained in every person from birth, and there is no framework for questioning it. The existence of real dæmons with a measurable impact on life in the Mythic North furthers and deepens this belief. Those who follow other religions are considered damned to hell for their differences.

There is ample evidence that this was the truth for Christians of real world medieval Europe. There are a few incredulous non-believers that appear in blasphemy court records, but they were often considered possessed or mad, and there was no intellectual framework for atheism.

To many modern people, this may be the most alien aspect of the setting. But this strangeness offers opportunity for roleplaying a character with a very human but very different mindset. Even devout Christian gamers in today's modern world are unlikely to consider questions of faith in the exact same way that medieval Christians did.

If a referee wants to place the Mythic North in a world where Christianity does not exist, our suggestion is to keep the idea of fanatical devotion, but to a substitute deity. Perhaps outside of this region, many different gods are worshiped. Inside this region, there is only one God, and He (or She) is worshiped without thought or question.

·Keyed locations overview·

THE MAP HAS TWO SETS of locations: *known* and *hidden* locations. Locations are referenced in this book by their number on the map, not by page number.

Known locations are numbered 1-19, and most people in the north will have at least heard of them even if they don't know exactly where they are.

Cleardor [1] is the only large city in the Mythic North. It guards the only gate in Sybil's Wall. The southron forces and The Order of the White Hawk mercenary company are both headquartered here.

The Ruins of Princeps Villa [2] contains a ruined Roman fort, statue, and temple.

The Alchemist's Redoubt [3] is the home of **Agate Combs (Encounter 74)** on one of the Kennish Islands and is where he performs his alchemy.

Dunser [4] is the largest settlement in the Kennish Islands. It is a queer place peopled by strange folk.

Saint Lewiston [5] is the site of a pilgrimage church. It is the headquarters of one of two major religious factions in the north.

The Drowned Lion [6] is a fortified inn located on the main road, very popular with travelers.

Pepin's Outpost [7] is an isolated traveler's rest stop on the way to Debrooken Abbey.

Merish Bridge [8] is the only secure land route across the watery divide formed by the Koudloch and its tributaries. Control of this fortified traverse is key to control of the north, allowing for the safe transport of necessary supplies.

Debrooken Abbey [9] is a fortified monastery and the home of The Black Bishop, head of one of the major religious factions in the north.

Old Debrooken Abbey [10] is a ruined fortified monastery that was sacked by Viking raiders.
† A multi-part dungeon with five subordinate maps.

Merish Landing [11] is a fishing village and port.

The Wrecked Longship [12] is the resting place of the Viking ship rumored to have sacked Debrooken.

The Warlock Towers [13] are the home of Red Peter, the infamous warlock.
† A multi-part dungeon with ten subordinate maps.

Great Stocking [14] is a recently abandoned town that is rumored to be infested with spiders.

Utroat Castle [15] is the Greystone family's ancestral seat of power in the north. It is the largest settlement north of the Koudloch.

Hulmane's Hermitage [16] is the desolate home of an alcohol-distilling ascetic.

Cairn o' the Mouth [17] is a fortified pass through the Dergbarrow Mountains.

Broken Span Village [18] is a snow-covered, abandoned village with a broken bridge.

Banding Island [19] is one of the large inhabited islands of the north, and contains four sub-locations:

- **Banding Prison [19A]**, a former monastery, now a prison run by the Lord of Cleardor.
  † A multi-part dungeon with four subordinate maps.
- **Ruined Farmhouse [19B]**, site of a grisly murder by **Samuel Fitzchrist (Encounter 77)**.
- **Ragwen's Cave [19C]** is a staging ground for the Cult of the Ram, one of the factions of the north.
- **Banding Circle [19D]** is a set of standing stones.

Hidden locations are numbered 20A through H, and if anyone has heard of them at all, it will only be in rumors or stories. Finding them requires effort.

Black Mountain [20A] is the headquarters for a group of twelve especially stealthy bandits.

Vasyl's Palace [20B] is the crumbling home of the vampire **Vasyl the Bloody (Encounter 86)**.

Samuel Fitzchrist's Lair [20C] is the sumptuous home of a crazed religious serial killer.

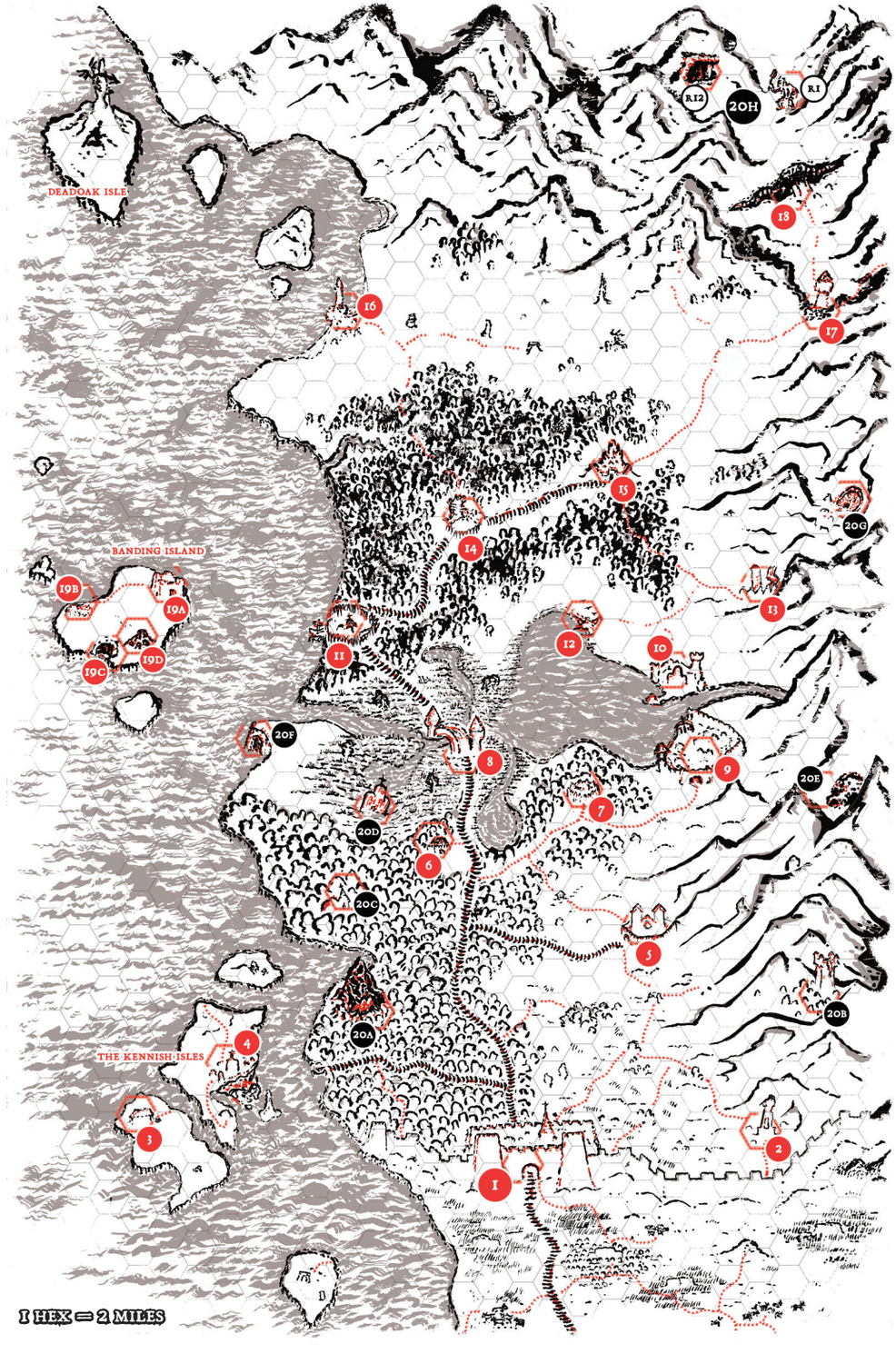
The Sunken Chapel [20D] is an old church sunken into the bog, now the lair of a frog priest.

The Forgotten Barrow [20E] is the secret resting place of the treasure from the Wrecked Longship.

The Ram's Den [20F] is the small, secret headquarters of The Cult of the Ram.

Lair of the Spider Kings [20G] consists of an abandoned mining town above giant spider caves.
† A multi-part dungeon with six subordinate maps.

The Rishae Hive [20H] is the grisly and hellish abode of a tribe of legendary rishae.
† A multi-part dungeon with thirteen subordinate maps.



Hexcrawl Mechanics

·Tracking time·

As part of providing the main pressure mechanic of the game, time is important in a hexcrawl for triggering random encounters. Random encounters act as seeds for adventures, tie the outcasts into the world, and make that world feel alive.

Poker chips are ideal for tracking time in a way that is easy to understand and easy for everyone to see on the tabletop. The most important unit of time is a watch, which is four hours. A stack of six poker chips is a fast and convenient way to show the passage of watches throughout a day. Other stacks of chips can represent hours, ten-minute turns, or mission deadlines. This time tracking method is described in full on page 20 of the *Referee's Compendium* (referred to later in this book as "RC").

·Sight and distance·

The map of the Mythic North uses 2-mile hexes. Generally, characters are assumed to be able to see the terrain type of the hexes adjacent to the one the party is in, along with any major features present in those hexes.

·Getting lost·

When the party is traveling in the wilderness and doesn't have an easy-to-follow landmark like a river or coastline, it is possible for them to get lost.

One way to resolve this is for the party to nominate a navigator, and for navigator make a **Survival** check on the party's behalf when they attempt to enter a new hex for the first time each day. If the check succeeds, the party enters the hex they intended. If the check fails, they become lost and enter a random hex instead, determined by a d6 roll. Once the party is lost, they must keep making **Survival** checks *each* time they enter a new hex until one succeeds, otherwise they wander randomly.

·Weather·

Using weather is optional. If the referee wishes to use weather, they can use the following system:

At the beginning of each day, the referee rolls 2d6 on the table below to check the weather.

On a 2-7, the weather is normal. There may be a light drizzle or clouds, but nothing that affects gameplay or inconveniences the outcasts.

On an 8 or higher, there is inclement weather that affects gameplay. Note that this may require the party to seek shelter to get a good night's rest. For more info, see page 56 of the *Player's Guide* (referred to later in this book as "PG").

Inclement weather (2d6)

2-7: No inclement weather
8. Precipitation (seasonal rain, snow, or hail)
9. Extremely heavy precipitation
10. Heavy fog
11. Extremely high winds
12. Extreme seasonal temperatures (uncomfortably hot or cold, depending on the season)

·Dice notation·

Throughout this book, probabilities are often written as having a "1 in 6" or "3 in 8" or "2/6" chance of occurring.

These notations can be read as "X in Y" or "X/Y", and can be interpreted in a sentence as "if you roll up to X on a Y sized die." So if there is a "3 in 8 chance of the old man being home" that would mean the referee should roll an 8-sided die, and on a 1, 2, or 3, the old man is home.

As always, it is recommended that these dice are rolled in the open, in view of players. They need not always know *why* the dice are being rolled, but they should see that the results are not being fudged.

·Hexploration·

*These exploration mechanics are somewhat inspired by the superlative **Hot Springs Island**, created by Jacob Hurst, Gabriel Hernandez, Evan Peterson, and Donnie Garcia; and published by Swordfish Islands.*

A 2 mile hex has an area of approximately 3.5 square miles, so while outcasts will be able to see notable features like towns and monuments from a long way off, there may be other features of a hex that are not immediately obvious. A group of outcasts can spend a watch exploring a hex to discover any extra features within that hex. Each time they search, they have a 2 in 6 chance of finding a notable feature. The party can repeat this action up to three times in each hex. All results are final, meaning some hexes may just be empty.

If the referee has any planned features located in the hex and the party spends a watch exploring, the referee should feel free to reveal the planned feature at that time. Otherwise, the referee can roll on the following tables to find what feature may lie in the hex, and optionally, what traits the feature may have:

Random hex features (1d20)

1. Standing stones
2. Ancient tomb
3. Iron age ruins
4. Roman military ruins
5. Roman temple ruins
6. Ruined castle
7. Ruined church
8. Burnt farm
9. Broken bridge
10. Old battle site
11. Gravestones
12. Inhabited dwelling
13. Inhabited castle
14. Active church
15. Inhabited hamlet
16. Active watchtower
17. Shrine to a forbidden god
18. Cave or mine entrance
19. Gallows
20. Strange pond or stream

Optionally, the hex feature... (1d20)

1. ...is haunted by a spirit or curse
2. ...is the site of a recent murder
3. ...contains hidden treasure
4. ...contains obvious but inaccessible treasure
5. ...has ancient guardians
6. ...houses a campaign object (p. 28)
7. ...is dangerously cold
8. ...is peculiarly warm
9. ...is used by someone from the encounter table (p. 36)
10. ...is menaced by beasts
11. ...is overgrown with vegetation
12. ...hosts no plant or animal life of any kind
13. ...is infested with daemons
14. ...is a regular ritual site
15. ...is ruled by a petty tyrant
16. ...is difficult to leave
17. ...is the source of a rare item or substance
18. ...is important to a faction
19. ...causes slow madness
20. ...confers addictive blessings

Example random hex roll interpretations

An inhabited hamlet that is menaced by beasts: The farmers of this small collection of ramshackle cottages are being stalked by wolves, who have carried off some children. Can the outcasts help?

Iron age ruins haunted by a spirit or curse: This half-collapsed iron age hillfort is home to the ghost of an ancient warleader. He cannot rest until his stolen treasure is recovered. Any who spend the night are haunted by him, and will not be able to sleep until his brooch, torc, and crown are recovered from nearby hexes.

Shrine to a forbidden god used by someone from the random encounter table: Delwin Holmes (**Encounter 73**) is worshiping an ancient Celtic death deity, saving tokens from each of the people he executes and leaving them at this shrine. Dare the outcasts loot the shrine and risk a curse or worse?

Factions

·List of factions·

There are six major factions vying for power and influence in the Mythic North. These factions are neither the heroes nor villains of the setting. They all just exist, static, until the players interact with them. As the campaign goes on, the players will choose to interact with some of them, fight with some of them, work with some of them, and will develop enmities and friendships along the way. Every faction described is on the brink of some great change. The intention is that the outcasts will be the change agents who stir the pot from a low simmer to a violent rolling boil. It is conflict that creates great stories, after all.

To randomly pick a faction, roll 1d6:

1. The Southerners
2. The Northern Rebels
3. The Order of the White Hawk
4. The Clergy of Saint Lewiston
5. The Monks of Debrooken
6. The Cult of the Ram

·Sources of conflict·

While each faction description details several situational sources of conflict, if an additional source of conflict is ever needed, the following table can be useful for inspiration (1d12):

1. Addiction
2. Adultery
3. Ambition
4. Communication
5. Folly
6. Fraud
7. Theft
8. Love
9. Madness
10. Paranoia
11. Pride
12. Treachery

·The Southerners·

Headquartered in Cleardor [1].

As the Marquess of the Northern Marches, Lord William has been given exclusive right to levy taxes over these lands by the king. Despite these holdings, Lord Williams' financial situation is precarious. Maintaining Sybil's Wall and the city of Cleardor is expensive. Lady Greystone is raising a barely concealed rebellion among the northern lords, who reject his rule. He has resorted to the threat of force to collect taxes. Others avoid taxes altogether by engaging in smuggling.

Unable to pay for a standing army large enough to properly control his lands, Lord William has hired on the Order of the White Hawk, a professional mercenary company. Unfortunately their commander Sir Hayden Barnette understands Lord William's position all too well, and the mercenary fees have grown year after year. These fees stop William having enough funds to pay a standing army of his own.

And so the Marquess tightens his grip on the things he can control. His house troops aggressively police the city, the wall, and the seas. Punishments for evading taxes are brutal. The safety of the north is left to the White Hawk, who grow increasingly lax in their duties even as their fees climb upward.

Key personages

- Lord William Dynaver, Marquess of the Northern Marches.
- Lady Genevieve, the Marchioness.
- Baron Garolf, commander of Lord William's knights, soldiery, and house guard.

Opinions on other factions

The Northern Rebels

They are our enemies. Their rebellion must be stamped out, and they must be brought to heel and to kneel before us. Impertinent and ungodly!



The Order of the White Hawk

Dangerous bedfellows. Without their forces, we would never be able to control this frustrating land, but they grow ever more powerful and Sir Hayden takes ever more advantage.

The Clergy of Saint Lewiston

Father Linton is an upstart who should be satisfied with the status quo. His wheedling to make Saint Lewiston a cathedral is unnecessarily meddlesome.

The Monks of Debrooken

The Black Bishop is crude and arrogant, but as long as he continues to show public support for our rule, we have no problem with him.

The Cult of the Ram

A plague upon us and the north. Violent, unpredictable criminals. Their organization should be scattered to the winds, their leaders violently tortured, and their heads spiked onto Cleardor's walls.

Goals

- Crush the northern rebellion and establish a dependable tax base in the north.
- Remove the financial and martial necessity for the Order of the White Hawk.
- Restart mining operations in the Dergbarrow Mountains to create a new income stream.

Resources

- The support of King Edvard of Soudenland. If the rebellion ever evolved to warfare, William could count on Edvard to provide military support.
- The official support of the church. For the time being at least, the Black Bishop and Father Linton alike acknowledge Lord William as the rightful ruler of the north by the will of God and the Pope.
- Lord William is able to call upon the martial forces of about 100 loyal knights and about 1000 professional soldiers.

Secrets

- Lord William is paying Red Peter to extend his life through use of the Rite of Years (RC, p. 73). In return, William has promised Peter that he will someday soon send his youngest daughter Freya to be Peter's bride. William also has agreed to send any orphans his forces find to Peter.
- William has three daughters but no male heir. His wife, Genevieve, has not gotten pregnant in some years. He is desperate for an heir, legitimate or no, and has been gathering a stable of mistresses.
- Baron Garolf has been using a scheme of promissory notes, double lending, and various other unsavory monetary loopholes in order to pay Lord William's bills. If all of the creditors came calling at once, the Lord would be completely penniless.



·The Northern Rebels·

Headquartered in **Utroat Castle** [15].

Lady Violet is the latest scion of the Greystone family. The Greystones have been the rulers of Utroat Castle since time immemorial, and their iron grip extended from that castle over the north for generations. That all changed when the southron King Edvard conquered the north, killed Violet's father, and executed her two brothers. To avoid fomenting instant rebellion, the young Violet was left alive, and, when she reached the age of majority, she took control of her ancestral castle and began rallying lords and knights to the cause of rebellion.

To date, the rebellion has been covert but effective. Taxes are withheld, tax collectors harassed, and southern knights are ambushed on dark roads and never seen again. But Lady Greystone seethes with hatred, and aches for the day when she can rouse enough martial force to oust the southerners from her homeland once and for all.

Key personages

- Lady Violet Greystone of Utroat Castle.
- General Harper Wymane, guardian of the Mouth.
- Count Nigel Hopkins, Earl of Cleardor Fields. Displaced from his ancestral homeland by the king Edvard and Lord William.

Opinions on other factions

The Southerners

Villainous marauders, no better than the sea-raiding Viking barbarians. Rapists, murderers, philanderers, and worse. They must be driven from our lands, for the sake of the souls of our fathers and the sake of our people.

The Order of the White Hawk

Low-born curs snapping scraps from their lord's pitiful table. They are beneath us. Though perhaps they could be turned to do our bidding?

The Clergy of Saint Lewiston

Father Linton supports us in spirit, and he must be convinced to support us openly. With his backing, our cause is made legitimate.

The Monks of Debrooken

The Black Bishop cares only for amassing his own power. If he proclaimed our legitimacy, it would go a long way, but we have more hope with Lewiston.

The Cult of the Ram

Felicity's operation damages Dynaver's financial base, which is enough for us to turn a blind eye to the more unsavory side of her activities.

Goals

- Rise in rebellion against Lord William, driving him and the White Hawks from the north forever.
- Convince the church to declare for the rights of the northerners to rule their ancestral lands. Rome is grudgingly silent on the issue, implying approval of the status quo. This silence leaves room for Lewiston or Debrooken to declare for the north.
- General Harper Wymane wants Lady Violet to find a husband (preferably him).

Resources

- While their grandparents knew taxes just as high under old Lord Greystone, the common people, especially those north of the River Koud, by and large support the cause of rebellion.
- Lady Greystone can muster about 800 professional soldiers and approximately 100 armored cavalry and knights to join her in battle if necessary.
- Lady Greystone, via Harper Wymane, has an iron grip on Cairn o' the Mouth, allowing supplies to be brought in from the east without Cleardor's interference.

Secrets

- Lady Greystone has met more than once with Red Peter to make use of his scrying pool and potions.
- The northern lords allow Felicity Maddox and her Cult of the Ram to run rampant, knowing that her criminal activities hurt the southron lords.
- One of Lady Greystone's lieutenants is feeding information to Cleardor in exchange for promises of future power.
- Harper Wymane is in love with Lady Greystone, but is tasked with finding her a husband.

·The Order of the White Hawk·

Headquartered in **Cleardor [1]**.

One of several free companies that operate in the world of the Mythic North, the Order of the White Hawk has been hired by Lord William of Cleardor to keep the peace in the northern marches. They are effectively the true military power in the north, and Lord William, Lady Greystone, and the common folk all know it.

Sir Hayden Barnette (none can say who actually knighted him) is the current leader of the order and is under no threat of being unseated. He is popular with the men and has led them to great financial and military success. Hayden is not only shrewd in matters of warfare, but also in politics, knowing the very limits of how far he can turn the screws before his patrons buck from the pressure.

The Order engages in all manner of protection rackets, both official and unofficial, and Hayden actively supports his men when they push the boundaries of the law too far and get into trouble.

Key personages

- Sir Hayden Barnette, the charismatic and ruthless leader of the Order of the White Hawk.
- Jayce Blackwell, his second-in-command.
- Emilie Case, the Lady Knight, well known and well-loved amongst the troops.

Opinions on other factions

The Southerners

Our patron for now, and in control of the income. Best we keep them in power, as weak as they are.

The Northern Rebels

A fierce enemy, but with limited resources. Their chances for success seem small, but with our help, they could succeed. An interesting idea to be sure.

The Clergy of Saint Lewiston

Holy men are of limited use to us. As long as they keep out of our business and bless us before battle, we care not for their petty squabbling. They are rich, but extorting the church is always risky.



The Monks of Debrooken

What glory it would be to take some of their wealth! But the Black Bishop seems like a worthy foe, so best to let him and his be for now.

The Cult of the Ram

Our closest actual competitor, and overinvolved in our business. We should wipe them out.

Goals

- Skim money from the populace, tax collection, and control of bridges and gates.
- Build up our forces so that we might overthrow the Lord of Cleardor and take his place, establishing a permanent fiefdom for the Order.

Resources

- The Order has more money than other factions.
- Control of Merish Bridge, of the ports, and of the majority of the wall, as well as an official mandate from Lord William to protect these assets.
- Around 1300 professional soldiers, and around 150 mounted cavalry and knights.

Secrets

- Sir Hayden is well aware that Lord William is behind on his payments and probably bankrupt, but also knows not to push the lord too far.
- The Order runs a variety of protection rackets across the north and regularly skims taxes.
- Sir Hayden is easily smitten with men and women he meets and is constantly covering up trysts.

·The Clergy of St. Lewiston·

Headquartered in **Saint Lewiston [5]**.

Saint Lewiston is the great pilgrimage site of the northern marches, and people come over land and sea to be blessed by the relics within the church.

Its clergy, led by Father Linton, is therefore powerful and respected across the north. The only wrinkle for Linton and the other clergy is that Rome has not recognized the church as an official cathedral, which would give it the legitimacy Father Linton so craves and bring in even more incomes from the land holdings that would be granted along with such an elevation.

Key personages

- Father Linton Edison, archpriest of the church of Saint Lewiston and the leader of its clergy.
- Tibalt Weaver, a priest on Edison's staff.
- Faith Thorne (**Encounter 81**), a holy knight of the Order of Saint Lewiston.

Opinions on other factions

The Southerners

To help our cause, Lord William needs to acknowledge the primacy of Saint Lewiston, and declare the church in Cleardor as subordinate to ours.

The Northern Rebels

The people of the north support the rebels, but Rome supports the authority of the southern lords. A careful balance must be maintained.

The Order of the White Hawk

Men of low moral character, working for the highest bidder, free of honor. The northern marches would be well rid of them.

The Monks of Debrooken

The Black Bishop is a heretic, witch, and blasphemer. Debrooken should be burned and abandoned.

The Cult of the Ram

Dangerous, and annoying, but occasionally useful. They pay generous tithes, but rumors about their activities do not indicate a Christ-like bearing.

Goals

- Raise the church of Saint Lewiston to an official cathedral with Father Linton promoted to bishop.
- Root out the heresy and witchcraft present throughout the northern marches.
- Expose the Black Bishop as a heretic and wizard.

Resources

- The genuine relics of a beloved saint, as well as a provenly potent holy fountain, attracting a steady stream of pilgrims and their offerings.
- A private army of elite holy knights led by Faith Thorne to defend the church and its town.
- The broad support of the common folk.

Secrets

- The catacombs behind the church contain a trapped dæmon (see **Saint Lewiston [5]**).
- The original home of the relics of Saint Lewis was in **Old Debrooken Abbey [10]**, and some of those relics have never been recovered.
- The fountain's power comes from a secret brew Linton buys from **Hulmane's Hermitage [16]**.



·The Monks of Debrooken·

Headquartered in **Debrooken Abbey [9]**.

Debrooken Abbey is rich and powerful. In addition to the wealth of resources within its walls, the monastery also collects income from extensive landholdings, as well as tithes from across the north. The abbey is also a place of pilgrimage, and the monks collect donations from all who visit.

The monastery is led by Abbot Ekardus, known as The Black Bishop (although he is not technically a bishop) for his dark hair, eyes, and robes. Ekardus rules the monastery with an iron fist, reveling in the luxurious lifestyle the monastery's incomes afford him and his brother monks.

The abbey has agents across the north, always working to increase its wealth and power.

Key personages

- Abbot Ekardus, "The Black Bishop."
- Harald Swanson, the claustral prior (second in command of the monastery).
- Alice Dantrian, the Black Bishop's housekeeper.

Opinions on other factions

The Southerners

A potential ally, as long as they respect abbey's authority over our lands and holdings.

The Northern Rebels

Also a potential ally, as long as they respect the abbey's authority over our lands and holdings. They currently lack Rome's recognition, but that could change. We could even help change it.

The Order of the White Hawk

Dangerous to the careful balance of power in the North, and oftentimes disrespectful of the authority of the church. We would be well rid of them.

The Clergy of Saint Lewiston

A pathetic church, clutching tight the pearls of their relics, without the land or wealth to ever be a true power. They should cede authority to us.

The Cult of the Ram

A useful source of information, goods, and wealth. God-fearing, we have no quarrel with them.

Goals

- Increase the abbey's wealth and landholdings.
- Break the power of the church in Saint Lewiston, making them subservient to the abbey.
- Root out heresy wherever it is to be found (including specifically the warlock Red Peter).

Resources

- Great wealth from tenant farmers and the rich resources of the monastery itself.
- A collection of minor relics and a reputation as a worthy pilgrimage site, with the abbot handing out blessings and atonement to pilgrims.
- The **Inquisition (Encounter 61)**, an elite force.

Secrets

- The Black Bishop has an insane illegitimate son, **Samuel Fitzchrist (Encounter 77)**.
- The Black Bishop regularly summons and speaks with dæmons, claiming them to be angels.
- The Black Bishop is sleeping with Alice, Harald, and other lovers of all genders.



·The Cult of the Ram·

Headquartered in **The Ram's Den [20F]**.

The Cult of the Ram began as an operation solely dedicated to smuggling wool, that used graffiti of a ram's head to pass messages to their agents. Over time the Cult has grown to become a sophisticated clandestine criminal organization, with ties to the church, operations in every major settlement, and a few permanent bases of operation.

Wool is one of the northland's major exports, and it is among the commodities most heavily taxed by the Lord of Cleardor. All exports to the south, including wool, are supposed to pass through the merchant gate at Cleardor, where the lord takes his cut. The Cult offers an alternative to paying export taxes that is taken advantage of by people from all walks of life in the north: shepherds, town factors, clergymen, shippers, farmers, and more. The Cult then takes advantage of their clients. In addition to mundane smuggling, they deal in extortion, loan-sharking, protection rackets, and even slavery.

Felicity Maddox, a fierce former weaver, is the leader of the loose operation. Felicity had rivals in the past, but those rivals have been removed with finality, and none now question her leadership.

While the "cult" part of the title started out as nothing more than a rumor (that Felicity did nothing to discourage), some younger devotees have begun to take the moniker a little more seriously. What was once simply a clandestine visual sign for fellow smugglers has now started to become an actual heresy.

Key personages

- Felicity Maddox, leader of the Cult.
- Agents all across the north...

Opinions on other factions

The Southerners

Lord William would exterminate us if he could... but he cannot. Even so, we need be wary of this lord. He has the support of the king and church, and if we push things too far, he could become a problem.

The Northern Rebels

While we currently enjoy her support, if Lady Violet were to take complete control of the northern marches, she would never tolerate our operation. The status quo is better for us.

The Order of the White Hawk

Honestly, the closest to us in ethos and operational style. We should be wary of these sly operators.

The Clergy of Saint Lewiston

Similar to the northern lords, we offer them our support for now, but our interest is in maintaining the current balance of power, which benefits us.

The Monks of Debrooken

The Black Bishop is in practice no dirtier than any other lord, and we will take his coin. But we do not want him to rise further to power.

Goals

- Maintain the delicate current balance of secular and religious power in the north.
- Operate their business, unmolested by authority.
- Collect blackmail material on local leaders, get them in financial debt to our agents.
- Root out and destroy any unnatural or supernatural entities, which are bad for business.

Resources

- Dirt on most of the key players of the north.
- Local landholders and leaders in their pocket.
- A flexible network of absolutely loyal operatives, and the ability to survive many of them being captured.

Secrets

- **The Ram's Den [20F]** and **Ragwen's Cave [19C]** are critical to the operation, and their locations are secrets kept even from most of their own operatives.
- Extensive knowledge of the underbelly of the north, including secret paths, the lairs of inhuman creatures, and hidden places.

Starting scenarios

This book offers a tightly packed setting full of characters, places, and factions. As the outcasts interact with these things, emergent plots will arise without the referee having to decide how things should proceed. But the outcasts will need some reason to start exploring the Mythic North, meeting its characters, interacting with its factions, and exploring its locations. The scenarios in this section offer referees some options for getting their group started. Referees can pick one of these, modify one of them to better suit their group, or simply roll 1d6 and use the result.

Referees could also use the location tables, encounter tables, and faction tables to set up their own starting situations. Perhaps a MacGuffin is desired by faction X, located in location Y, and also being sought by NPC Z, for one simple example.

·Riot in Banding Prison·

Each of the outcasts start the campaign convicted of some crime. What the crime is and whether or not they committed it should be left up to the players. Regardless, the outcasts are shipped north to Banding Island, where they are incarcerated in the commoner's cells of **Banding Prison [19A]**.

As the campaign begins, a riot has broken out in the prison, the guards have been temporarily overwhelmed, chaos reigns. The prisoners have broken open **Banding Prison: Storage [19A:12]** and the outcasts have been able to grab some items: this looted gear is a plot device to explain the starting gear received normally during character creation.

- Play begins with the outcasts facing two guards at the sally port. The guards can be fought, bribed, or otherwise dealt with.
- Order will be restored within an hour.
- Guards, in groups of eight, will emerge from the prison and search for escapees for four days.
- **Arthur Mannion**, a lieutenant in the Cult of the Ram, is the prisoner who started the riot. The referee can optionally have him tell the group to meet him in the basement of **The Sainted Goblin**, the inn in **Merish Landing [11]**, which might start them on quests with the Cult.

The outcasts can escape the island using either the prison's fishing boats or the boats stashed at either the **Ruined Farmhouse [19B]** or at **Ragwen's Cave [19C]**. Ragwen's Cave also receives regular night visitations by agents of the Cult of the Ram.

Referees are encouraged to be lenient with sea navigation rolls to the mainland, giving the outcasts a fair chance to escape and start their adventures, probably hungry and in some random hex on the shore of the mainland in the middle of nowhere.

·The Crown of Carnut·

The outcasts begin the campaign as loyal agents of Baron Garolf, the right hand of Lord Dynaver of **Cleardor [1]**, their families sworn to his aid for generations. They do the night work that others cannot.

Their mission is to steal the Crown of Carnut from **Utroat Castle [15]**, and return it safely to Cleardor. With this symbol of authority, Lord Dynaver hopes to crush the spirit of the rebellion and show that he is the rightful lord of the north, by the grace of God.

- Baron Garolf will give the outcasts some small pittance for gear (equivalent to the normal starting gear), but honor demands that they otherwise make do with their own resources.
- Lord Dynaver and Baron Garolf will deny the outcasts work for them if confronted, wanting the theft to seem like an act of God.
- The southron lords know little about the Crown of Carnut, only that it exists, and is held in Utroat Castle. How it is retrieved is up to them.
- The outcasts may of course change their path or allegiances as they explore the north.

·The Bones of St. Lewis·

The outcasts start the campaign having committed some mortal sin that has put their souls into spiritual peril. Before the start of play they all completed a pilgrimage to **Debrooken Abbey [9]**. During this pilgrimage they formed lifelong bonds. Once at the abbey, they were singled out by the Black Bishop as capable sorts, and, once they confessed, were told that in order to clear their path to heaven, they must assist with a great and holy work.

That work is finding and recovering the bones of Saint Lewis. With these relics in hand, no pilgrim will have any reason to visit **Saint Lewiston [5]**, and Ekardus will reign triumphant as the prime religious power in the north.

Rumors as to the location of the saint's bones:

- The feet of St. Lewis were left in hidden crypts beneath **Old Debrooken Abbey [10]**.
- The hand of St. Lewis is in a forgotten mine **[20G]** near a place called Redraven Cross.
- The ribs of St. Lewis are kept by the evil Red Peter at **The Warlock Towers [13]**.
- The skull of St. Lewis lies in some accursed place where hell bleeds through to earth, deep in the northern mountains **[20H]**.

·Witchfinders·

The outcasts are orphans or have otherwise found their way into the care of the church at **Saint Lewiston [5]**. They have been trained these last three years and are now inducted into the holy order of the Witchfinders as lowly acolytes.

As acolytes, they report to Faith Thorne (**Encounter 81**), and are given the job of hunting heretics and witches. Ideally these will be brought back alive to Saint Lewiston where confessions need to be made before the church can be certain of their guilt.

The referee can use the random encounters table to determine the targets for the acolytes, re-rolling results that make no sense (like a wild bear or the frost dragon). The Lord helps those who help themselves, and Faith Thorne will expect that not only will the acolytes not be a financial burden on the church, but that in the course of performing their duties, they will enrich the church with tithes.

·The Newly Minted Lord·

The outcasts have been hired by a clerk in **Cleardor [1]** as a group of bounty hunters. They will each be paid **5gp** if they can find a merchant named Cornelius Hunch. The clerk has never met this person, but Hunch has inherited from a distant relation a small estate near Cleardor, as well as its yearly incomes and financial obligations. A certain Lord Foxworthy counts this estate amongst his holdings, and needs someone to work it and pay its rents.

- Hunch is known as a well-traveled merchant, and the last anyone heard from him was in **Merish Landing [11]**, where he stated that he was heading towards **Cairn o' the Mouth [17]** to trade at the market.
- To plot Hunch's course across the north, referees can use the random settlements table. Hunch will spend one week in each location before moving on, always leaving news at the last location of his next intended stop.

·Vengeful Villagers·

The outcasts hail from a small village somewhere in the Mythic North that was destroyed by a powerful force. In all the chaos, they can't be sure if they are the only survivors, or if a few lucky others also managed to escape from the wreckage. Either way, they have sworn vengeance on those who destroyed their village. The referee can pick a foe, make up their own foe, or roll on the table below to discover who destroyed the village.

1. Southron forces (p. 18)
2. Northern forces (p. 21)
3. The Order of the White Hawk (p. 22)
4. A rishae scouting party (**Encounter 105**)
5. Marauding giants (**Encounter 97**)
6. The Frost Dragon (**Encounter 120**)

Each week the outcasts spend in the Mythic North, there is a cumulative 10% chance that another member of their village hears of their exploits and seeks them out. When this happens, this villager can give the party a clue as to the whereabouts and identities of whomever destroyed the village.

Campaign objects

Several of the encounters in this book mention **campaign objects**. Campaign objects are meant to connect to locations, factions, and people around the Mythic North. When rolling for a campaign object, the referee is encouraged to note down any relationships that are implied by the person encountered owning that object, and change their motivations to suit. Referees can also use this chart whenever they need an interesting item (whether in the depths of a dungeon or in a lonely house) to draw the outcasts towards a source of adventure.

To roll 1d50, roll a D10 and divide by 2, rounding up (or a D5 if you have one) for the tens digit, and a D10 for the ones digit.

	Item description
1	A bitter black poison. If it is ingested, there is a 60% chance of death, and a 40% chance that the victim experiences uncontrollable vomiting and diarrhea for 1d6 days.
2	A black bracelet that opens doors in the Rishae Hive [20H].
3	A written pass allowing the bearer to bring a horse into Utroat Castle [15].
4	An ancient brass brooch (**200sp**) that slowly calls a Skeletal Stalker from Banding Circle [19D]. It will arrive in 1d4 days after the brooch is acquired by an outcast.
5	A recipe for "A Moste Effective Rat Disposer," a rat poison. It causes extreme illness for 2 days in any human who eats it, and kills anything dog-sized or smaller. The ingredients cost 25 silver from a merchant. The recipe is attributed to "Truman" (**Encounter 69**).
6	A receipt for a shipment of wool from Lady Greystone (p. 21) to the Cult of the Ram (p. 25).
7	A letter to Nan, of the Banding farmstead [19B], from her sister, asking after her wellbeing.
8	A verdigrised copper bar, stamped with the symbol of Redraven Cross [20G].
9	A packet of opiate powder. If ingested or breathed in, it causes extreme sluggishness, lack of awareness, and euphoria for 1d4 hours.
10	A letter from a Lady Gretyl warning about a group of bandits at Black Mountain [20A] who name themselves after the twelve apostles.
11	A notarized deed to the inn at Great Stocking [14].
12	A half-human, half-fish fetus in vinegar inside a clay jar with the stamp of Dunser [4] on its side.
13	An enormous black feather, as long as a forearm.
14	A crude drawing on a leather scrap depicting a cave in the side of an island [19C] with a big red X.
15	A round stone with the sigil of the Drowned Lion Inn [6] carved on it. The bearer can show it to the innkeeper for privileged services.
16	A scrawled note promising the bearer a free night of lodgings, signed by "Pepin." [7]
17	A jar of honey with a scarcity die of 1d4. When eaten, it heals 1 damage.
18	A medal of a captain of the Order of the White Hawk (p. 22).
19	A small ram's skull carved with symbols. If it is night and the skull is pointed in the direction of The Ram's Den [20F], the eye sockets glow a ghostly blue.
20	A pair of loaded dice that come up 6s more often than they should.
21	A pouch of 50 Roman coins (**50sp**) stamped with a statue of a Roman general [2].
22	The fingerbones of a giant in a leather pouch stamped with a tower rising from mountains [17].
23	A vial of clear water that, when drunk, heals 2d6 damage.
24	A small box with a pair of greasy candles and a note: "Two candles of human fat, as you requested. Why you need them, I dare not ask - William" (Lord Dynaver of Cleardor, p. 18).
25	A small, folding pilgrim's icon of St. Lewis (**50sp**).
26	A small bottle of distilled liquor, stamped with the sigil of Hulmane's Hermitage [16].
27	An ingenious brass automaton (**200sp**) that is a miniature version of Aloius (**Encounter 75**).
28	A letter of credit good for 250 silver worth of goods from the factor at Merish Landing [11].
29	An elaborate recipe for a delicious stew. The ingredients are available for **15sp** from any food merchant. The recipe makes one portion. If eaten when hot, the stew satisfies all hunger and heals 1 hit point. The recipe is attributed to "Grimelda" (**Encounter 79**).
30	A wooden frog toy with a head that always points towards the Sunken Chapel [20D].
31	A small silver hand mirror in a case (**200sp**), with a letter labeling it "For Vasyl in the Eastern Mountains" (**Encounter 86**).
32	A letter addressed to "E" (p. 24) from "Edgar" (**Encounter 77**) describing how they need fresh horses sent to Samuel's home [20C] in the western woods.
33	A dragon's scale, extremely cold to the touch. It never warms, and will chill small volumes of liquid it is placed within (**Encounter 120**).
34	A Viking runestone that will very slowly roll in the direction of the Wrecked Longship [12].
35	A blank piece of paper with Abbot Ekardus' seal at the bottom of it (p. 24).
36	A signed and sealed pass allowing travel through the gate at Cleardor [1], worth **500sp**.
37	A letter from Sir Hayden (p. 22) to one of his lieutenants, commanding them to raise the fees to cross Merish Bridge [8].
38	A love letter written in a strange hand with odd wording, from a "King Terminad" (p. 249) to a woman named Betsy Drake, of Cairn o' the Mouth [17].
39	A small embroidered flag showing a stone bridge, grants the bearer free passage over Merish Bridge [8] (worth **250sp** to merchants and frequent travelers).
40	A contract selling a child into apprenticeship with Red Peter at his tower [13].
41	A hand-drawn map of a random location. To use: Roll or choose a location. Then find the location's map in the book. Allow a player to examine the map for 15 seconds and then draw a copy of it from memory.
42	A wax-sealed clay pot full of oddly delicious jellied eels. Eating the eels heals 6 damage, but the eater's nose triples in length for two watches. The jar is carved with a fishy sigil and the name "Airaldii" (**Encounter 84**).
43	A rusted key that opens any door in the basement of Banding Prison [19A].
44	A poem called "My Northern Violet," signed by "Harper" (p. 21).
45	A clay bottle of mead (**20sp**) stamped with the sigil of Debrooken Abbey [9].
46	A random rishae weapon from the table on page 298.
47-50	A sealed tube of ivory containing a parchment with a random ritual (RC, p. 52).

Putting it all together

This section offers referees advice on stitching together the contents of this book to create exciting, emergent roleplaying campaigns.

·Emergent randomness·

This book is designed to create emergent storytelling through heavy use of random tables. The locations, factions, encounters, and campaign objects frequently cross-reference each other. The intention is that as the party explores the world, narratives will emerge through these links, creating campaign events that will surprise both the players and the referee each time they play.

The descriptions for the entries on the random tables assume that the referee will make intelligent use of the tables on offer to fill in missing details.

An example is the Knight Errant entry (**Encounter 56**). It includes six possible chivalric quests for the knight errant encountered by the party. The first entry is the stereotypical rescue of a damsel in distress. The damsel in question is not given a specific name. A village is mentioned, but the name and location of that village is not specified. A "sticky fingered wizard" is mentioned, but their location is not given. In an entry like this, the referee should make use of the random tables to fill in missing details and knit the world together.

Referees should feel free to add small villages, hamlets, towns, and other features to their campaign map as the encounters demand.

Using random tables also has the benefit of allowing a referee to run the setting with very little preparation. Instead of having to create a plot and hoping the players cooperate by interacting with it, the referee can use the random tables to determine what happens each session, then build off of player reactions to those random results, creating moments of drama and excitement.

As a campaign develops, the referee may choose to rely less on random tables, and referees will learn the right moments to give tiny nudges that link the previously unlinked encounters together. A good rule of thumb is that the primary change agents should be the players, followed by the dice, and lastly by the whims of the referee. Those whims certainly have a place in the game; as a referee runs the game, they will start to see where a little bit of well-considered drawing of connections between the random events will bear great narrative fruit. But fear not, even with no adjustments at all, you can have a meaningful campaign in the Mythic North just by relying on random tables.

·Campaign example·

In our example campaign, the referee chooses to use the **Riot in Banding Prison** starting scenario (p. 26). The outcasts speak to Arthur Mannion, who offers to meet them in two weeks time in **Merish Landing [11]**, but they are left to find their way there on their own.

The outcasts explore Banding Island while evading guards and looking for a way off the island. After finding a grisly murder scene at the **Ruined Farmhouse [19B]** and a mysterious stone circle **[19D]** with some unfriendly skeletons, the party randomly encounters Agate Combs and Dexter Hardene (**Encounter 74**). The referee decides that instead of the cart they are described as traveling with, they have a small boat nearby, as this makes more narrative sense for an encounter on the relatively small island. The outcasts, desperate to escape the island, make a deal with Agate that they will help him find the "brass man" (**Encounter 75**) he is looking for in exchange for taking them off the island.

Agate sails them to his **Redoubt [3]**, where he offers them lodging for a night or two, then suggests that they depart on their mission to find Aloius. The outcasts ask where he might be found and the referee, rolling on the random locations table, tells them that he received a missive recently that something matching Aloius's description had been spotted in the snowy mountains near **Cairn o' the Mouth [17]**.

To ensure that the outcasts do not forget about their promise, Agate secretly puts a drug into their food. He asks that they report back to him in one month's time with their progress, and if they do not, he will ensure that they will regret their failure greatly. The referee notes this down, and decides that the outcasts will become very ill with withdrawal if they do not return to the Redoubt and receive the antidote in about a month.

The outcasts are ferried by Dexter from the Redoubt to the largest Kennish isle and given general directions to the town of **Dunser [4]**, where they can hire a boat back to the mainland. The outcasts set out on the long road to Cairn o' the Mouth, ready to see what they encounter next. Dunser is full of possibilities for intrigue, and the journey ahead has ample opportunities for encounters.

The outcasts will also remember well Arthur Mannion, who started the riot at the prison, and his offer of work if they meet him at the inn in **Merish Landing [11]**. Perhaps they will stop by on their trip to the north...

The outcasts now have a mission, a shaky allegiance, multiple contacts to interact with, and a place in the world—all without prepwork by the referee. Their campaign will develop as they have more random encounters and interact with the locations from the map. The referee in this example has made a few snap decisions (Agate and Dexter having access to a boat, Agate drugging the outcasts to ensure their obedience), but has otherwise relied on random tables to supply the important details.

·Taking notes·

One of the key tasks of a successful referee will be taking relevant notes. The referee's notes need not be exhaustive or immensely detailed, but keeping notes helps with the verisimilitude of the world.

They are especially necessary when relying on random events and filling in the blanks. If the players encounter Edmund and Sabriel (**Encounter 92**) twice, the referee should note down when and where they were encountered. If the damsel in distress is named Mary and comes from Dunser, the referee should note this down. These small details keep the world feeling real, and are the stitches that tie the fabric together.

The notes will be especially helpful when referees choose to make the tiny pushes to turn the random events of the world into a tapestry of emergent storytelling. Remember five sessions ago, when you encountered Grimelda, the Chained Woman (**Encounter 79**) outside the walls of **Cleardor [1]**? Well here she is again, outside the walls of **Utroat Castle [15]**. What could she be up to?

To assist referees, I have created a double-sided Mythic North notes sheet, which can be downloaded freely from www.osr-rpg.com.

·Keeping secrets·

The NPCs of the Mythic North hide many dark secrets. This world is painted in shades of grey, tending towards black. Nobody is all good, nobody is all bad, but most characters' intentions are focused on attaining power, not goodwill towards others.

In the course of play, some of those dark secrets should come out. Discovering them will add delicious feelings of intrigue and discovery to your campaign. But the process should be slow.

The players might ally with the Black Bishop and get deep into his confidences before learning that he is trafficking with dæmons. They may hear of Red Peter always in a positive light at first, and only discover the depths of his evil when they are sent on an innocent-seeming errand to his tower.

Not all the secrets need reveal evil within others. Perhaps Father Linton of Saint Lewiston sets the outcasts on the trail of a suspected witch, but as they investigate, they come to realize that the accusations are simply a result of a misunderstanding, and the accused witch is innocent.

As with so much else, the gradual and naturalistic reveal of the secrets behind the characters of the north increases player agency. The referee does not reveal the true motivations of NPCs through exposition, instead the players are given agency to discover those facts on their own through exploration.

·A lively land·

The referee should not be afraid to alter, build up, or destroy parts of the map in a campaign. Factions may rise and fall. NPCs may die forever. The outcasts' decisions and actions should have a notable effect on their world. If they choose to assist Lady Violet, she may one day gain enough power for her to she ride south with her forces and attack Cleardor, slaying Lord William and overthrowing the city.

The Black Bishop and Father Linton are set up to be in conflict. The outcasts may choose a side, and that side may win or lose as the campaign progresses, with one faction falling entirely out of power, and the other rising. Debrooken Abbey may be sacked. Saint Lewiston's rock-hewn statuary may be torn down. It's up to the outcasts' actions.

Perhaps the outcasts anger the Order of the White Hawk, take shelter in Merish Landing, and the mercenaries burn the town to the ground, slaying half its inhabitants, as a result.

The referee might roll for a random hex feature which ends up becoming an important central meeting place in the campaign, despite it not being a location described in this volume.

If the outcasts kill or destroy characters from the random encounter list, the referee may have to re-roll those results in the future, or fill those entries in with characters of their own creation.

All of these outcomes (and more!) are fine, and even desirable. These big events and changes will make the world come alive for all the participants, including the referee.

·Consequences·

The other side of player agency is that the outcasts will inevitably get into trouble. As their star rises with one faction, they will inevitably come into conflict with another faction. Referees should lean into this. Being hunted, being attacked, being cursed by enemies: these are all exciting outcomes for the players, even if they are bad for the outcasts.

The players are unlikely to feel like they are being persecuted, even if the outcasts they portray are going through hell. The players will feel excited that their actions had real consequences, and will be more engaged than ever in the game world.

The referee should strive for impartiality in this as with all things. Encounters with the outcasts' enemies should still feel fair. Their actions should reap reasonable reactions. Stealing and getting caught may make the outcasts unwelcome in a settlement and subject to arrest if they return, but there should probably be a way they can right their wrong. Having them wake up to an avenging army outside their tent in the morning in reaction to knocking over the local merchant would seem like an unfair and unwarranted overreaction.

Every hero needs their foil, and, by leaning into consequences, the players will provide the referee with emergent foils.

·Random events·

If things are getting stale in the campaign, the players are lacking in self motivation to explore the world, or the emergent randomness is failing, referees can spice things up by throwing in a random event. The referee can either one of the expressions below or get creative and build their own that is more appropriate for their ongoing campaign.

1. Battle between [faction] and [faction] 1d6 hexes away from [location].
2. [Encounter] caught spying for [faction] on [faction].
3. [Encounter] killed [encounter] near [location].
4. [Settlement] has been razed by [faction].
5. [Encounter] found murdered at [location].
6. Riot in [settlement] sparked by [encounter].

Some of these outcomes might make no sense, and you may want to re-roll in such cases. Sometimes, though, the most outlandish results actually result in the most interesting scenarios.

For example, the result of "Wild dogs caught spying for Lady Violet on the Cult of the Ram" might look like one to automatically re-roll. But with some creative interpretation, the referee could turn this into an interesting plot hook. How could wild dogs spy for Lady Violet? Maybe she hired a druid, who shapechanged into a wild dog. Maybe she struck a deal with Red Peter, who summoned a dæmon to possess the dogs. Either way, if the outcasts are in a settlement when this event comes up, it's sure to cause a stir, and the outcasts will investigate.

·Disasters·

To really alter the campaign, the referee could choose to throw in a large disaster that changes something fundamental about the world. This technique is best used when the outcasts have explored a decent section of the map and things need some fresh action. Some ideas:

1. A rent opens in the earth between Debrooken and Saint Lewiston, and dæmons pour forth.
2. The rishae come boiling out of the mountains and take over several settlements.
3. An enormous section of Sybil's Wall comes crumbling down, crushing buildings and people.
4. The Pelagic God of Dunser rises from its watery hole, floods the coasts, and sends an army of fish people to enforce its unknowable will.
5. Edwin Morch is freed from his magical bonds, slays Red Peter, and uses his mastery of plasmid magics to enslave the people of the north.
6. Xolyxryn the Frost Dragon tears down from the frozen reaches, laying waste to the north.

·The mythic descent·

One design note on the Mythic North that referees should be aware of is the idea of the "mythic descent." Referees will notice that most of the locations, while they are full of interesting plot hooks, treasure, and characters, are not wildly fantastical. The surface world is supposed to be the dark mirror of medieval society as described in the **Introduction**, with a sprinkling of magic and wonder to keep things interesting.

However, when the outcasts descend into the earth, in places like **Old Debrooken Abbey [10]** or the **Rishae Hive [20H]**, things get markedly stranger. Generally, the deeper underground they descend (and the further from the centers of civilization), the more odd and strange the environments become. There are ancient curses, alien gods, spider societies, weird creatures, and odd magical effects.

By keeping the world above relatively mundane, the world below seems even stranger by comparison. After a multi-session delve into the weird passages beneath Old Debrooken Abbey, returning to the surface and the bumbling of the farmers in the fields above should feel almost like the outcasts are taking a breath of fresh clean air after spending a long time holding their breath in murky water.

When designing their own locations or thinking about the placement of locations from published adventures, referees can make use of this contrast to good effect. Strange and fantastical locations can be placed deep in the wilderness, far from mundane civilization, in caves and crypts and mines... or placed beneath the centers of the civilized world, the citizens blissfully unaware of the strangeness going on beneath the flagstones of their town.

·Getting started·

Before beginning a campaign in the Mythic North, the referee should read through the *Player's Guide* and get a good feeling for the rules. They should also read the first section of the *Referee's Compendium* for additional rules, and read the opening sections of this book (pages 1 to 37) to understand how to run the setting and to get a feel for the general political and geographic layout of the land.

It is not necessary to read the entire Mythic North book. Skimming to get an idea of the contents is a good idea, but it isn't necessary to memorize the details of every encounter and location.

That being said, before running one of the large dungeons (Old Debrooken Abbey, The Warlock Towers, Banding Prison, The Lair of the Spider Kings, or the Rishae Hive), the referee should take some time to read through the entire dungeon and understand how its pieces fit together. It should, luckily, be quite rare for a party to journey to one of these locations without providing the referee with advance warning in an earlier session.

Once the referee has read the first few chapters of this book and has a general understanding of the setting, the only things left to do are find some players, pick or create a starting scenario, make some characters, and start playing!

Wilderness encounters

As the outcasts travel around the north, they are bound to run into many people and creatures. Some locations have their own encounter tables, but the table on page 36 is the primary encounter table for the book and can be used whenever the outcasts are not in a settlement. This table has eighty-eight unique entries, with some encounters being more likely than others. In addition, the specific terrain the outcasts are in can affect the results.

Random encounters make the world come alive for the players, offer the outcasts opportunities to interact with the world, and make travel exciting. These encounters provide the outcasts with reasons to choose their route carefully when traveling. No route is perfectly safe, but the players might choose to take a longer route in order to avoid terrain where the chance of a dangerous encounter is higher. Random encounters provide the game with a chance to surprise the referee just as much as the players.

While many of the random encounters in this book have the potential to result in violence, it is possible to resolve most of them without resorting to unthinking, violent combat. Neither the referee nor the players should assume that all such encounters are dangerous or hostile.

Referees should use the encounter distance, surprise, and reaction rules from page 24 of the *Referee's Compendium*, unless there is a strong narrative reason why those rules would not apply.

·Using encounters·

- Referees should roll the **number encountered** before describing the encounter to the players.
- Some encounters include **animal archetypes** (RC, p. 35). Referees can use these if they wish.
- Some encounters include **goals**. These are things the encountered character wants to accomplish. Referees can roll, pick, or make up their own goals for characters.
- Some encounters include **tasks for outcasts**. If the outcasts are not hostile towards the character and get to chatting, they may be offered these quests. Some may offer a reward, others do not. Referees can roll, pick, or make up other tasks for outcasts.
- Encounters include a broad variety of other tables. Referees should always feel free to roll or pick from the options on offer, which are always suggestions, not hard rules.

·Targeted encounters·

There will be times when the outcasts are searching for a specific entry from the encounter list. They may have clues to that being's whereabouts (and it is good practice to make those clues actually lead to their target), but referees can also choose to make it more likely the encounter will happen.

If the outcasts are targeting someone from the random encounter list for a quest, the referee should feel free to replace any roll of doubles (11, 22, 33, etc.) with the entry for the target of the quest, making it more likely that the outcasts will find that person without completely railroading the event.

·Activities encountered·

The referee may want a generic set of activities that almost anyone from the encounter list might be engaged in when they are discovered by the outcasts. One such list is below:

1. **Resting** (sleeping, lounging, unalert).
2. **Traveling** (actively walking or riding in a specific direction with purpose).
3. **Patrolling** (alert and on watch near their camp, hard to surprise).
4. **Hunting** (for food, for the target of their goals).
5. **Eating** (a fresh kill, rations, something strange).
6. **Amusing themselves** (dice, cards, lovemaking, whittling, singing, telling stories).

Use these tables to generate NPC names. The surnames have been randomized so you can just roll once and read across, or roll twice for a random combination of first and last name.

	Female	Male	Surname
1	Agate	Adam	Groves
2	Alison	Aelfstan	Hatheway
3	Alodie	Ainsley	Duarte
4	Alvina	Aldway	Hambleton
5	Ashley	Algar	Clinton
6	Athela	Becket	Humes
7	Audrey	Beornred	Turnbull
8	Beda	Beortric	Hulle
9	Bedelia	Beowulf	Berry
10	Beverly	Brinley	Howland
11	Blake	Ceolmund	Ecclestone
12	Bliss	Chadwick	Woodrow
13	Blossom	Clayton	Bagley
14	Cedrica	Clifford	Eldred
15	Cerelia	Clive	Alden
16	Corliss	Cooper	Wyndham
17	Dahlia	Crawford	Bardsley
18	Daisy	Cynefrith	Weaver
19	Deana	Dane	Warwick
20	Della	Deorwin	Elmere
21	Dena	Dexter	Mender
22	Doanne	Dudley	Huxley
23	Eadda	Dunstan	Hawkins
24	Earline	Ealhstan	Haward
25	Ebba	Edmund	Bush
26	Edith	Edwig	Bloodworth
27	Edmonda	Egbert	Homewood
28	Egarda	Eofor	Craftford
29	Elfrida	Esmond	Wolfe
30	Erline	Evan	Dexter
31	Everild	Fergus	Wembley
32	Everly	Finley	Wilson
33	Faith	Franklin	Dwerryhouse
34	Farrah	Fulton	Reids
35	Fern	Gage	Walton
36	Flyta	Garry	Hart
37	Geraldine	Graham	Blackbourne
38	Gleda	Greysen	Cockle
39	Gytha	Hale	Fulton
40	Haralda	Hamilton	Coburns
41	Heather	Harlow	Bourke
42	Hilda	Hayden	Revie
43	Imogene	Heath	Algere
44	Iria	Holden	Taylor
45	Irvette	Ian	Alfredsson
46	Joyce	Idris	Willoughbye
47	Juliette	Jackson	Hunt
48	June	Jacob	Kynastone
49	Justice	James	Gladwyne
50	Kelsey	Jett	Brewer

	Female	Male	Surname
51	Lari	Kamden	Wakefield
52	Lark	Kelton	Fairchilde
53	Lassie	Kendrick	Barton
54	Lauren	Kennard	Fields
55	Leanne	Kingsley	Good
56	Leigh	Knox	Darwin
57	Lilyana	Kynaston	Broadbent
58	Lindley	Leofric	Palyer
59	Lodema	Lewis	Clifford
60	Lorna	Liam	Hampton
61	Louella	Lloyd	Strudwicke
62	Lynn	Logan	Auldeye
63	Madison	Marshal	Akers
64	Maida	Milton	West
65	Marigold	Morris	Carmin
66	Mary	Nash	Easom
67	Meg	Nedric	Caulfield
68	Melba	Nial	Ware
69	Nelda	Nixon	Bird
70	Nell	Oakley	Hollins
71	Norma	Osgar	Tashe
72	Norvella	Osmond	Whittlee
73	Oletha	Oswald	Aylmere
74	Opeline	Parker	Fisher
75	Orlan	Pearce	Radcliffe
76	Ornelle	Phillip	Parrywye
77	Pamela	Presley	Bean
78	Payton	Preston	Eadsle
79	Philberta	Riley	Winter
80	Piper	Roland	Cook
81	Posy	Rowain	Hamme
82	Primrose	Ryder	Wright
83	Rae	Sanford	Greene
84	Rohesia	Sawyer	Wyatt
85	Rose	Seawine	Harden
86	Rovena	Stanley	English
87	Rue	Stuart	Winthrop
88	Sigourney	Tatum	Glass
89	Sunniva	Theodoric	Osburne
90	Sutton	Thomas	Fenn
91	Timothea	Vaughan	Willis
92	Tinble	Viktor	Toller
93	Wassa	Wesley	Boatwright
94	Wilburga	Willem	Blackmane
95	Willa	Wilton	Sweet
96	Windy	Woodraec	Elwyn
97	Winifred	Woodrow	Burnham
98	Wren	Wulfstan	Buckley
99	Zelene	Wyot	Cheshire
100	Zephyrine	Xavier	Wayne

·Checking for encounters·

While resting

If the party rests without traveling, the referee should check for encounters once at the beginning of each day and once at the beginning of each night. If an encounter does occur, the referee can roll 1d3 to determine which watch the encounter occurs in.

Encounter chances while resting

On roads: Roll 1d12, encounter on a 1.
On trails and in plains: Roll 1d10, encounter on a 1.
In all other wilderness: Roll 1d8, encounter on a 1.

While traveling

When the party is traveling, the referee should check for encounters **once at the beginning of each watch**.

Encounter chances while traveling

On roads: Roll 1d10, encounter on a 1.
On trails and in plains: Roll 1d8, encounter on a 1.
In all other wilderness: Roll 1d6, encounter on a 1.

If an encounter occurs

The referee should roll 1d100 on the following table when generating a random encounter.

On roads, the referee adds nothing to the roll.
On trails and in plains, the referee should add +10 to the roll.
In all other wilderness, the referee should add +20 to the roll.

If the party encounters something that has been killed or otherwise removed from the world as a result of previous events, the referee should simply roll again on the table (or replace the entry on the table with something else for future rolls of that number).

1 - 15	Plainfolk	55	Giant hunters	77	Samuel Fitzchrist & Edgar of Slayne	99	Hosted dæmon
16 - 18	Merchant	56	Knights errant	78	Wren Auldeye, monster huntress	100	Manifest dæmon
19	Foreign travelers	57	Guarded prisoner	79	Grimelda, the chained woman	101	Bloated frog
20	Urchins	58	Escaped prisoners	80	Strigek, the Ivory Mask	102	The Beast of the Fens
21	Tax collector	59	Denizens of Dunser	81	Faith Thorne, witch hunter	103	The Black Wyvern
22	Beggars	60	Apprentice of Red Peter	82	Yetta English, witch	104	Giant spider
23	Priest	61	The Black Bishop's Inquisition	83	Sunniva Goodwine, accused witch	105	Rishae scouting party
24	Woodcutter	62	Wild dogs	84	Leofsige Airaldii, the fisherman	106	Rishae spider riders
25	Lost child	63	Wolves	85	Possessed armor	107	The angel Zebul
26	Minstrels	64	Bear	86	Vasyl the Bloody	108	The Bone Snake
27 - 28	Monks of Debrooken Abbey	65	Snow cat	87	Meluasin, the Drowned Woman	109	Adair, the Eagle Priest
29 - 30	Dead body	66	The curse dog	88	Ranodian, Immortal Wanderer	110	Sahran scouting party
31 - 33	Southron infantry	67	The Sleeping Folk	89	Wandering ghost	111	Evicted nature spirit
34 - 36	White Hawk infantry	68	Gytha Townsend, cure-all merchant	90	Ulfhild, the Great Raven	112	Haunted tree
37 - 39	Northern infantry	69	Truman Reede, distiller	91	Escaped dream	113	Exiled druid
40 - 42	Southron knights	70	Milton Horn, sin eater	92	The archangel Sabriel, and Edmund	114	The Tree Stalker
43 - 45	White Hawk cavalry	71	Lane Wyatt, fortune teller	93	Possessed animal	115	Ewen, the Green Rider
46 - 47	Northern knights	72	Sir Thomas, the Black Knight	94	Nikko, the Steel-Masked Priest	116	Frost faerie
48 - 49	Bandits	73	Delwin Holmes, executioner	95	Gerald, the Monk of Saint George	117	The Unseelie Court
50 - 51	Cult of the Ram smugglers	74	Agate Combs & Dexter Hardene	96	Undead Roman legionnaires	118	Thunderhoof, the Ageless
52	Heretic pilgrims	75	Aloius, the Man of Brass	97	Adult giant	119	The Enfield of the North
53 - 54	Viking raiders	76	Ralora, the Spelldancer	98	Young giant	120	Xolyxryn, Dragon of the North



1-15
Plainfolk

Workers of the land, grubbing along the muddy lanes and dusty tracks, wrapping threadbare cloaks around huddled forms, praying to be left unmolested on whatever errand has caused their journey.

Plainfolk typically travel in small groups, sometimes with a mule and cart. One or two of those people will ply a specific trade, the rest will be peasants, family members, apprentices, or the like. Plainfolk carry their tools, typical traveling gear, and each has **2d10sp** in their belt pouch.

Number encountered

- 1d6+1 commoners, one with a skilled trade
- 1d4-1 mules, if a 4 is rolled, they have a cart

Goals

- Reach destination safely
- Be left alone
- Make a little money along the journey

Tasks for outcasts

- Escort to destination (**2gp each**)
- Find a missing child (**3gp** or **Campaign object**)
- Fix a broken wagon axle (**1gp each**)
- Find a blacksmith for a lame mule (**3gp each**)

Plainfolk skilled trades (1d12)

1. Miller
2. Cook
3. Lawman
4. Ecclesiastical judge
5. Clerk
6. Squire
7. Farmer
8. Physician
9. Shipwright
10. Innkeeper
11. Blacksmith
12. Carpenter

+Plainfolk+

Cha +0 **Con** +0 **Dex** +0 **Int** +0 **Str** +0 **Wis** +0

AC 12 **HD** 1 **HP** 1d8 (5) **Save** +0 **Morale** 5

Move Walk 15' [3 squares]

Improvised weapon

+0 to hit, 1d6 damage.

16 · 17 · 18
Merchant

Merchants prefer to stay in the safety of civilization, but their jobs often require them to travel from town to town. When they travel, they do it nervously and in the company of guards.

Merchants may have unique items for sale, though their prices are always 20% higher on the road. They will buy from travelers they consider safe, though they pay 20% less than normal.

Merchants carry **5d10gp** and **5d10sp**. Each of their guards carry **2d10sp**, chainmail armor, and either shields* and swords (50%), or shortbows (50%).

Number encountered

- 1d3 merchants
- 1 pair of mules or horses pulling a small wagon per merchant
- 2d4 guards per merchant

Goals

- Reach their destination safely
- Sell to travelers on their journey
- Discover new trade routes
- Buy unique wares at low prices

Tasks for outcasts

- Escort to destination (**2gp each** if nothing happens, **4gp each** if they see action)
- Scout ahead (**2gp each**)
- Find a buyer for a **campaign object** (p. 28)
- Find a buyer for an **artifact** (RC, p. 84)

+Merchant+

Cha +0 **Con** +0 **Dex** +0 **Int** +0 **Str** +0 **Wis** +0

AC 12 **HD** 1 **HP** 1d8 (5) **Save** +0 **Morale** 5

Move Walk 15' [3 squares]

Improvised weapon

+0 to hit, 1d6 damage.

+Merchant guard+

Cha +0 **Con** +0 **Dex** +0 **Int** +0 **Str** +1 **Wis** +0

AC 15/16* **HD** 3 **HP** 3d8 (15) **Save** +1 **Morale** 6

Move Walk 15' [3 squares]

Sword attack

+3 to hit, 1d8+1 damage.

Shortbow attack

60' [12 squares], +2 to hit, 1d6 damage.

Merchant specialties (1d12)

If the outcasts are interested in what the merchants are selling, referees can roll or pick from the table below to discover each merchant's usual wares, along with whether this merchant has any unique goods for sale (the **Chance** column), and what those unique goods might be. If outcasts are seeking a specific ingredient, traveling merchants can be an excellent source for procuring that item.

Roll	Regular wares	Chance	Unique goods (pick or roll 1d3)
1-3	Seeds and grains	1 in 6	Sulphur (1gp), Magic beans (6gp), Sleeping dust (6gp)
4-5	Laborer's tools	1 in 6	Silver hammer (3gp), Silver rod (2gp), Silver chain (2gp)
6-7	Livestock	1 in 6	Falcon (3gp), Prized goat (1gp), Mother of pearl (1gp)
8-9	Textiles and leather	1 in 6	Silver thread (2gp), Human skin (8gp), Elegant clothes (5gp)
10	Skilled trade tools	1 in 4	Diamond dust (2gp), Silver filings (2gp), Silver chalice (2gp)
11	Alcohol	1 in 6	Whiskey (1gp), Sleeping potion (4gp), Vintage wine (1gp)
12	Arms and armor	1 in 8	Ritual dagger (110gp), Fine sword (22gp), Gilded platemail (160gp)

19
Foreign travelers

Unintelligible tongues in unfamiliar faces babble unknown languages. Strange clothing worn in strange styles. Armor that fits differently, boots that are cut at innovative angles. Foreign travelers intrigue and excite.

When refereeing foreign travelers, rely on rolling a random location destination and combining it with one of the listed goals to give the group a motivation. Some goals will make the travelers wary of outcasts, others will make them eager to engage with the locals.

Foreign travelers are assumed to have at least some training in the local language, otherwise they likely would not have been sent out on this journey. They may be able to offer translation services.

Assuming a European Mythic North, travelers will speak the language from some other mythically European country, or perhaps Arabic. In your own campaign, use whatever language fits best.

Foreign travelers each carry **1d6gp**, **2d10sp**, exotic armor, and strange swords that are worth 150% of their normal value.

Number encountered

- 2d4 foreign travelers

Animal archetypes

Roll randomly (RC, p. 35) or pick from this list:

- Boa constrictor
- Butterfly
- Cobra
- Flamingo
- Heron
- Jaguar

Goals

- Make contact with the local ruler
- Reach a **Hidden location**
- Deliver a message from their monarch
- Find a boat on the western coast
- Recover a lost relic
- Recruit adventurers for a task at home

Tasks for outcasts

- Guard them to the nearest settlement **(3gp each)**
- Introduce them to the local leader **(3gp each)**
- Get them to the coast without being discovered by the local authorities **(8gp each)**
- Find a relic from a **Hidden location (10gp each)**

+Foreign traveler+

Cha +1 **Con** +1 **Dex** +0 **Int** +1 **Str** +0 **Wis** +0

AC 15 **HD** 4 **HP** 4d8+4 (24) **Save** +2 **Morale** 5

Move Walk 15' [3 squares]

Exotic sword attack
+3 to hit, 1d8+2 damage, 1 shock.

Shortbow attack
60' [12 squares], +3 to hit, 1d6 damage.

20
Urchins

A group of wandering children. No parents, no responsibilities, wise beyond their years. With very little hope, and a small amount of stolen food and gear. The larger children defend and abuse the small. The group is equal turns suspicious, cautious, clever, and willing to work, though with no particular loyalty to anyone or anything. They carry **1d6sp each**, and relatively worthless gear.

Number encountered

- 2d6 children

Goals

- Find something to eat
- Get some strong alcohol
- Sleep in a warm bed
- Get some money
- Find a permanent home

Tasks for outcasts

- Provide the children with paid work
- Hire one on as a bad but cheap retainer
- Figure out who's been kidnapping them

Rumors

1. Some men in red robes have been kidnapping children, the younger the better, and taking them into the mountains north of the loch.
2. Some kids got paid to be fake children for those odd people who live in Dunser, that town on the Kennish Islands.
3. Larry got eaten by a frog in the marshes west of Merish Bridge.
4. It's not safe to sleep near that old Roman statue in the south.

21
Tax collector

Generally fat, happy, and universally despised, tax collectors are given a contract by the local ruler to collect taxes, usually for a lower amount than the collector demands. Anything beyond the contract that the collector can harvest from the populace, they keep for themselves. As a result, tax collecters are often willing to take payment in the form of goods if they believe they can sell them for a profit elsewhere.

In addition to large amounts of silver **(10d100sp)** and gold **(2d20gp)**, tax collectors carry: fine cloth, wool, grains and other non-perishable foodstuffs, furs, gems, and other valuables.

Tax collectors travel in armored carriages with elite guards as well as a personal bodyguard. Elite guards wear half plate armor, carry swords and shields, and have longbows available for ranged attacks. They carry **4d10sp**. The tax collector's bodyguard wears chainmail and carries a great sword as well as **4d20sp**.

Number encountered

- 1 tax collector
- 2d4 elite guards
- 1 personal bodyguard
- 2 horses pulling an armored carriage

Animal archetype

Hippopotamus, Snake, or Vulture

Goals

- Get back safely to luxurious home in Cleardor
- Sell goods at a fat markup
- Avoid agents of the church collecting tithes

Tasks for outcasts

- Collect taxes from those who haven't paid up (pays 10% of whatever gets collected)
- Procure rare or valuable items (pays half their value, not interested in regular loot)
- Visit **Hulmane's Hermitage [16]**, collect some of Hulmane's mysterious potion, and bring it to the tax collector's home in **Cleardor [1]** **(6gp each)**

+Tax collector+

Cha +0 **Con** +1 **Dex** +0 **Int** +0 **Str** +0 **Wis** +0

AC 12 **HD** 2 **HP** 2d8+2 (12) **Save** +0 **Morale** 4

Move Walk 15' [3 squares]

Improvised weapon
+0 to hit, 1d6 damage.

+Elite guard+

Cha +0 **Con** +1 **Dex** +0 **Int** +0 **Str** +1 **Wis** +0

AC 17 **HD** 4 **HP** 4d8+4 (24) **Save** +2 **Morale** 8

Move Walk 15' [3 squares]

Trained sword attack
+5 to hit, 1d8+2 damage.

Longbow attack
120' [24 squares], +4 to hit, 1d8 damage.

+Tax collector's bodyguard+

Cha +0 **Con** +2 **Dex** +1 **Int** +0 **Str** +2 **Wis** +0

AC 16 **HD** 6 **HP** 6d8+12 (42) **Save** +3 **Morale** 9

Move Glide 20' [4 squares]

Sweeping blow
+8 to hit, 1d10+2 damage, hits up to three targets standing next to each other.

Flashing blade
+4 to hit, 1d10 damage, attacks twice each round.

22
Beggars

The disabled, the infirm, the mentally ill, and the socially unacceptable make up a miserable group of roaming beggars. They travel slowly on foot between the towns, churches, and villages of the Mythic North. They have very little of value, and are desperate for coin or paying work.

Beggars carry **1d6 silver pieces** each, and very little else of value.

Number encountered

- 2d4 beggars

Goals

- Find something to eat
- Get some strong alcohol
- Get some money
- Receive healing

Tasks for outcasts

- Allow them to guide the party to their destination for **30 silver**
- Hire one of them on as a laborer retainer
- Give them coin or face a curse

Beggar's curse

Players should not know if the beggar's curse is real or not. A beggar's curse can be resisted with a **Charisma** save, which the referee should roll secretly. A cursed outcast will suffer a -1 penalty on all rolls until they do a suitably good deed for the one who cursed them.

+Beggar+

Cha -1 **Con** -1 **Dex** +0 **Int** +0 **Str** -1 **Wis** +0

AC 11 **HD** 1 **HP** 1d8 (4) **Save** +0 **Morale** 4

Move Stagger 15' [3 squares]

Filthy knife
-1 to hit, 1d4-1 damage.

23
Priest

Important figures to those from all walks of life, regardless of status, priests travel the roads of the Mythic North, comfortable in their immunity to banditry, protected in their minds by God.

Many villages do not have resident priests, and rely on traveling priests to stop by and perform the sacraments that let them live life in a way blessed by God. Priests live off of tithes as they travel, and will expect safe passage, food, and drink from anyone they encounter along their journey.

While some priests are appointed, often as a political reward, most inherit priesthood from their fathers. Priests in the Mythic North may marry and have families. Even permanently itinerant priests will have comfortable homes in one of the major settlements that they sometimes return to.

Priests carry staves, crucifix medallions (**100sp**), and **2d20sp**. They have a 1 in 6 chance of carrying a **campaign object** (p. 28).

Number encountered

- 1 priest

Goals

- Spread the word of God
- Root out heresies and Biblical misunderstandings
- Experience the best that life has to offer

Tasks for outcasts

- Take a letter to a random location (**3gp each**)
- Go check on a settlement in a random hex (**6gp**)
- Investigate a hidden location (p. 232) and report back to the head priest in Cleardor (**7gp each**)

Why is this priest traveling?

- To perform a marriage
- To perform a baptism
- To perform a funeral
- To administer communion
- To collect tithes
- On a mission for one of the factions (p. 18)

+Priest+

Cha +1 **Con** +0 **Dex** +0 **Int** +0 **Str** +0 **Wis** +0

AC 12 **HD** 1 **HP** 1d8 (5) **Save** +0 **Morale** 5

Move Walk 15' [3 squares]

Improvised weapon
+0 to hit, 1d6 damage.

24
Woodcutter

Woodcutters work alone or in pairs, venturing into dark and dangerous forests to chop wood, then carrying it back to civilization with mule and cart. Woodcutters typically travel with one or two axes, leather armor, cords of wood, a mule, and **2d10sp**. There is a 1 in 6 chance they are carrying a **campaign object** (p. 28).

Woodcutters have made their peace with the woods, and have learned to leave well enough alone. They will not offer any information without prompting. That being said, if the party specifically asks about any of the beings above result number 60 on the random encounters list, they will prove to be a wealth of knowledge. The woodcutter will chat at length, and the referee can feel free to let the players read the random encounter entry in full. The woodcutter will only know of the first result asked about. Any other beings or creatures, they haven't heard of, or have not yet encountered in the woods.

+Woodcutter+

Cha +0 **Con** +0 **Dex** +0 **Int** +0 **Str** +2 **Wis** +0

AC 14 **HD** 3 **HP** 3d8 (15) **Save** +2 **Morale** 7

Move Walk 15' [3 squares]

Tree-felling blow
+4 to hit, 1d8+2 damage *with an axe*. If an 8 is rolled for damage, a random one of the victim's extremities (roll 1d5, head, left arm, right arm, left leg, right leg) is chopped off.

25
Lost child

Children become lost for all manner of reasons in these wild and untamed lands. What unites lost children is their fear, their vulnerability, and their desire to be found and sheltered. Lost children don't carry much of value. A lost child will often be wary of outcasts, but will also need their help.

A referee who needs help deciding on a backstory and goals for the lost child can roll or pick from the tables below. In terms of rewards, a powerful noble will likely offer outcasts more for their child's safe return than a poor farming family. Referees are encouraged to be creative and remember that children will often lie.

Child of (1d6)

1. A powerful noble from a large town
2. An official or innkeeper from a small town
3. A traveling merchant
4. A poor farming family
5. Fisherfolk
6. An orphanage

How were they lost (1d6)

1. Wandered off
2. Kidnapped by bandits
3. Stolen by the fae folk
4. Family was killed
5. Taken by warlock's apprentice (**Encounter 60**)
6. Their memories are fuzzy and strange

+Lost child+

Cha +0 **Con** -2 **Dex** -1 **Int** -1 **Str** -2 **Wis** -2

AC 9 **HD** 1 **HP** 1d4 (1) **Save** +0 **Morale** 3

Move Walk 10' [2 squares]

Pathetic punch and bite
-4 to hit, 1d2-1 damage.

26
Minstrels

Traveling troubadours in colorful motley, fashioning their own poems, stories, and epic songs based on history and tales real, imagined, and embellished. Minstrels, in addition to singing and reciting, play instruments of all sorts. They may also juggle, tumble, act, and play the fool.

Minstrels are kindred spirits with outcasts, and are eager to hear tales of grand adventure they can use to entertain at the next tavern or great hall they find themselves in.

Minstrels carry valuable musical instruments worth **250sp** each, wear colorful clothing, and carry **2d20sp** each.

Number encountered

◊ 1d6 minstrels

Goals

◊ Hear news and stories which they can use to create new tales
◊ Make coin en route by entertaining with songs and tales and stories and rumors
◊ Gamble
◊ Avoid violence at all costs

Tasks for outcasts

◊ Spin a tale that can be made into a legend (**1gp**)
◊ Convince **Harper Wymane** to let the minstrels perform at **Cairn o' the Mouth [17]** (**3gp each**)
◊ Deliver a letter to a beautiful married woman in **Utroat Castle [15]** or **Cleardor [1]** and bring back her answer (**3gp each**)

Minstrel tales (1d20)

A tale costs **15sp** to hear, and the minstrels will sing a maximum of three tales in one night. Each tale beyond the first will cost a few more coins.

Referees can roll 1d20 or pick a tale from the list. For entries without a specific tie to the Mythic North, referees can let the tale be a false rumor, can create their own adventure locale, or can use the tables on page 17 to fill a random hex with an adventure seed based on the content of the tale.

The minstrels are happy to give more information on the tales, though their information will usually be somewhat vague ("Oh I heard that frog priest was seen in the bogs south of the River Koud"), and possibly misleading.

1. A humorous ballad of lonesome Lord William, whose wife, out of spite, would not bear him a son, and so now he and she cuckold each evening, what delight, oh what fun! *Lord William of Cleardor, p. 18.*
2. A dark song of an abbot all dressed in black, who entertained women and men and all that, and now has a bad son with vile appetites who uses black murder to while away his nights... *Abbot Ekardus, p. 24.*
3. The lay of King Arthur's tomb, where the old warrior met his great doom, where treasure is buried but the ghosts there are scary and can be found only by the light of the moon... *The truth of this tale is left to the referee.*
4. The tale of Great Stocking, a once prosperous town where doings were flip turned upside down by a woman and spiders and druids and holly, only go if you dare, to visit is folly... **Great Stocking [14]**.
5. The haunting legend of Arstan Lodge, where a bridge once stood and times were good, but 'twas broken to ruins by a giant's broad hand, and is now known only as Broken Span... **Broken Span Village [18]**.
6. A children's ditty of a friendly old giant who grew giant beans on giant old trees, until the bad men came and beat out the giant brains and left all the villagers crying... *The truth of this tale is left to the referee.*
7. A poem of the northmen who raided at dawn then were cursed with bad weather by our angry Lord God, their boat ran aground, they fled to the peaks, the treasure's still out there, for those foolish enough to seek... **Wrecked Longship [12]**; **Forgotten Barrow [20E]**.
8. A partner to the poem above, of Old Debrooken, the place that was burnt, but from whose duty the watchman could not be turned, he's there to this day, he's lived a long life, what could be his secret... The honey? The wine? **Old Debrooken Abbey [10]**.
9. The story of the ghosts of Rome who haunt the wall to the south and scream and moan and jangle their bones unless coins are placed at night in their mouths... **Princeps Villa [2]**.
10. The warning limerick of Sir Thomas, who judges those who are dishonest, and chops off the heads of bad children in bed and to sinners cold death he does promise... *Sir Thomas the Black Knight,* ***Encounter 72****.*
11. A song of the Rishae who creep in at night and steal little children and give dogs a fright, they live in the earth and they eat human flesh and if you never meet one your life will be blessed... **The Rishae Hive [20H]**.
12. A tale of deceit, of a holy priest, a bless'd man who was undone, to a dæmonic will he did succumb. But buried now in sacred crypts, of his transgression what has become... **Saint Lewiston [5]**.
13. A sad but humorous ballad, of a king of the spiders in love with a woman, how he spins her up bedsheets of spidery linen, and lights her up candles with spidery sheen, but the face of this sad lover would cause her to scream... **The Lair of the Spider Kings [20G]**.
14. A rousing chant of the Wanderer, he who comes and watches and knows, he watches and knows, he ages so slow, the seasons pass, the years they die, Ranodian watches all lives pass by... *Ranodian, Immortal Wanderer,* ***Encounter 88****.*
15. A yearning air of the maiden of the loch, who drowned herself so long ago for the love of a boy which she thought she had lost, and now his ghost wanders the lake to and fro... *The truth of this tale is left to the referee.*
16. A bawdy ballad of Freddy the Priest, who wanted his cincture to be unleashed, but did not want to annoy his Lord God and so got his pokings and kissings only with frogs... **The Sunken Chapel [20D]**.
17. The doomed romance of witch and witch hunter, by faith they are enemies but love each other, she of great beauty and him of great zeal, a broom in her hand and in his, holy steel... *Yetta English,* ***Encounter 82****; Faith Thorne,* ***Encounter 81****.*
18. A questioning rhyme of the River Koud: did you know it was long? Did you know it was cold? Did you know that within it there is a deep hole? It goes down to the sea and even beneath and the treasure within it a Nereid doth keep... *The truth of this tale is left to the referee.*
19. A foreign song of a mystical tree and of those who eat it how far they can see into the lands of the ghosts and the dead, and only return by eating the berries of red... *Referee's Compendium, p. 88, The Tree of Souls.*
20. The legend of the dragon of snow and frost, who lives in the north and with humans is wroth, who guards a great treasure in a cavern of ice and preys upon wanderers wand'ring at night... *Xolyxryn, Frost Dragon,* ***Encounter 120****.*

+Minstrel+

Cha +2 **Con** +0 **Dex** +1 **Int** +1 **Str** +0 **Wis** -1

AC 13 **HD** 1 **HP** 1d8 (5) **Save** +0 **Morale** 4

Move Walk 15' [3 squares]

Dagger
+0 to hit, 1d4 damage.

Thrown dagger
15' [3 squares], +2 to hit, 1d4+1 damage.

27·28

Monks of Debrooken Abbey

Debrooken is the center of the church's power in the north, and its monks act as wealthy land owners, merchants, and even trained as warriors.

Monks have many reasons to leave the abbey and travel the north: running errands, making deliveries, picking up supplies, checking on tithes, and sometimes carrying out clandestine tasks for Abbot Ekardus, known as The Black Bishop.

Monks travel with guards and lay brothers, and often with a horse and cart as well. Monks and guards wear half plate while traveling, and carry blessed flails. Monks will often have goods worth **3d100sp**, and will each carry **2d10sp**. Guards carry **2d10sp** and shortbows. Lay brothers rely on rations carried by the monks, and have none of their own coin or special belongings.

For more information, see Debrooken Abbey [9].

Number encountered

- 1d6 monks
- 1d4 guards
- 1d6 lay brothers
- 4 in 6 chance of a horse and cart

Goals

- Carry out their mission without interruptions
- Be treated with caution and respect
- Elevate Debrooken above all other local churches

Tasks for outcasts

- Travel to Debrooken to see what work the Black Bishop might have for a group of outcasts

+Debrooken monk+

Cha +0 **Con** +0 **Dex** +0 **Int** +1 **Str** +1 **Wis** +2

AC 16 **HD** 3 **HP** 3d8 (15) **Save** +1 **Morale** 6

Move Walk 15' [3 squares]

Blessed flail attack
+3 to hit, 1d8+1 damage.

Debrooken blessing chant
The monk blesses one ally within their line of sight. The blessing confers a +2 to hit and +1 to all other actions for 1d10 turns.

+Debrooken lay brother+

Cha +0 **Con** +0 **Dex** +0 **Int** +1 **Str** +0 **Wis** +0

AC 14 **HD** 1 **HP** 1d8 (5) **Save** +1 **Morale** 5

Move Walk 15' [3 squares]

Trained stave thrust
+1 to hit, 1d6 damage.

+Debrooken guard+

Cha +0 **Con** +1 **Dex** +0 **Int** +0 **Str** +1 **Wis** +0

AC 16 **HD** 2 **HP** 2d8+2 (12) **Save** +1 **Morale** 7

Move Walk 15' [3 squares]

Blessed flail attack
+3 to hit, 1d8+1 damage.

Short bow attack
60' [12 squares], +2 to hit, 1d6 damage.

29·30

Dead body

Dead bodies litter the Mythic North. They are great tools for creating stories within a campaign. Who killed this person? Why? Referees can use a character whom the outcasts are already familiar with, and leave an obvious token they can identify on the body, and a perpetrator can be randomly determined by rolling again on the random encounter table.

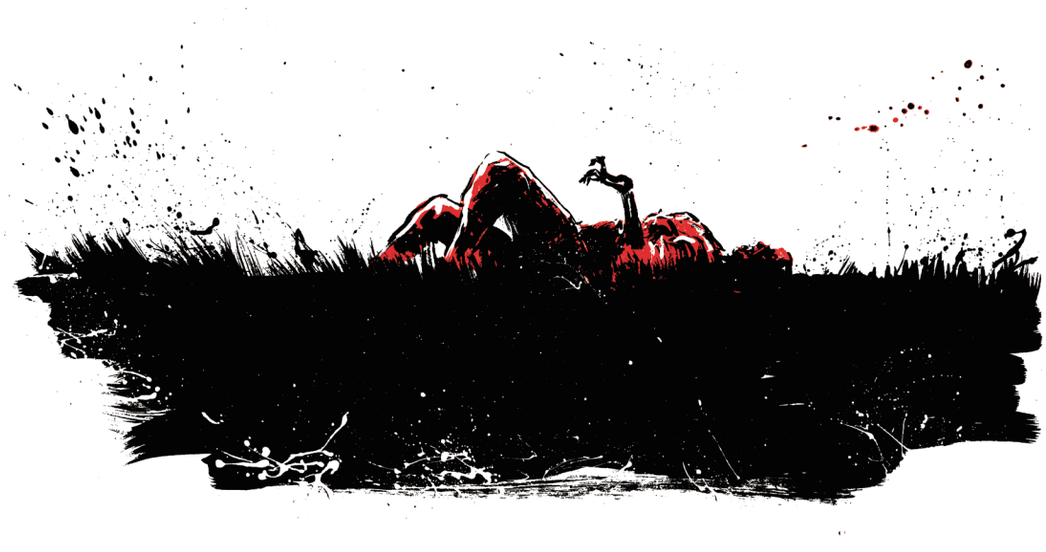
To discover the state of this body, referees can roll 1d6 or pick the result that makes the most sense from the following table:

1. Beaten to death
2. Hanged
3. Gnawed upon
4. Diseased
5. Starved
6. Actually a family, butchered

To randomly determine a motive for the death, referees can roll 1d6 or pick the result that makes the most sense from the following table:

1. Robbery
2. Viciousness
3. Religious disagreement
4. Personal squabble
5. Natural causes
6. Madness

Dead bodies have usually been looted, but they have a 1 in 6 chance of holding a **campaign object** (p. 28).





31 · 32 · 33

Southron infantry

*The southron forces are headquartered in **Cleardor [1]**. For more on the southern faction, see page 18.*

34 · 35 · 36

White Hawk infantry

*The Order of the White Hawk is headquartered in **Cleardor [1]**. For more on the mercenary faction, see page 22.*

37 · 38 · 39

Northern infantry

*The northern forces are headquartered in **Utroat Castle [15]**. For more on the northern faction, see page 21.*

Professional soldiers, working for one of the main factions, sent out on any number of errands across the north. Bands of soldiers are led by a captain, who has seniority and issues commands, but has the same stats and equipment as the others.

While the goals of their factions may be very different, the attitudes, goals, training, and equipment of soldiers does not vary from faction to faction.

Soldiers wear chainmail and carry swords and shortbows. Each carries **2d10sp**.

Note that missions and tasks for outcasts are shared by Soldiers and Knights (p. 50).

Number encountered

◊ 2d6 soldiers

Missions

Soldiers are always traveling, usually from their headquarters to another location.

As the campaign progresses, there may be reasons why soldiers are traveling beyond those listed below (perhaps the outcasts have incited open warfare between two factions, for instance), and referees should feel free to adjust as fits the campaign.

Referees can roll on the random locations table (rear cover) to determine the target for this group's mission. Some ideas for why they may be sent to their target location:

1. Punish a local official
2. Escort a shipment of weapons, armor, or materiel from one place to another
3. Engage with opposing faction or factions
4. Fetch prisoners from local jails for judgment
5. Investigate rumors of banditry or smuggling
6. Collect taxes or rein in a rogue tax collector

Tasks for outcasts

◊ Check in with the faction's leader at their headquarters. Alternately, referees could roll using the mission tables from **Cleardor [1]** or **Utroat Castle [15]** and have the soldiers give the outcasts those tasks when encountered.
◊ Assist with the group's current mission
◊ Carry a message back to their headquarters

+Soldier+

Cha +0 **Con** +0 **Dex** +0 **Int** +0 **Str** +1 **Wis** +0

AC 15 **HD** 1 **HP** 1d8 (5) **Save** +0 **Morale** 7

Move Walk 15' [3 squares]

Sword attack

+2 to hit, 1d8+1 damage.

Short bow attack

60' [12 squares], +1 to hit, 1d6 damage.

+Soldier's mount+

Cha - **Con** +0 **Dex** +0 **Int** - **Str** +2 **Wis** -

AC 12 **HD** 3 **HP** 3d8 (15) **Save** +1 **Morale** 6

Move Run 30' [6 squares]

Rearing kick

The horse uses their entire combat turn to kick. +2 to hit, 1d10+2 damage, reach. The victim must also pass a **Strength** save or be knocked down. Riders may not take an additional action on a turn in which their horse kicks.

40·41·42

Southron knights

The southron forces are headquartered in Cleardor [1]. For more on the southern faction, see page 18.

43·44·45

White Hawk cavalry

The Order of the White Hawk is headquartered in Cleardor [1]. For more on the mercenary faction, see page 22.

46·47

Northern knights

The northern forces are headquartered in Utroat Castle [15]. For more on the northern faction, see page 21.

Elite cavalry troops, sent out on errands across the north. Knights are haughty, probably achieved their position through heredity, and believe themselves to be blessed by God to do what they wish. Mercenary knights of the White Hawk may be less wealthy, but no less proud.

Plainfolk and even clergy are rightly terrified of knights. Upon their horses in armor, trained from the age of three to do battle, knights are the modern equivalent of a main battle tank, but a tank with all manner of vicious human hungers and vices.

Knights use traveling as an opportunity to enjoy themselves: drinking, feasting, whoring, and brutalizing the peasants along their journey.

Knights wear plate armor with shields, ride horses with plate barding, and carry polearms and swords. They also carry **2d4gp** each.

Note that missions and tasks for outcasts are shared by Soldiers and Knights (p. 49).

Number encountered

- 1d6 knights with mounts
- *3 in 6 chance*: 2d4 mounted soldiers (p. 49)

Missions

Knights, like soldiers, are always traveling, usually from their headquarters to another location.

As the campaign progresses, there may be reasons why knights are traveling beyond those listed below (perhaps the outcasts have incited open warfare between two factions, for instance), and referees should feel free to adjust as fits the campaign.

Referees can roll on the random locations table (rear cover) to determine the target for this group's mission. Some ideas for why they may be sent to their target location:

1. Punish a local official
2. Escort a shipment of weapons, armor, or materiel from one place to another
3. Engage with opposing faction or factions
4. Fetch prisoners from local jails for judgment
5. Investigate rumors of banditry or smuggling
6. Collect taxes or rein in a rogue tax collector

Tasks for outcasts

- Check in with the faction's leader at their headquarters. Alternately, referees could roll using the mission tables from Cleardor [1] or Utroat Castle [15] and have the knights give the outcasts those tasks when encountered.
- Assist with the group's current mission
- Scout ahead for knightly lodgings
- Carry a message back to their headquarters

+Knight+

Cha +0 **Con** +2 **Dex** +1 **Int** +0 **Str** +2 **Wis** +0

AC 19 **HD** 3 **HP** 3d8+6 (21) **Save** +2 **Morale** 9

Move Walk 15' [3 squares], Ride 30' [6 squares]

Mounted charge

Only after moving on horseback:

+7 to hit, 1d10+2 damage, reach. Victim must pass a **Strength** save or be knocked down.

Flashing swords

2 attacks per turn, +3 to hit, 1d8+2 damage.

Strong sword blow

+5 to hit, 1d8+2 damage.



+Knight's mount+

Cha -1 **Con** +0 **Dex** +0 **Int** -3 **Str** +2 **Wis** +0

AC 16 **HD** 3 **HP** 3d8 (15) **Save** +1 **Morale** 7

Move Run 30' [6 squares]

Rearing kick

The horse uses their entire combat turn to kick. +2 to hit, 1d10+2 damage, reach. The victim must also pass a **Strength** save or be knocked down. Riders may not take an additional action on a turn in which their horse kicks.

48·49

Bandits

Desperate men and women, forced into a life of robbery, extortion, and murder upon the untamed roads of the north.

Bandits wear leather armor, carry daggers, short swords, and shortbows, and have **3d10sp** each. A group of bandits has a 2 in 6 chance of carrying a looted **campaign object** (p. 28).

Bandits share stats with Smugglers.

Number encountered

- 2d4 bandits

Goals

- Rob travelers
- Sell looted goods to crooked merchants
- Get away with big scores

Tasks for outcasts

- Kill a guard captain in the nearest settlement **(8gp each)**
- Help set up a big score at Debrooken Abbey (share of the loot)
- Help kill or capture someone else from the random encounter table that the bandits wish vengeance upon **(2d4gp each)**

+Bandit or Smuggler+

Cha +0 **Con** +0 **Dex** +1 **Int** +0 **Str** +0 **Wis** +0

AC 15 **HD** 1 **HP** 1d8 (5) **Save** +0 **Morale** 6

Move Walk 15' [3 squares]

Short sword attack
+1 to hit, 1d6 damage.

Short bow attack
60' range [12 squares], +2 to hit, 1d6+1 damage.

Dagger flourish
2 attacks, +0 to hit, 1d4 damage each.

Thrown dagger
15' [3 squares], +2 to hit, 1d4+1 damage.

50·51

Cult of the Ram smugglers

The Cult of the Ram is a large criminal organization that performs smuggling, extortion, blackmail, runs protection rackets, and even occasionally engages in some medieval forms of slavery (a not uncommon practice).

They have clandestine bases of operation in most sizable settlements in the north, and engage in all manner of business from the mundane—like moving goods in wagons while avoiding soldiers—to the complicated—like embroiling powerful figures into webs of intrigue.

Smugglers wear leather armor, carry daggers, short swords, and shortbows, and have **3d10sp** each. A group of smugglers has a 2 in 6 chance of carrying a looted **campaign object** (p. 28).

Smugglers share the same stats as bandits (previous column).

For more on the Cult of the Ram, see page. 25.

Number encountered

- 2d4 smugglers

Goals

- Move goods, unnoticed by authority
- Eliminate threats to their operation
- Get rich or die trying
- Follow orders and move up in the ranks

Tasks for outcasts

- Take an innocuous item to a random settlement and give it to a specific person there **(4gp each)**
- Get rid of guards on the road ahead **(5gp each)**
- Eliminate a supernatural threat nearby (choose or roll on the encounter table) **(7gp each)**
- Free a prisoner being transported by guards down the road **(8gp each)**

52

Heretic pilgrims

A haggard group of travelers, adults and children, with cautious eyes and ragged clothing.

In these days of wickedness, heresy flourishes. The teachings of the church are clear, but there are those who insist on defying them, on reinterpreting, reimagining, or just rejecting the facts of religion decided by the ancient Synod and espoused in the Holy Creed. The belief of heretics, persecuted as they are, is often stronger, more willful, and more ardent than the belief of mere Christians.

Heretics are cautious, guarded, and firm in their faith. They will keep their beliefs guarded unless they have strong trust in someone, and only then will they slowly start to reveal the details of their heart-held religious truth, seeking to save the souls of their new companions.

Most will present as normal but somewhat wild-eyed characters, with a subtle but suspicious absence of usual Christian charms, hand signs, and other behaviors. They often travel with their entire families, and will carry a small amount of wealth **(3d20sp** and **1d6+1gp)**, as well as mundane items. The leader has a 3 in 6 chance of having a **campaign object** (p. 28).

Number encountered

- 2d4+2 adults
- 1d4+1 children

+Heretic pilgrim+

Cha +0 **Con** +0 **Dex** +0 **Int** +0 **Str** +0 **Wis** +0

AC 12 **HD** 1 **HP** 1d8 (5) **Save** +0 **Morale** 5

Move Walk 15' [3 squares]

Improvised weapons
+1 to hit, 1d6 damage.

Sample heresies

1. Yahweh was once a man like you and I. He discovered the secrets of the world, and only then ascended to the godhead.
2. Jesus did not ascend into Heaven, but walks the Earth today, and will come to those pious enough to receive him.
3. All marriages must involve three people, and must strive to produce three heirs, the first belongs to God and is sacrificed upon birth, the second belongs to Lucifer and is sacrificed on their thirteenth birthday, and the third belongs to Humanity and with prayer and meditation, may find enlightenment.
4. The God of Genesis was a jealous, greedy, grasping God, and the story of humanity is the story of their journey towards escaping His clutches, which was accomplished by the birth of Jesus, who died, slew Jehovah, and was reborn as the new God.
5. The Archangel Gabriel, first amongst the Host, is the intercedent between God and Man. He is a creature of balance and duality and has, in these dark times, turned away, thus preventing the dawn of true Enlightenment from shining upon humanity.
6. The sayings of Jesus hide esoteric truths, and by uncovering their hidden and divine numerologies, ascetics can unlock power over the physical world.
7. A literalistic interpretation of the teachings of Jesus necessitates a life free of material and spiritual pleasures and wealth. Only by divesting the soul of all distractions can the True Path be uncovered.
8. Lucifer the Morningstar, the Chief Rebel Angel, interceded with God on behalf of humanity, who had been left to languish in a world of struggle. For His efforts he was cast down and out by the God of Heaven. Lucifer reaches from below, seeking to share His knowledge with Mankind, but can only act in secret ways, lest agents of the Lord discover and destroy His efforts.

53·54

Viking raiders

From the distant lands of frozen ice come occasional raiders, looking to burn, pillage, and take what sport they may from the agricultural bounty of the Mythic North. The residents of the northlands speak in fear of these barbarians, and though the days of near-constant raids are mercifully in the past, the occasional Viking band looking for loot and glory can still be found roaming the hills and roads of the northern marches.

Vikings wear leather armor, carry hammers and axes and shields, and each carry a piece of looted treasure worth **3d100sp**. The viking leader carries a huge war axe and wears jewelry worth **500sp**.

Number encountered

- 1 Viking Leader
- 2d6 Viking Raiders

Goals

- Plunder and pillage for the glory of the old gods
- Burn the temples of the weakling crucified Jesus
- Find lost Viking treasure from ages past
- Slay mythic beasts of legend

Tasks for outcasts

- Renounce the false god or die
- Challenge in single combat or a drinking contest, and they will do you one (likely violent) favor
- Provide clues leading to lost Viking treasure

+Viking leader+

Cha +1 **Con** +2 **Dex** +1 **Int** +1 **Str** +3 **Wis** -1

AC 16 **HD** 4 **HP** 4d8+8 (28) **Save** +2 **Morale** 10

Move Walk 15' [3 squares]

Huge war axe swing

+7 to hit, 1d10+3 damage.

Huge war axe parry

If an attack against the Viking Leader misses, the Viking Leader makes an attack roll at +5. If this roll is successful, the incoming attack is parried and the attacker is thrown back 5 feet and knocked prone.

Berserker

When the Viking Leader is reduced to half HP or below, they goes berserk, and get -2 to their AC, but can make 2 attacks per turn.

+Viking raider+

Cha +0 **Con** +1 **Dex** +1 **Int** +0 **Str** +2 **Wis** -1

AC 15 **HD** 2 **HP** 2d8+2 (12) **Save** +1 **Morale** 8

Move Walk 15' [3 squares]

Axe or hammer strike

+4 to hit, 1d8+2 damage.

Berserker

When a Viking Raider is reduced to half HP or below, they go berserk, and get -2 to their AC, but can make 2 attacks per turn.



55

Giant hunters

It is well known amongst the people of the northlands that giants roam the mountains and hills, bellowing, eating sheep, stealing children, tearing down walls, befouling wells, and generally carrying on in a most un-Christian way. Just as wolves must be driven from flocks of sheep, giants must be driven from the lands of men.

Giant hunters are those who, for gold, glory, or vengeance, have taken up the noble cause and roam the lands searching for giants. Once a giant is found, the hunters lay their traps and slay the foul beasts.

Giant hunters wear chainmail, carry pikes, giant man catcher polearms, weighted nets, vessels of alchemist's fire, and various bait, traps, and specialized weapons for capturing and slaying giants. Not every giant hunter will have every one of these items. They have **4d10sp** each.

There is a 3 in 6 chance that the giant hunters are on the trail of a giant when encountered. Otherwise, they have been recently bested by a giant and are limping back to safety.

Goals (if on the trail)

- Wreak vengeance upon a specific giant that destroyed their home, killed their family, or performed some other despicable act.
- Kill or capture a giant for a bounty from a random faction (p. 18)
- Kill a giant for sport or glory

Goals (if recently defeated)

- Get back to safety as quickly as possible
- Defend their homestead from giant retribution
- Find someone to assist with their crushed bones

Tasks for outcasts

- Assist in a giant hunt (**8gp each**)
- Offer succor to defeated hunters
- Run ahead to warn the hunters' home that rageful giants are coming

Number encountered

- 2d4+1 giant hunters.

+Giant hunter+

Cha +0 **Con** +0 **Dex** +1 **Int** +1 **Str** +1 **Wis** +0

AC 16 **HD** 2 **HP** 2d8+2 (12) **Save** +1 **Morale** 8

Move Walk 15' [3 squares]

Pike thrust

+3 to hit, 1d8+1 damage, 10' reach.

Giant trapping weapons and nets

+1 to hit, victim must pass a **Dexterity** save or become trapped. Trapped targets have a -4 to their AC and halve their movement. Trapped beings can free themselves with a **Strength** check. The check is at -1 for every weapon currently trapping the target beyond the first.

Alchemist's fire

Thrown weapon, 60' range. 1d6 initial damage, and 1d6 damage for 1d4+1 turns or until the alchemist's fire is washed or scrubbed off. To throw, the giant hunter makes a **Dexterity** check at +2. On a success, the alchemist's fire hits the target. On an unsuccessful check, it lands in a random direction from the target, a number of feet from the target equal to 1d4 multiplied by 5. Throwing provokes attacks of opportunity.

Enormous man trap

This huge trap takes two arms to carry. The giant hunter can spend a turn laying out this enormous bear trap in a square. If anyone steps on it or is dragged into the square, the trap springs shut. The target must pass a **Dexterity** save or take 1d6 damage and the trap clamps on their leg. If they move with the trap on their leg, they move at half speed and take 1d4 damage.

Actinic dust

The giant hunter can use a combat action to throw blinding, choking dust into the air. Anyone in a 15' circle must make a **Constitution** save or become blinded for 1d4 turns.

56

Knights errant

Though most knights are tied to their lord or their land, there are some who have neither, whether by accident of war, fortune, or birth. These rare figures have their skill at arms, their horses, and their holy arms and armor, but not much else. They wander the lands of the Mythic North, looking for worthy foes to duel, damsels in distress to rescue, or even, if they are hungry enough, roofs that need mending or walls that need rebuilding.

Knights errant wear plate armor with shields, ride horses with plate barding, and carry polearms and swords. They also have **2d20sp** and **2d6gp** each.

Number encountered

- 1d2 knights with their mounts

Goals

- Complete their quests
- Find worthy companions to join them
- Seek out new quests from the local populace
- Get paid

Knight errant quests

While much of their time is spent performing odd guard jobs and doing hard labor for coin, knights errant are hungry for epic quests that can bring them glory and fame. The nature of these quests is left up to the referee, and judicious use of related random tables is encouraged to generate details.

Rescue a damsel

A fair maiden with golden hair from a nearby village has gone missing, carried off at night by a sticky-fingered old wizard, who lives in a hovel and uses and misuses young ones for foul experiments and sacrifices. She must be rescued at all costs!

Slay a monster

A fearsome beast spawned from the pit of the devil himself has been destroying farms, killing livestock, and devouring children. It has been tracked to a nearby cave or ruin, and it now must be slain!

Recover an artifact

The priest of the local village church has divined the location of a saintly relic with mysterious healing powers. It lies in a cave (or was it a ruin?). The place is rumored to be haunted by the spirits of dæmons, but the relic must be recovered, for the glory of God!

Find a missing child

The first son of the local town's official has been missing since the last full moon. The townsfolk say this happens from time to time, and that the sprig of holly left in his tiny bed indicates the devious malfeasance of the fae folk, who are hard to find and harder to defeat, since they refuse to fight fair...

Duel a worthy foe

The knight's chivalrous valour in battle has been besmirched by rumors spread by a local viper! The knight journeys to best this foe in public battle.

Thwart a dark prophesy

The knight has acquired an ancient pictorial scroll, showing a dark prophesy happening in a mysterious, desolate location nearby, that seems to show a horde of dark creatures spewing forth from the earth. What has been foretold must be thwarted!

+Knight errant+

Cha +0 **Con** +2 **Dex** +1 **Int** +0 **Str** +2 **Wis** +0

AC 19 **HD** 3 **HP** 3d8+6 (21) **Save** +2 **Morale** 9

Move Walk 15' [3 squares], Ride 30' [6 squares]

Mounted charge

Only after moving on horseback:
+7 to hit, 1d10+2 damage, reach. Victim must pass a **Strength** save or be knocked down.

Strong sword blow

+5 to hit, 1d8+2 damage.

+Knight's mount+

Cha -1 **Con** +0 **Dex** +0 **Int** -3 **Str** +2 **Wis** +0

AC 16 **HD** 3 **HP** 3d8 (15) **Save** +1 **Morale** 7

Move Run 30' [6 squares]

Rearing kick

The horse uses their entire combat turn to kick. +2 to hit, 1d10+2 damage, reach. The victim must also pass a **Strength** save or be knocked down. Riders may not take an additional action on a turn in which their horse kicks.

57

Guarded prisoner

Crimes are committed throughout the Mythic North, and while most prisoners will simply rot in a tiny cell or town donjon until they die or their sentence is served, some are important enough that they need to be transported from one place or another for trial or interrogation.

Most guarded prisoners will be traveling towards either **Cleardor [1]** or **Utroat Castle [15]**, though they may less commonly be headed towards **Banding Prison [19A]**, **Debrooken Abbey [9]** or **Cairn o' the Mouth [17]**.

Prisoners will be accompanied by guards tasked with ensuring the safe arrival of their charge. These guards are typically heavily armed and wary of escape and rescue attempts. They wear chainmail, carry swords, shortbows, and **3d10 silver** each.

Number encountered

- 1d2 prisoners
- 1d6 + (number of prisoners) guards
- Mule and cart

The prisoner is accused of (1d8)

1. Stealing
2. Treason
3. Witchcraft or sorcery
4. Spying for an enemy of the government
5. Tax evasion
6. Murder
7. Heresy or dire religious sin
8. Conspiracy to overthrow the government

Desperate offers of prisoners

- Riches beyond anyone's wildest dreams.
- Influence with a faction.
- Dark power.
- Secrets of a faction or place.
- Location of an ancient treasure.
- The satisfaction of saving an innocent.

+Prisoner guard+

Cha +0 **Con** +0 **Dex** +0 **Int** +0 **Str** +1 **Wis** +0

AC 15 **HD** 3 **HP** 3d8 (15) **Save** +1 **Morale** 6

Move Walk 15' [3 squares]

Sword attack
+3 to hit, 1d8+1 damage.

Shortbow attack
60' [12 squares], +2 to hit, 1d6 damage.

58

Escaped prisoners

Having only recently won their freedom, escaped prisoners tend to be wild, wary, desperate, and dangerous. Use the table above for **Guarded prisoner** to determine what crime the prisoners were accused of.

Escaped prisoners may have escaped from any of the settlements in the Mythic North, from Banding Prison, or from guards while being transported.

Escaped prisoners wear no armor and carry a motley collection of pilfered and improvised weapons. They usually have no valuables (though they may promise valuables to those who help them).

Number encountered

- 1d4 escaped prisoners

Goals

- Return to their home safely and unseen
- Recover their valuable belongings
- Wreak vengeance upon their captors
- Escape the Mythic North

+Escaped prisoner+

Cha +0 **Con** +0 **Dex** +0 **Int** +1 **Str** +0 **Wis** +0

AC 12 **HD** 1 **HP** 1d8 (5) **Save** +0 **Morale** 4

Move Walk 15' [3 squares]

Improvised or stolen weapon
+0 to hit, 1d6 damage.

59

Denizens of Dunser

Off the southern coast of the Mythic North is the island village of **Dunser [4]**. While trader captains and fisherfolk will claim that the people of Dunser are normal, when the common folk across the land are in their cups, they whisper about the place as an ill-rumoured and evilly-shadowed seaport of death and blasphemous abnormality.

The rumors are true, in a sense, and some of the folk of Dunser *are* born strange. Narrow heads, bulging watery blue eyes, flat faces with grey-blue, heavily veined skin, small ears, and strangely large hands and feet that are kept gloved and booted at all times.

These folk are raised in the House of the Tide Readers in Dunser, kept apart from the rest of the populace, and consulted as soothsayers and seers. Sometimes, strange errands send these Tide Readers out into the greater world to accomplish queer errands, often with bodyguards.

Tide Readers wear cloaks and cover most of their bodies and faces. They are unarmed, carry staffs with horrifying iron carvings on their tips (worth **300sp** to the right buyer), and will usually be carrying a **campaign object** (p. 28).

Dunser guardians wear leather armor, carry harpoons and nets, and have **2d20sp** each.

Number encountered

- 1d3 Tide Readers
- 2d4 Dunser guardians

+Dunser guardian+

Cha +0 **Con** +0 **Dex** +0 **Int** +0 **Str** +1 **Wis** +0

AC 16 **HD** 2 **HP** 2d8 (10) **Save** +1 **Morale** 7

Move Walk 15' [3 squares]

Harpoon thrust
10' [2 squares] reach, +3 to hit, 1d8+1 damage.

Net toss
10' [2 squares], +1 to hit, victim must pass a **Dexterity** save or become trapped. Trapped targets get -4 to their AC and halve their movement. Targets can free themselves with a **Strength** check.

Strange and secret goals

- Find a pool in the mountains that burbles forth seawater. Drown a fresh water fish in it, and bring that fish back to the House of the Tide Readers.
- Capture a female woodlands hawk, and gather oil from the pools of the northern wastes. When the oil incites a male to mate with the hawk, the hawk will birth the Black Egg in the House of the Tide Readers six days later.
- A beast from another place swims the waters of the Koudloch. The House of the Tide Readers requires a bagful of its roe.
- The frog priest of **The Sunken Chapel [20D]** is a blasphemer and must be eliminated.

+Dunser Tide Reader+

Cha +1 **Con** -1 **Dex** +1 **Int** +2 **Str** -1 **Wis** +1

AC 12 **HD** 4 **HP** 2d8-1 (10) **Save** +2 **Morale** 7

Move Shamble 10' [2 sq], Swim 50' [10 sq]

Staff attack
+2 to hit, 1d6-1 damage.

Fish-mawed shriek
The Tide Reader unhinges their jaw and shrieks, all within a 120' circle must make a **Wisdom** save or be stunned, losing their next combat turn. After shrieking, the Tide Reader must spend 2 rounds getting their jaw back to normal before they can shriek again.

Water spout
If immersed at least above the ankles in any body of water, the Tide Reader can shoot a noxious water spout at foes up to 3'' away:
+6 to hit, 1d6 damage, if hit make a **Constitution** save or become diseased. Each morning for 2d4 days, a diseased victim must pass a **Constitution** save or take 1d4 damage immediately upon waking.



60

Apprentice of Red Peter

Red Peter is a powerful soothsayer, political advisor, and warlock. He has a few apprentices who he sends out into the world to fetch him ritual ingredients, slaves, and sacrifices, while he stays safe in his tower conducting strange experiments.

Peter's apprentices dress in red robes, wear their hair and beards long, and are accompanied by guards, and sometimes slaves.

Red Peter's apprentices carry daggers and staves, and **2d6gp** each. Each apprentice has a 3 in 6 chance of carrying a **campaign object** (p. 28) and a 2 in 6 chance of carrying a random ritual (RC, p. 52) written in Latin.

Red-mailed guards wear burnished red chainmail, carry swords and shields and shortbows, and have **2d10sp** each.

For more on Red Peter, see page 184.

Number encountered

- 1 apprentice
- 1d4+1 guards
- 1d4-2 slaves

Goals

- Ferry messages between Red Peter and his powerful allies
- Gather strange reagents and ritual ingredients
- Transport slaves back to Red Peter's tower
- Gain knowledge to use against their master

Tasks for outcasts

- One of their... companions (slaves)... has become separated (escaped)... and is lost, confused, and alone out in the wilderness somewhere. Find and return them (**5gp each**).
- Find the alchemist, Agate Combs (**Encounter 74**) or journey to **The Alchemist's Redoubt [3]** to fetch a specific tincture for a ritual (**6gp each**).
- Find the egg of a giant spider and bring it to **The Warlock Towers [13]** (**9gp each**).

+Apprentice of Red Peter+

Cha +1 **Con** +0 **Dex** +0 **Int** +2 **Str** +0 **Wis** +0

AC 12 **HD** 2 **HP** 2d8 (10) **Save** +1 **Morale** 6

Move Walk 15' [3 squares]

Dagger

+1 to hit, 1d4+1 damage.

Blood mist

The apprentice deals 2 damage to themselves, sprays a cloud of bloody mist, and vanishes for one round. A **Wisdom** check from a foe engaged in close combat will see through the mist.

Backstab

Once vanished, +6 to hit, 2d4+2 damage.

Poison blood spit

The apprentice bites their own wrist, dealing 3 damage to themselves, then can spit 2 times: +4 to hit, 1d6+1 damage, 20' range.

+Red-mailed Guard+

Cha +0 **Con** +0 **Dex** +0 **Int** +0 **Str** +1 **Wis** +0

AC 16 **HD** 3 **HP** 3d8 (15) **Save** +1 **Morale** 7

Move Walk 15' [3 squares]

Sword attack

+4 to hit, 1d8+1 damage.

Shortbow attack

60' [12 squares], +2 to hit, 1d6 damage.

+Slave+

Cha +0 **Con** -1 **Dex** +0 **Int** +0 **Str** -1 **Wis** +0

AC 11 **HD** 1 **HP** 1d6 (3) **Save** +0 **Morale** 4

Move Walk 15' [3 squares]

Feeble punch

-2 to hit, 1 damage.

61

The Black Bishop's Inquisition

A GROUP OF FEARSOME armed and armored mounted warrior monks, wearing black armor, black surcoats with large red crosses, and wielding spiked maces, some attached with flexible chains.

Feared, respected, and hated, the inquisition of the Black Bishop of Debrooken Abbey is an elite force sent out on missions for the church, under the direct command of Abbot Ekardus himself. The monks are adept in combat, ministry, and interrogation. The Inquisitors are haughty, righteous, and are used to being obeyed quickly.

They wear half plate armor and carry maces with spiked heads on the ends of chains and shields, with a few instead carrying crossbows. Their horses wear chain barding. They each wear a holy symbol worth **200sp** and carry **1d100sp**. The leader also has **1d6 gold** and a **campaign object** (p. 28).

Number encountered

- 1d4+1 monks
- 1 lead monk

Mission

REFEREES CAN ROLL on the random locations table (rear cover) to determine the target for the inquisition's mission. Some ideas for why they may be traveling to or from their target location:

1. Root out rumors of heresy
2. Gather ritual components for the Black Bishop
3. Collect tithes
4. Take custody of a prisoner
5. Plant evidence of heresy on a representative of St. Lewiston
6. Defend the laity from predatory nobles
7. Escort tools and weapons to the abbey
8. Clean up a murder committed by **Samuel Fitzchrist (Encounter 77)**

+Monk's mount+

CHA -1 **CON** +0 **DEX** +0 **INT** -3 **STR** +2 **WIS** +0

AC 12 **HD** 2 **HP** 2d8 (10) **SAVE** +1 **MORALE** 5

MOVE Run 30' [6 squares]

Tasks for outcasts

- Check in with the Black Bishop at Debrooken Abbey [10], who may have a mission for them. Alternatively, referees could roll using the mission tables from that location and have the Inquisition provide one of the tasks.
- Share evidence of heresy the outcasts have seen around the north.
- Confess to the monks any sins the outcasts have committed.

+Inquisitorial warrior monk+

CHA +0 **CON** +1 **DEX** +0 **INT** +1 **STR** +1 **WIS** +0

AC 17 **HD** 3 **HP** 3d8+3 (18) **SAVE** +2 **MORALE** 8

MOVE Walk 15' [3 squares], Ride 30' [6 squares]

CROSSBOW ATTACK

60' [12 squares] +2 to hit, 1d10 damage.

MACE ATTACK

+4 to hit, 1d8+1 damage.

WHIRLING MACE ATTACK

One time in each combat, a monk can spin their maces on their chains for extra damage. After they perform this attack, a monk drops to the bottom of the initiative order for the rest of the combat scene:

+0 to hit, 1d8+4 damage.

MOUNTED CHARGE

A monk on horseback can use their entire turn to ride by a target, using their horse's full movement, and attack the target at any point during their horse's movement:

+3 to hit, 1d8+2 damage. Victim must pass a **STRENGTH** save or be knocked down.

HORSE KICK

A monk on horseback can give up their movement action and use their combat action to kick with their horse, attacking a target either in front or behind their horse:

+2 to hit, 1d10+2 damage. Victim must pass a **STRENGTH** save or be knocked down.

DEBROOKEN BLESSING CHANT

The monk blesses one ally within their line of sight. The blessing confers a +2 to hit and +1 to all other actions for 1d6 turns.



·Animals·

Wild animals are rarer in the Mythic North than they were in the past, but cold winters, mindful shepherds, and disease can drive desperate animals to prey on small groups of traveling humans.

Animals almost always attack at night, prefer to attack when no-one is on watch if possible, and will often stalk a traveling party for a few nights before working up the courage to attack. Referees can roll 1d3 to determine how many nights the outcasts will hear sniffling, scratching, or small sounds in the darkness before the animals actually move to attack (thus giving the party a chance to do something about the attack).

62

Wild dogs

Number encountered

◊ 2d8+2 wild dogs

+Wild dog+

Cha -2 **Con** -1 **Dex** +2 **Int** -3 **Str** +0 **Wis** +0

AC 14 **HD** 1 **HP** 1d8-1 (4) **Save** +1 **Morale** 4

Move Lope 20' [4 squares]

Rip and tear
+1 to hit, 1d6 damage.

63

Wolves

Number encountered

◊ 2d6+2 wolves

+Wolf+

Cha -1 **Con** +0 **Dex** +2 **Int** -2 **Str** +0 **Wis** +1

AC 14 **HD** 1 **HP** 1d8 (5) **Save** +1 **Morale** 5

Move Lope 20' [4 squares]

Rip and tear
+2 to hit, 1d6 damage.

64

Bear

Number encountered

◊ 1 bear

+Bear+

Cha -2 **Con** +3 **Dex** +1 **Int** -2 **Str** +4 **Wis** +1

AC 13 **HD** 4 **HP** 4d8+12 (32) **Save** +3 **Morale** 6

Move Lumber 20' [4 squares]

Massive claws
+7 to hit, 1d10+4 damage, and victim must pass a **Dexterity** save or be grappled.

Terrible bite
If a bear has grappled a target, it may bite them: +10 to hit, 2d6+6 damage.

65

Snow cat

Number encountered

◊ 1 snow cat

+Snow cat+

Cha +0 **Con** +1 **Dex** +3 **Int** -2 **Str** +2 **Wis** +2

AC 15 **HD** 3 **HP** 3d8+3 (18) **Save** +2 **Morale** 5

Move Slink 20' [4 squares]

Pounce
On unaware targets, or when attacking a target from behind, the snow cat may pounce: +6 to hit, 1d8+3 damage, victim must pass a **Strength** save or be knocked down.

Eviscerate
On a knocked down target only:
+7 to hit, 2d4+2 damage.

Fearsome claws
+5 to hit, 1d8+2 damage.



66

The curse dog

An ugly medium sized dog, flea-bitten with patches of missing fur and fiercely intelligent eyes. When the referee rolls this result, the outcasts have been cursed to be hounded by the dog.

The outcasts will first see it from far off, or maybe lurking in the shadows. From then on, it causes mischief until they catch or kill it. The dog will do things like bite through ropes to trap the outcasts down in pits, push doors closed to lock them in, scatter hot coals to start fires, urinate on a bedroll or on rations, and anything else a dog could do that would cause major inconvenience, and maybe even mild danger.

The curse dog is a spice in your campaign, and should be used as such. It might only show its face every fourth session before fleeing off into the darkness, tail wagging, tongue lolling, pleased with itself for having created another giant hassle.

The outcasts should come to hate and despise the dog, but it will be very difficult to get rid of. The dog is more intelligent than most humans, and will avoid or cheerfully disable traps set for it. The dog will try to never come within striking distance of the outcasts, and will flee immediately if missile weapons are fired at it, always avoiding the first ranged attack.

The curse dog has an armor class of 21 and will die to any blow.



67

The Sleeping Folk

A circle of people sleep in a small field or clearing, overgrown with clovers and dandelions. The sleeping folk are all sitting cross-legged, slumped over in a deep sleep. Their clothes are slightly out of style and slightly tattered. Their hair is long and unkempt. Spiderwebs grow on them, a few have birds' nests in their hair.

They cannot be awakened by any normal means. If they are pushed or moved small amounts, they will mumble wordlessly and adjust themselves back into their original sleeping position. If they are wounded or moved out of the clearing they will quickly cough, gasp, and die without opening their eyes. One side effect of their long sleep is the creation of the **Escaped Dream (Encounter 91)**, which wanders the landscape, warping reality around it.

Once the Sleeping Folk have been encountered, the next time the outcasts would encounter someone, the referee does not roll the dice (or rolls and ignores the result), and instead the outcasts encounter the Escaped Dream (this only happens once, and only if the outcasts have not already encountered the Escaped Dream).

How the sleeping folk came to be here, and why they are sleeping is left up to the referee. Some suggestions:

1. The Sleeping Folk were cursed by Red Peter's predecessor, Edwin Morch. They were a mob who assembled to burn him out of his tower.
2. The Sleeping Folk were cursed by **Yetta English (Encounter 82)**. They were elders who chased her out of her village and were hunting her down to kill her. She cursed them to fall asleep, and without them, their village withered and disappeared.
3. Faerie members of the **Unseelie Court (Encounter 117)** put the Sleeping Folk to sleep as a joke.
4. The Sleeping Folk are the original inhabitants of **Great Stocking [14]**, put to sleep by Achtland as punishment for angering her.
5. The Sleeping Folk agreed to engage in a bargain with a **Manifest dæmon (Encounter 100)**, who tricked them and put them into an eternal slumber as "payment" for their bargain.
6. The Sleeping Folk are dreaming, and in the dream are holding back a powerful dæmon from manifesting in this reality. If they are awakened, the dæmon will burst forth and spread chaos across the land.

The outcasts will most likely want to find a way to awaken the Sleeping Folk. Once they are encountered, the referee should feel free to have people encountered in the Mythic North point towards potential cures for the eternal sleeping. Some ideas of ways the Sleeping Folk could be awakened:

1. A ritual described in **The Warlock Towers: Red Peter's Library [13:23]**
2. A potion from **The Alchemist's Redoubt [3]**
3. A phrase in the language of the **Dunser [4]** Tide Readers **(Encounter 59)**
4. Liquor from **Hulmane's Hermitage [16]**, held under their noses or tilted down their throats
5. An exorcism performed by a powerful clergy member such as Father Linton of **Saint Lewiston [5]**, the Black Bishop of **Debrooken Abbey [9]**, a member of the **Black Bishop's Inquisition (Encounter 61)**, **Faith Thorne (Encounter 81)**, or an **itinerant priest (Encounter 23)**
6. A cure-all peddled by **Gytha Townsend (Encounter 68)**

If the Sleeping Folk are awakened and it's clear that the outcasts are responsible, the Sleeping Folk will likely be grateful for the assistance and can point the outcasts in the direction of a cache of ancient medallions they buried nearby for safekeeping, which is worth **10gp**.

68

Gytha Townsend, cure-all merchant

A woman dressed in patchwork clothing, riding on a specialized, colorful wagon pulled by a pony bedecked in motley. Gytha sells bottles of snake oil, pots of magic unguents, love potions, brooms to sweep out devils, and other paraphernalia. Gytha pays generous tithes and otherwise avoids clergy at all costs.

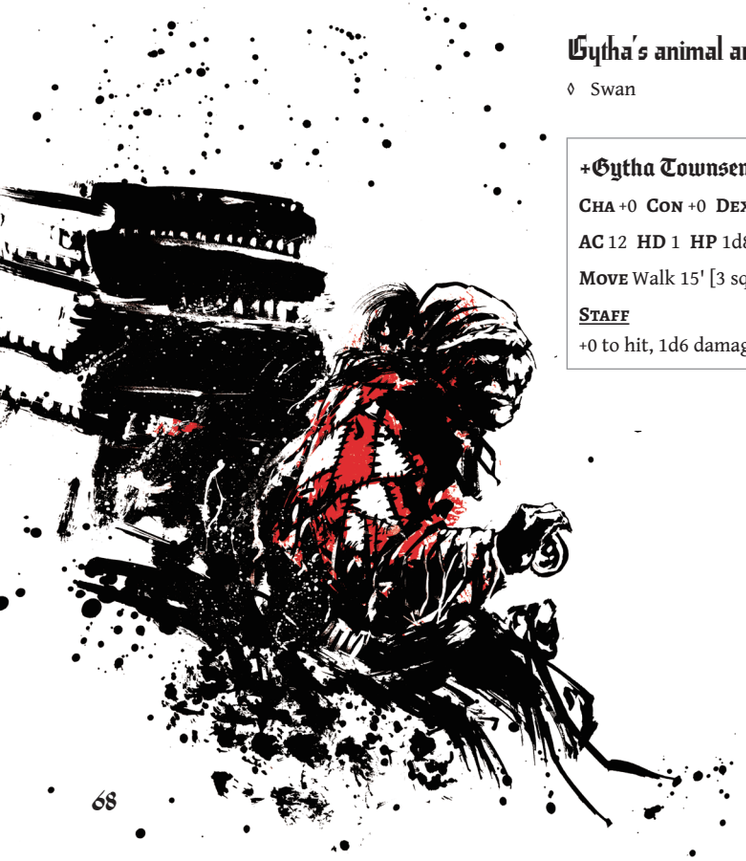
If attacked, Gytha carries a summoning rod. She will break it to summon a giant beast made of planty sinews, smelling of loam and earth. The beast will obey her commands and attack anyone who threatens her.

Gytha's Wagon

Inside her wagon, Gytha has a bed, many cupboards, and a small ritual altar. A cupboard beneath the altar contains ritual components. Gytha will not willingly admit anyone into her wagon. Gytha carries no weapons, and has **1d100+100sp** and **1d8gp** in her wagon.

If the outcasts are looking for a specific potion or remedy, the referee can include it amongst Gytha's wares. Gytha has 1d4+4 concoctions from the table of **wares** below ready to be mixed and then sold, as well as more mundane concoctions that are reputed to make crops grow, increase fisher yields, assist (or hinder) pregnancies, and accomplish all manner of other things of interest to the common folk of the Mythic North.

Gytha has to specially prepare each concoction, and will only mix them with her wagon door shut, after being paid. Gytha will warn that the user's belief and faith has a large impact on whether or not the concoctions are effective. When each concoction is brewed, the referee should secretly roll 1d10. On 1, the concoction poisons the drinker when drunk, making them very ill and at a -3 to all actions for 1d6 days. On 2-4, the concoction will have no effect. On a 5-10, the concoction works as advertised.



Gytha's animal archetype

◊ Swan

+Gytha Townsend+

Cha +0 **Con** +0 **Dex** +0 **Int** +0 **Str** +0 **Wis** +0

AC 12 **HD** 1 **HP** 1d8 (5) **Save** +0 **Morale** 5

Move Walk 15' [3 squares]

Staff

+0 to hit, 1d6 damage.

+Beast of Living Earth+

Cha -3 **Con** +3 **Dex** +0 **Int** -3 **Str** +3 **Wis** -2

AC 12 **HD** 6 **HP** 6d8+18 (48) **Save** +3 **Morale** 12

Move Squelch 15' [3 squares]

Massive blow

+9 to hit, 1d10+3 damage, **Strength** save or be knocked down.

Ropy tendrils

10' range, target must pass a **Dexterity** save or be ensnared. Once ensnared, victims will lose their actions each round until they pass a **Strength** save to break free.

Toxic breath

Triggers once per combat, when more than one person is within 15':
Targets must pass an **Intelligence** save or lose 1d6 x 100 experience points, as well as a **Charisma** save or be possessed by fungal spores. Those possessed by fungal spores are controlled by Gytha until they pass a **Charisma** save.

Gytha's Wares (1d20)

1. A velvety, herbaceous potion that causes the drinker to shrink to half size for 1d4 hours. 1 dose, 100sp.
2. A clear tincture for the eyes, to cure cataracts and blindness. Requires all 10 doses (1/day). 100sp.
3. A bitter potion that causes the drinker to become insubstantial in moonlight, able to be seen, but ghostly and able to pass through solid objects for 1d4 hours. 1 dose, 200sp.
4. A tub of blue ointment that causes body parts to turn invisible for 1d4 hours. 1 dose, 200sp.
5. A thick red, jelly-like unguent that when rubbed on the skin induces extreme sweating, cleansing the blood of impurities. 1 dose, 100sp.
6. A fine grey powder that induces sneezing fits. 10 doses, only 50sp!
7. A thick black oil to spread on wood, that causes extremely hot flames when lit. 5 doses, only 50sp!
8. A small vial of foul smelling liquid that induces vomiting when ingested. 2 doses, 100sp.
9. Very strong alcohol. 6 doses, 100sp.
10. A pink-tinged, rose-scented potion that will cause the drinker to fall in love with the one who buys it. 1 dose, 200sp.
11. An herbal blue potion that, when drunk, cures 2d4 hit points of damage instantly. 1 dose, 200sp.
12. A salty green potion that allows the drinker to breathe underwater for 1d4 hours. 1 dose, 150sp.
13. A blood red liquor, very salty, that transforms the drinker into a strong beastly form, giving them +3 **Strength** and +2 **Constitution** for 1d4 hours. 3 doses, 400sp.
14. A grey bottle that contains enough of a reactive mixture to fill a large room with choking, viscous, opaque smoke when exposed to air. 1 dose, only 50sp!
15. Various sweet-smelling perfumes. 20 doses each, 100sp.
16. A metal box with a soaked sponge, which causes anyone who smells it to take 1d4 damage and fall unconscious for 1 hour. 2 doses, 100sp.
17. A strong poison, which, if ingested, will cause grave illness. Affected persons must make a **Constitution** save every day for 7 days, and are too weak to do anything but rest in bed. At the end of that time, if they have more failures than successes, they will sicken and die within 1d4 days. Otherwise, they will recover in 1d4 days. 1 dose, 300sp.
18. A medicine to cure epilepsy, cramps, and various other ailments. Requires all 6 doses (1/day). 100sp.
19. A paste which, if smoked, will cause realistic visions of other places, and other times. 1 dose, only 50sp!
20. A bottle of violet liquid that can be sprinkled to remove a curse from a place or person. 1 dose, 200sp.

69

Truman Reede, distiller

An old man with foul breath, a long beard, and few teeth. Truman travels with his two large adult sons, who man a complex, alchemical looking wagon with brass contrivances, spigots, tubes, glass bulbs, and other moonshine brewing equipment sticking up and out at various odd angles.

Truman is a distiller, making strong alcohol for various medicinal, agricultural, and recreational uses. He travels between towns, buying grains, collecting other ingredients, and hawking his wares.

Animal archetype

- Giraffe

Number encountered

- 1 old distiller
- 2 large adult sons

Goods for sale

- Bottle of fine liquor, 50sp
- Bottle of rare liqueur, 100sp
- Flammable liquor, 50sp
- Smelling spirits to rouse the dead, 50sp
- Solvent, 20sp
- Antiseptic, 30sp

Tasks for outcasts

- Accompany the wagon either south to Cleardor [1], or north to Utroat Castle [15] as guards (2gp each)
- Gather rare flowers from the mountains and meet in St. Lewiston [5] (4gp each)
- Make an introduction with the Cult of the Ram (5gp each)
- Steal a specific liqueur recipe from Hulmane's Hermitage [16] (7gp each)

+Truman Reede+

Cha +0 **Con** -1 **Dex** +0 **Int** +0 **Str** +0 **Wis** +0

AC 12 **HD** 1 **HP** 1d6-1 (3) **Save** +0 **Morale** 4

Move Walk 15' [3 squares]

+Large adult son+

Cha +1 **Con** +1 **Dex** +0 **Int** +0 **Str** +1 **Wis** -1

AC 14 **HD** 2 **HP** 2d8+2 (12) **Save** +1 **Morale** 6

Move Walk 15' [3 squares]

Sword blow

+2 to hit, 1d8+1 damage.

Thrown flaming bottle

1 in 6 chance to recharge each turn, unless next to the wagon, in which case Truman will keep them coming indefinitely:

30' [6 squares], +1 to hit an area 20' [4 squares] across, 1d6+1 damage, and targets must pass a **Dexterity** save or catch on fire and take 1d6 damage each round until the fire is put out with a successful **Dexterity** save.

70

Milton Horn, sin eater

A long, lean, rascal of a man with watery eyes and limp hair, carrying a wooden bowl and dressed in ragged clothing. For several hundred years, Milton Horn has traveled from settlement to settlement, taking on the sins of the deceased by consuming bread and beer that have been ritually waved over their corpses. The villages pay him for this service, and send him on his way with spit and curses.

Milton's unnaturally long life is due to the dæmons that accompany him, feasting on the sins he consumes. Every fortnite, Milton must eat a dead person's sins, or risk the dæmons emerging. This has driven Milton to all sorts of heinous acts over the years. He has murdered. He has infected wells with plague. He has set fires and pushed children off cliffs. Sometimes, his dæmons help him in his task.

Outcasts, as fellow dealers of death, may be attractive travel partners to Milton, who will assist them in small ways as long as he and his dæmonic passengers are kept well fed. Milton has lived a long life by avoiding conflict, but if traveling with the outcasts, he will do small things to try to ensure that death follows them.

Animal archetype

- Lizard

Motivations

- Accompany dangerous people who are likely to cause deaths
- Share a meal over the fire with friends
- Learn about recent deaths
- Eat delicious food beyond what he normally gets
- Murder sinners in order to feed his dæmons

+Milton Horn+

Cha -1 **Con** +0 **Dex** +1 **Int** +1 **Str** +0 **Wis** +2

AC 13 **HD** 2 **HP** 2d8 (10) **Save** +5 **Morale** 4

Move Walk 15' [3 squares]

Punch

+0 to hit, 1 damage.

Dæmonic strike

If injured and unable to flee, Milton can manifest an enormous ghostly dæmonic clawed hand by taking 2 points of damage each time he attacks: +8 to hit, 2d6+4 damage.



71

Lane Wyatt, fortune teller

A thin, serious young man who does illegal fortune readings for coin, never stays in one place for too long, and is always on the look out for agents of the church.

Animal archetype

◊ Gazelle.

Lane's Fortune Telling

If the outcasts pay Lane 50sp, he will do a reading for one of them. The outcast must ask a single question (if it is too specific, Lane will protest, saying that specific questions put a person on too narrow a path and can lead to disaster). A reading takes about an hour, and is accompanied by various rituals at each step. Lane will only do one reading each night.

To perform a reading, the referee should secretly roll 4-, 6-, 8-, 10-, 12- and 20-sided dice, consult the tables below, and craft a fortune-telling narrative. Referees should also feel free to commit to the narrative created through the fortune-telling, and have it effect the game world in later sessions, thus creating a "true" prophecy.

D4: Season—general guidance

The four-sided die tells Lane which seasonal aspect is most important in finding an answer to the question being asked. Lane tosses a sprig of holly, fresh grass, flowers, and a dead leaf into the fire from up high. Whichever burns fastest and brightest indicates the season for the reading.

1. Winter - Rest, recharge, defend, hunker down, hold out
2. Spring - Start new things, plant seeds of new growth
3. Summer - Toil without burning out, work hard, sweat
4. Autumn - Make strong moves, harvest what was sown

D6: Body—area of life

The six-sided die gives Lane an indication of the area of life the reading pertains most to. Other dice can also give indications as to what specifics the body dice is speaking to. Lane gives a stuffed fetish doll full of stones to the subject of the reading. The subject closes their eyes and tosses the doll and catches it six times while Lane watches. Whichever area of the doll the subject favors determines the relevant area of the body.

1. Heart - Sociability, passion, emotions
2. Legs - Physical well-being, mental stamina
3. Hands - Speed, time, swiftness
4. Head - Academic, mental, problem solving
5. Arms - Physical struggle, effort, anger
6. Gut - Looking within, ego, self, ideals

D8: Earthly Aspects—the virtue required

The eight-sided die indicates the area of physical reality the question relates to, and gives Lane an idea of which core virtue is needed to resolve the question in a way that will be most beneficial. Lane has a disc-shaped stone carved with eight strange foreign symbols evenly spaced along the outer edge. He spins the disc, splashes water on it, and watches where the droplets land.

1. Heaven - Integrity
2. Marsh - Respect
3. Fire - Courage
4. Thunder - Honor
5. Wind - Compassion
6. Sea - Honesty
7. Mountain - Loyalty
8. Firmament - Self control

D10: Planet—the nature of the problem

The ten-sided die tells Lane which planet most strongly governs the question, and gives an idea of the true nature of the problem, even if it is not immediately obvious. Lane consults the stars and the sky to determine which planet is in ascendance for this question.

1. Apollo, the Sun - Vitality, ego, self-expression
2. Luna, the Moon - Emotions, instincts, habits and moods
3. Mercury - Intellect, logic, thinking, communication
4. Venus - Pleasure, romance, love, money
5. Mars - Aggression, drive, desire, competition
6. Jupiter - Luck, growth, optimism, excess
7. Saturn - Limitation, boundaries, structure, authority
8. Uranus - Individualism, eccentricity, rebellion
9. Neptune - Illusion, imagination, dreams, spirituality
10. Pluto - Power, transformation, death and rebirth

D12: Ancient God—action required

The twelve-sided die tells Lane which of the ancient Greek gods governs the question, and which action is thus most recommended to resolve the question. Lane has a set of divination sticks carved to look like aspects of the gods that he rolls on the ground, consulting the pattern created to determine which one is in governance of this reading.

1. Athena - Study
2. Ares - Violence
3. Dionysus - Fellowship
4. Hades - Peace
5. Hecate - Magic
6. Hephæstus - Fortifying
7. Hermes - Investigation
8. Hypnos - Meditation
9. Iris - Communication
10. Nemesis - Balance
11. Nike - Travel
12. Zeus - Prayer

D20: Focal point

The twenty-sided die gives Lane an idea of the general location for resolving the problem. The referee should use the location table on the rear cover. Lane will describe the location in vague physical detail, with a general direction (e.g. "far to the northwest, in a frozen land, I see a castle looming above fields" for Utroat Castle). Lane prepares and drinks a sweet-smelling herbal tea and then meditates into a trance, before describing the place he sees.



72

Sir Thomas, the Black Knight

A TOWERING KNIGHT, well over seven feet tall, clad in elaborate black plate armor, carrying a huge shield, with a gigantic two-handed maul held easily in one hand. Sir Thomas is a half-mythical force for vengeance in the Mythic North.

If the outcasts have made absolutely no enemies in the Mythic North and have not killed anyone, Sir Thomas approaches and sets his maul head down onto the earth and asks, "who hath wronged thee?" Once the outcasts answer, Sir Thomas lumbers off, saying only, "vengeance shall be done."

If the outcasts have made enemies, and have killed people in the Mythic North, Sir Thomas will attack them. With each strike he will say in a gravely voice: "For [name], who you hath slain." Sir Thomas will stop attacking once one of the outcasts is killed. Once he stops attacking, he will ask "and now, who hath wronged thee?" as described above.

Sir Thomas is implacable, and once encountered, will follow the outcasts at a walking pace until one of them is slain, or he is slain. He will walk over (or through) walls, beneath lakes or rivers or even the sea, will slay any who attempt to stop him. He will not stop until his task is completed.

If Sir Thomas is ever slain, his armor collapses, empty, and rusts away before the outcasts' eyes. His black onyx heart is worth **5,000sp**.

+Sir Thomas, the Black Knight+

CHA +0 **CON** +3 **DEX** +1 **INT** +0 **STR** +3 **WIS** +0

AC 19 **HD** 6 **HP** 6d8+18 (58) **SAVE** +3 **MORALE** 12

MOVE Stride 15' [3 squares]

MIGHTY SWING
+9 to hit, 2d6+3 damage.

SHIELD BASH
+6 to hit, 1d4+3 damage. Victim must pass a **STRENGTH** save or be knocked down.

PUNISHING PARRY
When a melee attack misses him, Sir Thomas immediately parries:
+3 to hit, on a success the attacker's weapon shatters.



73

Delwin Holmes, executioner

A HULKING, QUIET, HAUNTED MAN who travels in finery, wearing many rings and bracelets. He carries with him several coils of rope (for cheap executions in towns that have a gallows), an enormous pitted axe (for medium cost executions, and for towns that have no gallows), and a huge two-handed sword (for expensive executions). Delwin barely speaks, and gets no joy out of his profession. He was born into it, and, though he did not choose it, it has made him see people in a perverse way.

Delwin is a pariah in most places he visits, and tends to end up associating with others that society sees as undesirable.

Delwin wears chain armor, carries a bag of tools, a beautifully illuminated personal diary (with accompanying inks and quills), an axe, and a two-handed sword across his back. He has **1d6gp** and **2d20sp** in his pouch, as well as a **campaign object** (p. 28).

Animal archetype

- Spider

Motivations

- Find a woman who would accept his lifestyle and become his wife
- Peruse beautiful illuminated manuscripts
- Save enough coin to leave the executioner's life
- Talk about things that are not his career

+Delwin Holmes+

CHA +0 **CON** +1 **DEX** +0 **INT** +1 **STR** +3 **WIS** +0

AC 15 **HD** 4 **HP** 4d8+4 (24) **SAVE** +2 **MORALE** 7

MOVE Stride 15' [3 squares]

AXE SWING

+6 to hit, 2d4+3 damage, 1 shock.
If max damage is dealt, the target is beheaded.

SWORD SWING

+7 to hit, 1d10+4 damage, 1 shock.
If max damage is dealt, the target is beheaded.



74

Agate Combs & Dexter Hardene

A CHARISMATIC ALCHEMIST traveling with his misshapen, obedient, soft-spoken assistant Dexter Hardene on a strange-looking cart. The duo is looking for Agate's lost creation: **Aloius, the Man of Brass (Encounter 75)**.

Agate has beautiful, piercing blue eyes, thick black hair, and long, delicate fingers. Agate wears eyeglasses of his own invention, with multiple swappable lenses. He usually stays at **The Alchemist's Redoubt [3]**, but if encountered, is traveling on a small one-pony cart containing many bottles, odd metal implements, and strange glass vessels.

Agate is cautious of being branded a heretic, and will not initially be forthcoming about his mission, his alchemy, or his creation. Agate will have with him 2d3 bottles of his creations (p. 145), but is not interested in selling them. He keeps them with him primarily for his own use and for defense. He is wearing stained clothes and carries a staff and **1d3gp** plus **1d20+20sp**.

Dexter Hardene is a large, misshapen, simple man who trusts Agate, and almost no one else. Dexter looks to Agate for permission to speak and calls Agate "master." Without Agate, Dexter is loathe to make decisions. If Agate is slain, Dexter will attempt to continue on Agate's work, with predictably awful results. Dexter is wearing leather armor and wields a large maul that he carries over his shoulder.

Animal archetypes

- Agate: Goose
- Dexter: Chicken

Tasks for outcasts

- Find Aloius and tell Agate his location
- Escort Aloius back home safely
- Convince Aloius to come back home of his own accord



+Agate Combs+

CHA +1 **CON** -1 **DEX** +0 **INT** +2 **STR** -1 **WIS** +1

AC 12 **HD** 3 **HP** 3d8-3 (12) **SAVE** +2 **MORALE** 5

MOVE Walk 15' [3 squares]

STAFF STRIKE

+0 to hit, 1d6-1 damage.

+Dexter Hardene+

CHA -1 **CON** +2 **DEX** -1 **INT** -2 **STR** +2 **WIS** -1

AC 13 **HD** 3 **HP** 3d8+6 (21) **SAVE** +2 **MORALE** 5

MOVE Plod 15' [3 squares]

MAUL SWING

+4 to hit, 2d4+2 damage.

CRYING RAGE OF GRIEF

If Agate is injured, Dexter will fly into a rage, and his stats and attacks change until Agate is safe, or until Agate calls him off. If Agate is killed, Sobbing Dexter's morale changes to 11.

+Sobbing Dexter+

CHA -2 **CON** +2 **DEX** -1 **INT** -2 **STR** +3 **WIS** -2

AC 9 **HD** 3 **HP** 3d8+6 (21) **SAVE** +2 **MORALE** 9

MOVE Clumsy rush 20' [4 squares]

MAUL SWING

2 attacks each turn, +4 to hit, 2d4+3 damage.

75

Aloius, the Man of Brass

A SMOOTH-FACED MAN OF SHINING BRASS, about six feet tall, moving in a smooth-stuttering gait. Aloius was created and imbued with plasmic alchemical life by his creator, **Agate Combs (Encounter 74)**.

Once he was brought to life, Aloius found himself confused about his place in the world, possessed of full intelligence, but with no memories and the emotional maturity of a child. Agate wanted Aloius to be his servant, but Aloius wanted to find his purpose, wanted to learn to read (which Agate forbade), and most importantly, wanted to find love.

Aloius is deeply afraid of being recaptured by Agate, for whom he has massively complicated feelings of both love and hate. He knows the way to The Alchemist's Redoubt [3], and can show explorers the secrets of that place. He will be a stalwart and loyal companion to any outcasts who agree to help him create a companion, but will become enraged if he feels that not enough progress is being made towards his goal.

Once the secrets to creating Aloius are deciphered, the outcasts will realize that to create a companion of brass, they must drain the life-force from several recently alive bodies as part of the alchemical process.

Aloius carries nothing of particular value. But if the outcasts complete his goal, his internal alchemical processes, sparked by love, will open his glowing chest, which will produce from the coal within a lump of solid gold worth **5,000sp**.

+Aloius, the Man of Brass+

CHA +1 **CON** +4 **DEX** -1 **INT** -1 **STR** +4 **WIS** -2

AC 16 **HD** 4 **HP** 4d8+16 (36) **SAVE** +2 **MORALE** 6

MOVE Clank 10' [2 squares]

Immune to poisons, magic, and mind control.

Cannot heal damage, can only be repaired at The Alchemist's Redoubt [3].

STEAM-POWERED PUNCH

+8 to hit, 2d4+4 damage, and the target is knocked back 10' [2 squares].

RAGE

If Aloius fails a morale check, he immediately makes an **INTELLIGENCE** save. If he passes, he flees in terror. If he fails the save, Aloius flies into a rage. While in the rage, Alois attacks twice each turn, his AC is lowered to 14, and his movement is raised to 15' [3 squares]. The rage lasts 4 turns, after which Aloius makes another morale check.

COAL-FIRED FLIGHT

If Aloius is damaged below half health or frightened, he will flee in a straight line with the speed and manner of a barely controlled galloping horse in the direction of The Alchemist's Redoubt [3].





76

Ralora, the Spelldancer

AN ELEGANT WOMAN dressed in fine, flowing silks. Ralora is able to dance with such grace and hypnotic beauty that she actually changes reality around her, creating magic that enchants and astounds those who watch her. She then usually robs them when they are in the throes of magical confusion and moves on her way, leaving people with only strange, confused memories of her presence.

Ralora has a pack with a full wineskin, **2d4gp** plus **1d100+100sp**, and a **campaign object** (p. 28).

+Ralora+

CHA +3 **CON** +0 **DEX** +2 **INT** +0 **STR** +1 **WIS** -1

AC 14 **HD** 2 **HP** 1d8 (5) **SAVE** +3 **MORALE** 4

MOVE Stride 15' [3 squares]

Animal archetype

◊ Jaguar

Ralora's dance

RALORA WILL BE COMPANIONABLE, welcoming, and friendly to groups she encounters upon the road.

After sharing a meal and wine, Ralora will offer to dance for the party. If they agree, she starts dancing, whirling, and spinning. Colors blend, the night seems magical and wonderful. Everyone seeing Ralora's dance must pass a **WISDOM** save or be entranced. Anyone entranced will have hazy, pleasant memories of the previous evening, unable to precisely recall what happened or with whom they shared the fire. They will sleep a full, dreamless sleep and heal an additional 2 hit points if damaged.

If Ralora entrances the entire party, she will steal half their coins, 2 pieces of treasure, and the 2 finest weapons from the party. She will then walk off in a random direction, getting a full two-watch head start on the party. If Ralora only entrances some members of the party, she will be pleasant, companionable, and will depart in the morning for a random destination before the others awaken.



77

Samuel Fitzchrist & Edgar of Slayne

A PSYCHOTIC RELIGIOUS SERIAL KILLER traveling with his hulking guardian, Edgar of Slayne. Samuel is charismatic, dressed in tight black velvet, with a sword at his hip and a gold crucifix at his neck. Edgar is dressed in black robes, has no tongue, carries a huge hammer on one shoulder, and a large sack on the other.

Samuel is the illegitimate child of the Black Bishop. He would be handsome, but his face is lopsided. He is a charismatic and smooth talker, is in excellent physical condition, and believes himself a messenger from God.

Samuel was beaten and preached at by Ekardus as a child and now has strange religious visions that compel him to kill again and again, crucifying his victims and inflicting upon their bodies the wounds of Christ. This process sexually excites him to the point that he climaxes, after which he becomes ashamed and contrite.

Samuel wears black leather armor, carries a sword and 4 daggers, and wears a large golden crucifix worth **100sp**.

Edgar of Slayne is a former member of the **Black Bishop's Inquisition (Encounter 61)**, who also dresses all in black. Edgar's tongue has been burned out for some past sin.

Despite his brutish appearance, Edgar is intelligent and thorough. Edgar's task is to protect Samuel and to ensure that his activities are not discovered. Edgar believes that Samuel is doing the Lord's work, and does not disturb the horrifying scenes that Samuel creates.

Edgar wears black chain armor, wields an enormous wooden sledgehammer, and carries the duo's traveling gear in a large pack that he slings over one shoulder. The pack contains **1d6gp**, **100+1d100sp**, many large metal nails, simple woodworking equipment, a key to **Samuel Fitzchrist's Lair [20C]**, and 4 large gold crucifixes on chains, each worth **100sp**.

Animal archetypes

- Samuel Fitzchrist: Cobra
- Edgar of Slayne: Ox

Goals

- Find victims to torture and crucify
- Ensure none know that Samuel is behind the Great Work
- Procure fine clothes and fine food
- Stay in the best inns and taverns

+Samuel Fitzchrist+

CHA +1 **CON** +0 **DEX** +2 **INT** +1 **STR** +0 **WIS** -1

AC 16 **HD** 4 **HP** 4d8 (20) **SAVE** +2 **MORALE** 7

MOVE Walk 15' [3 squares]

SWORD STRIKE
+4 to hit, 1d8 damage.

DAGGER THROW
15' [3 squares], +6 to hit, 1d4+2 damage.

+Edgar of Slayne+

CHA -1 **CON** +2 **DEX** +0 **INT** +1 **STR** +2 **WIS** +1

AC 15 **HD** 5 **HP** 5d8+10 (35) **SAVE** +3 **MORALE** 8

MOVE Trudge 15' [3 squares]

HAMMER BLOW
+7 to hit, 1d10+2 damage, 1 shock.

HAMMER SWING
Attacks up to three targets in front of Edgar.
+3 to hit, 1d10 damage each.

78

Wren Auldeye, monster huntress

A YOUNG WOMAN AGED beyond her years, armed to the teeth, dressed in ragged clothing, who is dedicated to slaying monsters and beasts.

Wren's family was killed by a strange beast when she was a teenager. She now stalks the landscape, traveling from town to town, searching for rumors of monsters and beasts, and slaying them if she can find them.

Wren's hard life has aged her quickly. She is often spattered with mud and dried blood, and she likes to decorate her equipment, clothing, and hair with bones, feathers, scales, and other trophies taken from her various hunts. Wren is friendly but wary, and is always happy to share a drink with fellow travelers.

Wren wears leather armor and carries a hand-made miniature crossbow, a quiver of special bolts, two primitive foothold traps of her own invention, a halberd with a half-length handle, a bottle of strong poison, a bottle of healing draught, and **1d20+20sp**.



Animal archetype

- Falcon

Wren's foothold traps

WREN HAD THESE MADE by the blacksmith in Utroat Castle [15]. They function like bear traps, and anyone who steps on one takes 1d6 damage and is held in place until they make a successful **STRENGTH** check to escape.

Tasks for outcasts

- Help her take down a dæmon she has been tracking in the area (**3gp each**).
- Tell Wren about any monsters or dæmons the outcasts have seen.
- Hire Wren to accompany the outcasts on their journey as a special retainer, at a rate of **200sp (4gp)** per session. At the referee's discretion, this may require a successful **CHARISMA** check, unless Wren is independently motivated by the outcasts' quest.

+Wren Auldeye+

CHA +0 **CON** +1 **DEX** +1 **INT** +0 **STR** +2 **WIS** +0

AC 15 **HD** 3 **HP** 3d8+3 (18) **SAVE** +2 **MORALE** 8

MOVE Walk 15' [3 squares]

HALBERD STRIKE

+5 to hit, 2d4+2 damage, 1 shock.

CUSTOM CROSSBOW STRIKE

45' [9 squares], +4 to hit, 1d8+1 damage. Wren can shoot 3 times before needing to reload.

SPECIAL CROSSBOW BOLTS

Instead of using the standard crossbow bolts above, Wren can spend a combat action loading a special type of bolt into the crossbow. After firing a special bolt, Wren must spend an additional combat action to reload the crossbow. This can be with regular bolts, or another special bolt. Each type of bolt can only be fired once per combat scene.

Poison bolt: 1d4+1 damage and victim must pass a **CONSTITUTION** save or become poisoned, taking 1d4 damage each turn until they pass a **CONSTITUTION** save.

Sleep bolt: 1d4+1 damage and victim must pass a **CONSTITUTION** save or fall asleep in 1d4 turns. This sleep will last for 1d4 hours. Awakening someone who has been put to sleep by a sleep bolt requires at least 2 turns of shaking, tossing cold water, or some other method. Once the victim awakens, all their actions will be at a -1 modifier for 4 turns from extreme grogginess.

Blessed bolt: 1d4+1 damage, plus an additional 2d4 damage to Sorcerers, dæmons, and any who traffic with dæmons.

Flame bolt: 1d4+1 damage, and there is a 3 in 4 chance that the bolt explodes and the victim is set on fire. If this happens, the victim takes an additional 1d4 damage the turn they are hit by the bolt, plus 1d6 damage for each turn they are set ablaze, until they take some action to put the fire out.

79

Grimelda, the chained woman

An ancient, obese woman with lank hair. Grimelda is nude except for being wrapped in tight chains with large attached hooks. The hooks on the ends of the chains are pierced through her sallow skin, where maggots drop from the ragged holes. She is carrying a large golden bowl in one flabby hand.

Grimelda was once a normal young woman, but was kept chained in a tower by her jealous husband, who wanted no other men to see her. In her sorrow, she succumbed to whispers in her head, trapped one of the servants sent in to feed her, and strangled them with her chains. Kept thin on far too little food and driven to madness, the young Grimelda started greedily devouring the raw flesh of the servant. At this point a dæmon manifested, revealed it was the source of the whispers, and Grimelda agreed to merge with it.

Grimelda now exists to trap and chain and devour people. Grimelda lures in victims by cooking a delicious-smelling stew in her enormous golden bowl. Grimelda is jolly but violent and unpredictable, prone to swinging her hooked chains around in the air, claiming she was just playing around if she "accidentally" slices someone.

Grimelda can be convinced to accept a blood sacrifice in lieu of eating someone. If the sacrifice takes 1d6+1 damage and pours blood into the bowl, Grimelda will drink it, and thank the party, giving them stew in return. Eating the stew heals anyone eating it for 2 hit points, assures that the next day's weather will be bright and pleasant, and prevents anyone who eats it from getting lost for 2 days.

If Grimelda is given the blood of a Sorcerer, Grimelda will roar with delighted laughter, and will offer to accompany them on their journey, hiding whenever they enter towns. All she asks for in return is another dose of sorcerous blood each week.

Grimelda carries over 100' of hooked chain wrapped around her body, and a large golden bowl worth **1,000sp**.

Animal archetype

◊ Anglerfish

+Grimelda+

Cha +1 **Con** +1 **Dex** +1 **Int** -1 **Str** +2 **Wis** -1

AC 15 **HD** 4 **HP** 4d8+4 (24) **Save** +3 **Morale** 7

Move Clomp 15' [3 squares]

Chain slice

Attacks up to two separate targets, each up to 10' [2 squares] away:
+5 to hit, 1d8+1 damage.

Chain wrap

Grimelda flings a chain out at one target. The target must pass a **Dexterity** save or be pulled in close to Grimelda on the next turn. Victims must pass a **Strength** save to break free.

Head bite

If a victim has been wrapped in chains for two turns and is next to Grimelda, on her next turn, she can open wide her maw and bite off their head by passing a **Dexterity** check.

80

Strigek, the Ivory Mask

A man wearing an ivory mask shaped like an Eastern demon's face, wielding an enormous glaive with a huge bladed tip. He has a giant square shield strapped to his back that he wears like a backpack.

Unknown to others, the mask is fused to his face. It was possessed by a dæmon, and now he follows the dæmon's strange goals. He has wandered ever westward from his distant homeland, and now wishes to cross the sea. He does not know the local language, and will communicate with muffled grunts, pointing, and drawing in the dirt.

If someone defeats him, the mask will fall to the ground, revealing a young Eastern man's face. Someone who dons the mask will gain great power, but will struggle to maintain control of themselves.

The Ivory Mask is carrying strange armor, his glaive, his giant shield, **2d6gp** in a foreign currency, and **2d20sp** in that same currency. He is oddly not carrying any of the usual adventuring gear like a waterskin, rations, or a bedroll. He does not seem to need these things.



Wearing the Ivory Mask

The wearer of the mask gains +3 to **Strength**, **Dexterity**, and **Constitution**. They also gain +2 to their attack bonus and gain +2d8 hit points. If they take the mask off, they lose all these benefits. To take the mask off, they must pass a **Wisdom** save. They must also make a **Wisdom** save for every week that they wear the mask. If they have ever failed three of these cumulative saving throws, they cannot take the mask off again, and the dæmon takes over their body until they die.

+The Ivory Mask+

Cha +0 **Con** +3 **Dex** +3 **Int** +0 **Str** +3 **Wis** +0

AC 17 **HD** 3 **HP** 5d8+9 (34) **Save** +2 **Morale** 9

Move Stride 15' [3 squares]

Glaive strike

Reach, +8 to hit, 1d10+3 damage.

Whirling glaive

+4 to hit up to 3 targets standing next to each other, 1d10+3 damage each.

Turtle build up

The Ivory Mask concentrates on defense for 1 round, hiding beneath their shield. Their AC raises to 20. For each unsuccessful attack that targets them when they are turtling, they get a +1 to their next attack roll.

81

Faith Thorne, witch hunter

A POWERFUL KNIGHT who hunts witches for the Church in St. Lewiston. Faith wears beautiful enameled red and white armor, wields a massive iron mace with a cross-shaped head, and travels with a cadre of similarly armed and armored knights.

Faith is unyielding and devout, and believes in his holy mission with ardor. He prays thrice daily, and will brook no disrespect towards God or himself from anyone. Faith and his knights are wearing enameled plate armor, carry shields, cruciform maces, holy symbols around their neck (**100sp each**). They each have **1d6gp** and **1d20sp**.

When encountered, Faith is on the trail of an accused witch. Referees may roll on the table below, or pick or roll from the full random encounter table to discover the identity of the accused.

Once the accused has been identified, the next time the outcasts would encounter someone, the referee does not roll the dice (or rolls and ignores the result), and instead the outcasts encounter the accused. This only happens once, and only if the outcasts have not already encountered the accused.

Animal archetype

◊ Eagle

+Knights of Saint Lewiston+

CHA +0 **CON** +2 **DEX** +0 **INT** +0 **STR** +2 **WIS** +0

AC 18 **HD** 3 **HP** 3d8+6 (21) **SAVE** +2 **MORALE** 9

MOVE Walk 15' [3 squares], Ride 30' [6 squares]

MOUNTED CHARGE

Only after moving on horseback:
+7 to hit, 1d10+2 damage, reach. Victim must pass a **STRENGTH** save or be knocked down.

CRUCIFORM MACE

+5 to hit, 2d4+2 damage.

SHIELD BASH

+1 to hit, 1d4+2 damage. Victim must pass a **STRENGTH** save or be knocked down.

Number encountered

◊ Faith and 1d4+1 additional knights

Tasks for outcasts

◊ Assist Faith in hunting down the accused witch
◊ Report to Father Linton in Saint Lewiston [5]

The accused witch (1d8)

Referees may use the full random encounter table instead of this table.

1. A plain-looking girl from a local village who was caught cavorting with dæmons (**Sunniva Goodwine, Encounter 83**).
2. A bewitchingly beautiful woman, traveling alone except for her dæmonic cat familiar (**Yetta English, Encounter 82**).
3. A strange man who trouble follows like a storm crow (**Milton Horn, Encounter 70**).
4. A string bean of a man, ensorcelling the minds of the common folk with fortune telling (**Lane Wyatt, Encounter 71**).
5. A foreign woman who bewitches and robs travelers with forbidden sexual dances (**Ralora, the Spelldancer, Encounter 76**).
6. A group of travelers spreading profane untruths along the King's roads (**Heretic pilgrims, Encounter 52**).
7. A sacrilegious killer who has been leaving a trail of bodies crucified in a mockery of Christ's sacrifice (**Samuel & Edgar, Encounter 77**).
8. A woman dressed in motley, selling false and evil cures (**Gytha Townsend, Encounter 68**).

+Knight's mount+

CHA -1 **CON** +0 **DEX** +0 **INT** -3 **STR** +2 **WIS** +0

AC 16 **HD** 3 **HP** 3d8 (15) **SAVE** +1 **MORALE** 7

MOVE Run 30' [6 squares]

REARING KICK

The horse uses their entire combat turn to kick. +2 to hit, 1d10+2 damage, reach. The victim must also pass a **STRENGTH** save or be knocked down. Riders may not take an additional action on a turn in which their horse kicks.

+Faith Thorne+

CHA +1 **CON** +2 **DEX** +0 **INT** +0 **STR** +2 **WIS** +1

AC 19 **HD** 5 **HP** 5d8+10 (35) **SAVE** +3 **MORALE** 10

MOVE Walk 15' [3 squares], Ride 30' [6 squares]

MOUNTED CHARGE

Only after moving on horseback:
+9 to hit, 1d10+2 damage, reach. Victim must pass a **STRENGTH** save or be knocked down.

CRUCIFORM MACE

+7 to hit, 2d4+2 damage.

SHIELD BASH

+3 to hit, 1d4+2 damage. Victim must pass a **STRENGTH** save or be knocked down.

HOLY BEAM

Faith points his mace at a target and prays, using both his movement and combat action. While praying, his AC is 12. At the beginning of his next turn, if he is not interrupted, his target will take 4d4 holy damage. A successful **WISDOM** save reduces the damage by half.

ARMOR OF FAITH

1 in 6 chance to recharge each turn. As a combat action, Faith can pray and make a **WISDOM** check. If successful, he creates a shimmering holy aura around himself or one of his knights, which has 2d6 hit points and must be destroyed before the target can be damaged.





82

Yetta English, witch

A TALL, CHARMING, incredibly beautiful woman who dresses in rich, colorful fabrics. Yetta travels alone on a pony clad in silks, accompanied by a black cat who rides either on her shoulder, or perched on the horn of her decorative saddle.

If **Faith Thorne (Encounter 81)** has not been encountered yet, Yetta will be on the run from him and his witch-hunting knights. If Faith Thorne has been encountered, and Yetta was not his quarry, she is merely traveling, without many cares.

Secretly, Yetta is an actual witch. She has sold her soul to a dæmon and has been blessed with eternal youth, wealth, and power. The dæmon rides inside her cat, and sometimes at night she can be heard speaking with it. If attacked, Yetta's cat will grow in size to defend her.

Yetta carries fine clothes, a walking staff, some jewelry worth **250sp**, and a **campaign object** (p. 28). Anything else she needs, she conjures from her finely trimmed satchel.

Animal archetype

◊ Panther

Yetta's witchcraft (1d12)

YETTA CAN OFFER the outcasts assistance with whatever they need. This could be information about an item or person they're seeking, healing of their wounds, the secret to defeating a powerful foe, food, shelter, or anything else that would be very helpful to the outcasts at this point in the campaign.

In return, Yetta asks for boons from the outcasts drawn from the table below.

"In return, can you share with me..." the character will feel something spiritually drain out of them, and will have a sense of foreboding, but then the moment passes. The next time it's convenient, Yetta disappears, and after resting, the outcast learns the mechanical effect of paying the cost.

1. *A hint of knowledge*: lose 50% of the XP progress towards the next level.
2. *A drop of courage*: -1 to base attack bonus.
3. *A measure of talent*: a random skill of at least +1 is reduced by 1 (minimum of 0).
4. *A little trust*: lose 1 **CHARISMA**.
5. *A draught of health*: lose 1 **CONSTITUTION**.
6. *A pinch of time*: age 20 years, lose 1 **DEXTERITY**.
7. *A piece of your mind*: lose 1 **INTELLIGENCE**.
8. *A portion of strength*: lose 1 **STRENGTH**.
9. *A pearl of wisdom*: lose 1 **WISDOM**.
10. *A mote of life*: lose 1d3 hit points (minimum of 1).
11. *A portion of swiftness*: -3 on initiative checks.
12. *Your dying breath*: the outcast dies after only 2 unsuccessful death saves (instead of 3).

+Yetta English+

CHA +3 **CON** +0 **DEX** +1 **INT** +1 **STR** -1 **WIS** -1

AC 13 **HD** 3 **HP** 3d6 (12) **SAVE** +2 **MORALE** 5

MOVE Walk 15' [3 squares]

CURSE

1 in 6 chance to recharge at the beginning of Yetta's turn. Roll on the table above. The effects are applied instantly and last for 1 watch, unless the target passes a **WISDOM** save.

+Yetta's cat (transformed)+

CHA +2 **CON** +2 **DEX** +3 **INT** +0 **STR** +2 **WIS** -1

AC 15 **HD** 3 **HP** 3d8+6 (21) **SAVE** +2 **MORALE** 6

MOVE Slink 20' [4 squares]

FEARSOME CLAWS

+5 to hit, 1d8+3 damage.

BREATH OF HELL

Once per combat, the cat can attack with its fetid breath, covering an area approximately 20' x 20' in front of it. Everyone caught in the cloud must pass a **CONSTITUTION** save or fall to the ground coughing and retching for 1d4 turns.

POUNCE

On unaware or incapacitated targets, or from behind, the cat may pounce:
+7 to hit, 1d8+3 damage, victim must pass a **STRENGTH** save or be knocked down.

EVISCERATE

On a knocked down target only:
+7 to hit, 2d6+4 damage.

83

Sunniva Goodwine, accused witch

A NORMAL LOOKING, somewhat plain young woman wearing threadbare clothing. Sunniva is on the run after being accused of being a witch by an older woman in her village.

If **Faith Thorne (Encounter 81)** has not been encountered yet, Sunniva Goodwine will be on the run from him and his witch-hunting knights. If Faith Thorne has been encountered, but Sunniva was not his quarry, Sunniva is trying to evade capture from a mob of villagers.

Sunniva is desperate for help, and knows that if she is caught, she will be burned. She has little of value, just her clothes, a small bag with some foodstuffs, a **campaign object** (p. 28), and **2d10sp**.

Animal archetype

◊ Dove

Sunniva's story

SUNNIVA HAD A SECRET PLACE that was all her own: a shaded copse of trees near to her village. Within it was a small, crystal clear pool fed from a buried underground spring. The glade was beautiful, green and fresh. The water was cold and clean.

One day, Sunniva was bathing in the pool when she noticed someone watching her. She was forced to stay in the pool until she was shivering from cold, unwilling to expose her naked body to strange eyes. The eyes belonged to Humphrey Hurgunn, a young man from the village. Humphrey was betrothed to Marigold, a brewer's daughter from the next village over. But once he saw Sunniva bathing, Humphrey became obsessed with her.

Humphrey doted on Sunniva, bringing her fresh picked flowers, apples from the nearby orchard, and other small gifts. Sunniva told Humphrey to stop, but he professed his love for her, even going so far as to compose awkward poetry and whisper it to her at night outside her bedroom window.

Humphrey's mother Gertel had arranged the match with Marigold, and once she learned of Humphrey's new obsession, she instantly blamed Sunniva. She found Sunniva's glade and called it a witch's pool. She accused Sunniva of ensorcelling Humphrey with a love spell.

Sunniva's father Bertram tried to protest. While he was arguing with Gertel in the town square, pacing and gesticulating, he slipped. In a freak accident, he hit his head on the edge of the town well. Something went wrong in Bertram's head, and he now only drools, burbles, and rolls his eyes.

This turn of events was all the villagers needed. They turned on Sunniva, calling her a witch, accusing her of ensorcelling Humphrey, of bewitching other young men and making them lazy, and of cursing her own father. They began casting stones at her, driving her from the village.

84

Leofsige Airaldii, the fisherman



A STRANGE, FISHLIKE MAN from the town of Dunser. Leofsige wears a long jacket, carries fishing gear, has moist skin, and smells of old fish. He sells strange dried fish from beneath his jacket.

Leofsige carries a large pack with fishing rods, lines, lures, and nets. He has 2d6 portions of fish ready to eat that he will sell. In addition to finding buyers for his fish, Leofsige is eager to travel with the outcasts, generally acting like a nuisance, causing inadvertent loud sounds, making foolish suggestions, and being over-eager to please.

Animal archetype

◊ Carp

Leofsige's fishy effects (1d8)

LEOFSIGE SELLS DRIED OR SMOKED SALMON, shark cartilage, shrimp, octopus, herring, eels, grouper, clams, trout, mussels, sea cucumber, and sardines. Each helping costs 30sp. Leofsige has 2d6 portions of fish available when encountered.

The effects below are not tied to any one fish, and the effects of eating one are always random. The effect will only happen after the character has eaten the fish and then slept.

1. Heal an additional 1d6 hp after sleeping
2. +1 on all attacks the following day
3. Voice becomes high pitched, +1 on all **Dexterity** checks and saves for 24 hours
4. Can shoot thick black oil from their eye sockets for 24 hours, up to 15' away
5. Becomes very gregarious, desperate to tell a story from childhood
6. See in the dark for the next 24 hours
7. Become mute, but get a +1 on **Wisdom** checks and saves for 24 hours
8. Arms grow to 1.5x their normal length, and the character can stick to walls. Forever?

+Leofsige Airaldii+

Cha -2 **Con** +1 **Dex** +1 **Int** -1 **Str** +0 **Wis** -1

AC 13 **HD** 2 **HP** 2d8+2 (12) **Save** +1 **Morale** 4

Move Walk 15' [3 squares]

Feeble punch

+0 to hit, 1 damage.

Water spout

If immersed at least above his ankles in any body of water or puddle, Leofsige can shoot a noxious water spout at foes up to 30' away:

+3 to hit, 1d6 damage. Victims must pass a **Constitution** save or become diseased. Each morning for 2d4 days, a diseased target must pass a **Constitution** save or take 1d4 damage immediately upon waking.

85

Possessed armor

A SUIT OF PLATEMAIL possessed by a dæmon, striding and clanking across the landscape. It leaks red and black light, and flames dance beneath the visor.

"Give me blooood!" it hisses. If the outcasts agree, it sucks 1d6 hp from each of them, then is amenable to strange conversation. It will answer questions, but in a roundabout way, always trying to obfuscate the actual truth without lying.

If no blood is offered, it attacks. The possessed armor cannot run, so is easily fled from, though it will often chase those who flee it for days.

To discover who created the armor (and then lost control of it), the referee can roll again on the random encounters table. Their motivation is left up to the referee, but the referee should now note that whoever was rolled knows a ritual to summon a dæmon to invest a suit of armor.

If it is defeated, most of the armor will crumple into a rusted heap, leaving behind only its strange symbol-inscribed helmet. This helmet takes up 2 slots and is worth **500sp**.

+Possessed armor+

CHA -1 **CON** +0 **DEX** -2 **INT** -1 **STR** +2 **WIS** -1

AC 18 **HD** 3 **HP** 3d8 (15) **SAVE** +2 **MORALE** 9

MOVE Stomp 15' [3 squares] (cannot run)

SPEAR ATTACK

Reach, +5 to hit, 1d8+2 damage.



86

Vasyl the Bloody

FOUR PALE, LISTLESS THRALLS guard a wagon of foreign design. The thralls are named Ihor, Lazar, Vratislav, and Yeseniya. Inside sleeps Vasyl the Bloody, a vampire, in a coffin full of grave dirt. During the day Vasyl will be asleep, and the thralls will tell anyone who asks that their master had a long night, is currently asleep, and would be happy to entertain them once he awakens.

Vasyl is traveling to find new companions to bring back to his **Palace [20B]** to entertain him and share his unlife. He is not particularly picky, though he does prefer companions who are interesting, talkative, and attractive.

Vasyl is dressed in foreign finery and is a handsome, charming man. The thralls are wearing dirty leather armor and carry polearms of peculiar design. Inside Vasyl's wagon is a treasure-box containing two **campaign objects** (p. 28), a painting of a young woman (**200sp**), **2d6gp**, and **1d100+100sp**.

Animal archetypes

- Thralls: Oxen
- Vasyl: Swan

Tasks for outcasts

- An outcast returns with Vasyl to his palace (**10gp** for that person, **3gp** for the others)
- The outcasts come visit him in a week or so, bringing companions, for a party (**1gp each**)
- Find Vasyl a new and trustworthy majordomo for his palace (**5gp each**)
- Bring evidence of **Faith Thorne's (Encounter 81)** demise to the palace (**7gp each**)

+Vasyl 's thralls+

CHA -2 **CON** +1 **DEX** -1 **INT** -1 **STR** +1 **WIS** -2

AC 13 **HD** 1 **HP** 1d8+1 (6) **SAVE** +1 **MORALE** 9

MOVE Walk 15' [3 squares]

PECULIAR POLEARM

Reach, +3 to hit, 1d10+2 damage.

+Vasyl the Bloody+

CHA +2 **CON** +2 **DEX** +2 **INT** +1 **STR** +3 **WIS** +0

AC 16 **HD** 6 **HP** *Special** **SAVE** +3 **MORALE** 9

MOVE Startling speed 20' [4 squares], Fly (as a bat) 60' [12 squares]

**Can be slain by being burned to death, by being exposed to the sun, by having a stake driven through his heart, or by having his head cut off. Otherwise completely unharmed by any physical or magical damage, and heals instantly. Will flee from crosses, turning into a bat and flying away.*

COMMAND

Vasyl reaches out a hand, stares into the target's eyes, and gives them a simple, physical command. The target must pass a **WISDOM** save or obey the command. If a target has resisted this ability, it can no longer be used on them.

CLAWS

Vasyl's fingernails extend into deep red talons:
+9 to hit, 1d6+3 damage, victim must pass a **CONSTITUTION** save or suffer 1hp of bleeding damage each turn until they pass a **CONSTITUTION** save.

EMBRACED

Vasyl and his target make opposed **DEXTERITY** checks. If Vasyl wins, he wraps the target in a tight embrace. Once embraced, the target must pass an opposed **STRENGTH** check to break free. Vasyl's AC drops to 12 while he is embracing.

BITE

If Vasyl has embraced a target, he will bite them and drink their blood. Each turn that the target does not break free from his embrace, Vasyl drains 1d6hp of blood.



87

Meluasin, the Drowned Woman

Meluasin is a spiritual creature of the waters. She drowned long ago and now haunts travelers who tarry near pools, rivers, lakes, and the sea.

Meluasin is always encountered near a body of water. If a body of water is already mapped in the hex that the party is exploring, she appears near that water. If no body of water exists, the referee should add a small pond, pool, puddle, or stream, whatever is most appropriate for the environment. The body of water should be large enough that a woman could dive into it and be fully immersed.

If encountered during the day, Meluasin appears as a beautiful woman wearing a delicate gossamer gown, sitting near her water, singing in a beautiful voice. If encountered at night, Meluasin will appear inside her body of water, leaning her arms on the edge of it, crying loudly in a pitiful voice. She is still beautiful, but damp, and beneath the surface of the water, her body ends in a long, serpentine eel tail.

If threatened, angered, or if her body of water is defiled or polluted by the party, Meluasin's form shifts, and she becomes more drowned in appearance: skin darkening and bloating, eyes growing wide and dark, mouth stretching into a too-wide maw. She will try to drag attackers into the water with her, hold them down, and drown them.

Meluasin's story

Meluasin was married young and to an unwilling husband. The marriage was not his idea, nor was it hers. Her father's head sat on his neck like a gravestone as he drove the oxen. In the cart, in the only white clothing she owned, Meluasin felt tears pressuring the skin around her eyes but knew better than to let them fall.

The deal was done. Hands shaken, wax pressed to vellum. The sheep and one of the oxen herded forward into new pens, where they adjusted with nary a backwards glance or question as to their change of home and scenery. Meluasin watched those beasts and tried to be as they were, placid and accepting.

But her husband didn't want this marriage. Her presence enraged him. He never took her, the wedding was never sealed. Her belly did not swell. Failure for them both. His father shouted and raged, and the violence he received he passed onto her.

One day, her husband brought her along on an errand for his father. It was a sunny day and the first interest he'd ever shown in her. She sat while they ate beside a cheerily babbling stream and nibbled on the vittles the cook had packed. He grabbed her by the hair and drowned her.

Completely unsatisfied, Meluasin stayed on after she had been drowned. She thought of haunting her husband or her father. But they had never cared for her, and she cared not for them. Instead, Meluasin wants what she never had in life: true love.

She has married a few times since being drowned, but all her spouses have let her down, left her, refused to join her in the cool freshness of the waters below. She waits still for a soul mate, someone to sink with her forever into the peaceful, silent deeps.

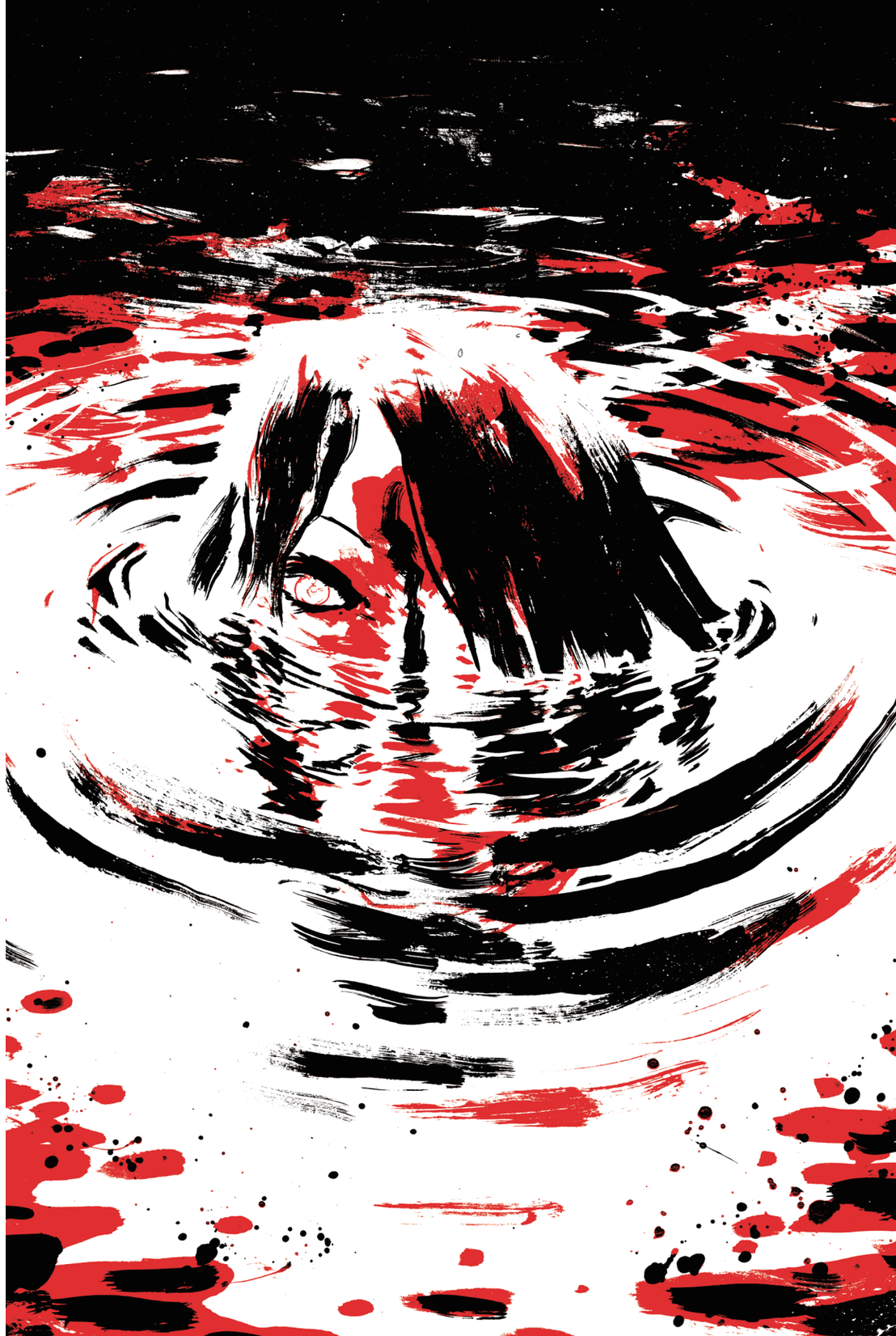
Tasks for outcasts

- Deliver a love letter, sealed inside a watertight clamshell, to a person in a random settlement (**1gp each**).
- Gather beautiful plants or shells from six different shores, three must be freshwater, three must be salt, they cannot be within 8 miles of one another (**2gp each**).
- Find her latest husband, a wealthy man who lives in the nearest town, and bring him back to her, unharmed (**4gp each**).
- Find her a new partner, someone she can share her life with beneath the water with (**5gp each**).

Meluasin in combat

As a ghost, Meluasin cannot be harmed by physical weapons. If attacked with magic, she will flee into her body of water and disappear.

Meluasin has one attack, a grapple. She makes a **Strength** check at +1, opposing her target's **Strength**. If successful, she drags her quarry into the water and holds them down. The victim may make 3 **Strength** saving throws to break free, the first at no penalty, the second at -1, the third at -2. If they succeed, Meluasin releases them. If they fail, she drowns them and disappears with their corpse.





88

Ranodian, Immortal Wanderer

An old man with a long beard, white hair, and dusky skin. Ranodian is dressed in a strange style, with tattered robes mixed with furs and pouches. He carries a staff and wears a strange floppy hat. Ranodian is an immortal, cursed to wander undying for all eternity. His memories of his early days are faded and strange, visions of dusty ziggurats, golden palaces, beasts with the heads of men, and other such things.

Ranodian is eternally lonely, and desires stories to fill his mind and endless days. If the outcasts agree to tell a personal story about their past (which must be done in character, and the referee can judge if Ranodian considers it detailed enough), Ranodian may reveal something useful to the outcasts. This can be an ancient story of the region, the location of a hidden place, information that could help on their current quest, a foe's weakness, or something similar.

If Ranodian is attacked, he will disappear in a flash of light. If he is attacked and the referee ever rolls this result again, the encounter is re-rolled.

Animal archetype

◊ Owl

89

Wandering ghost

A ghost dressed in spectral rags, bearing the wounds of its death. It begs the outcasts to help it finish its business. If they refuse, it will haunt them.

If haunted, each outcast must roll 1d6 every night before bed. On a 1, they do not get a good night's rest and there is a 50% chance that one of their rations spoils. While they are haunted, the ghost will also ruin stealthy approaches with creaking noises and moaning 50% of the time.

The ghost will rest if their task is accomplished.

Unfinished ghostly business (1d6)

1. I was murdered here, and none know that they murdered me.
2. I was hurrying to meet my bride-to-be, and she never found out what happened to me. She thinks I left her for another.
3. I had just acquired materials to help me finish the great work of my life, and now it is left unfinished.
4. My rival ruined me financially, leading me to these circumstances, and I require vengeance.
5. I harassed my child in life, they were never good enough for me. Now I need them to know how much I loved them.
6. My body is left unburied, and I cannot continue to the other place until it is interred.



90

Ulfhild, the Great Raven

An enormous raven with a ten-foot wingspan. Ulfhild is accompanied by a large unkindness (flock) of mundane ravens. Ulfhild was birthed from the body of an ancient dying god. She can transform at will into a fierce-eyed tall woman clad in soft black clothing. However, she cares not for humanity or their speech (she is fluent in Old Norse, but only knows a few sparse words of modern languages), and prefers to stay in raven form and communicate with telepathic visions. If she does transform into human form, she acts playful and mocking.

Ulfhild desires worship and propitiation, specifically in the form of human innards, which she finds distractingly delicious. She also appreciates "dry-aged" (rotting) flesh of all kinds, but the more intelligence the flesh once housed, the better.

If Ulfhild's desires are met, she will preen and fawn over her new acquaintances, accompanying them and sending ravens to aid them for one week (the ravens can alert the party to danger or harass foes) before becoming hungry for more guts or meat. If her demands are not met, she will attack once or twice then fly away, cawing.

Number encountered

- 1 Ulfhild, the Great Raven
- 3d6 mundane ravens.

+Ulfhild as a raven+

Cha +0 **Con** +0 **Dex** +4 **Int** +1 **Str** +0 **Wis** +0

AC 16 **HD** 3 **HP** 3d8 (15) **Save** +2 **Morale** 5

Move Fly 60' [12 squares]

Dive bomb

Ulfhild uses her full turn to move up to her full movement, attacking up to three targets along her path: +7 to hit, 1d6 damage each.

Harry

Ulfhild flaps in the air above her target, pecking and clawing: +7 to hit, 1d6 damage, and the victim must pass an **Intelligence** save or lose their next movement action.

+Raven swarm+

Cha -2 **Con** +0 **Dex** +4 **Int** -2 **Str** +0 **Wis** +2

AC 16 **HD** 1 **HP** 1d6 (3)* **Save** +1 **Morale** 5

Move Fly 60' [12 squares]

**Or treat as a single enemy with 3d6 x 3 hit points.*

Harry

Every 3 ravens in the swarm can join forces to harry a single target: +4 to hit, 1d4 damage, and the victim must pass an **Intelligence** save or lose their next movement action.

91

Escaped dream

A ghostly, indeterminate, colorful, laughing presence at the center of a reality-warping field. As the Escaped Dream approaches, or the outcasts approach it, colors become more intense, the ground becomes wavy, things become unreal and bizarre. Maintaining visual focus on the Escaped Dream is impossible.

Once the Escaped Dream has been encountered, the next time the outcasts would encounter someone else, the referee does not roll the dice (or rolls and ignores the result), and instead the outcasts encounter the **Sleeping Folk (Encounter 67)**. This only happens once, and only if the outcasts have not already encountered the Sleeping Folk.

The Escaped Dream was created by the dreams of The Sleeping Folk and wanders through our reality, changing and warping things that it touches. Referees are encouraged to get creative, recalling movies like *Fantasia*, *A Field in England*, *Spirited Away*, *The Wall*, *Eraserhead*, and anything else unusual.

The Escaped Dream moves at a walking pace in random directions, affecting reality as it moves. Most of its effects are temporary, but some are permanent. If it reaches a civilized area, there could be dire consequences as the populace experiences ever-shifting mass hallucinations.



92

Sabriel and Edmund

A peasant travels in an open cart pulled by a donkey. A strange otherworldly being is chained in the back of the cart, covered in a rough tarpaulin. The peasant's name is Edmund, a very tall, cheerful, friendly fellow.

The otherworldly being is an angel named Sabriel. Sabriel has six eyes, a wide fanged mouth, pointed ears like a devil, pearlescent white skin with faint blue marbling beneath the surface, and four ragged wings. Sabriel is sexless and has some bruises and blue-scabbed cuts. Mistreatment since its capture and being kept away from the sun under the tarp has caused its wings to molt, shedding ragged feathers everywhere.

Sabriel occasionally tries to speak in an ancient language (Aramaic) which Edmund does not understand. When it speaks, the words sound faintly choral, as if multiple voices are saying the same words in unison. Sabriel's voice is melodic, if a bit hoarse.

Edmund is taking Sabriel to the nearest large settlement to see if he can sell it. Edmund found Sabriel mucking around in his back garden, spoiling the vegetables. Edmund sees Sabriel as little more than an animal, and often cheerfully kicks or whacks it, especially if it's talking too much.

Edmund's animal archetype

◊ Meerkat

Freeing Sabriel

If the outcasts gain some way of understanding Sabriel, they will hear a haughty angel of the Lord who promises punishment and damnation upon all who have wronged it and held it in this muddy hellhole. It came down as a messenger on a mission from Michael itself, was bedeviled by a minor dæmon along their journey, and finds its current circumstance ridiculous. While it will at first simply demand to be freed, eventually it will promise riches and blessings to any who assist it.

If Sabriel is freed, it will attempt to fly, then, finding that its wings will not hold it, will seek shelter and succor for the three or four weeks it will require to get back up to full strength. Exposure to sun helps Sabriel, as does clean water and fresh vegetables. It will refuse to eat meat, which Edmund finds peculiar ("especially with them nasty fangs..."). While recuperating, its skin will start to glow, its eyes will start to blaze with white light, its wings will regrow their feathers, and a halo will start appearing over its head. Once it is fully healed, it will be so bright as to be hard to look upon.

If Sabriel is nursed back to health, it will follow through on its word and bless all who helped it. All their wounds will be healed. 2d20 large, gleaming gold coins marked with a cross and a halo will fall in a shower upon every person who assisted it. Each coin is worth **1gp**. Sabriel will gift the one who helped it most with the artifact Sabriel's Blessing. Sabriel will then fly up into the brightest point of the sun and disappear.

Sabriel's Blessing

A small, elaborate monstrance with a single silver feather floating in the center. If the owner exposes it to sunlight for a few hours, it will glow with a silvery-blue light. After three days, this light will be a pure silver in color, and the next time the owner prays over it, they will sprout silver spirit wings. These wings last for one hour, grant the power of flight, heal all the bearer's wounds, and grant them a protective aura. The aura extends 10' from the bearer, and deals 1d6 damage per turn to all who wish them harm.

After the artifact's second use, the effects will fade but the spectral wings will remain faintly visible for one day. The bearer's skin will be slightly whiter. The monstrance will emit a very faint choral singing at all times.

After the third time, the spectral wings will remain clearly visible and a faint halo will appear for one week. The bearer's skin will look almost like marble. The monstrance will be almost blinding to look at when fully charged, and will clearly emit wordless choral singing and harp music at all times.

After the fourth time using the artifact, the bearer's wings and halo will be permanent. They will have one more day to spend on Earth before their new wings carry them inexorably upwards into heaven.

+Edmund+

Cha +1 **Con** +1 **Dex** +0 **Int** +0 **Str** +0 **Wis** +0

AC 12 **HD** 1 **HP** 1d8+1 (6) **Save** +0 **Morale** 5

Move Walk 15' [3 squares]

Hoe

+0 to hit, 1d6 damage.

+Sabriel (wounded)+

Cha +1 **Con** +1 **Dex** +1 **Int** +2 **Str** +1 **Wis** +2

AC 15 **HD** 3 **HP** 3d8+3 (18) **Save** +2 **Morale** 8

Move Shuffle 10' [2 squares]

+Sabriel (in its Glory)+

Cha +4 **Con** +4 **Dex** +3 **Int** +2 **Str** +4 **Wis** +2

AC 18 **HD** 6 **HP** 6d8+24 (54) **Save** +3 **Morale** 10

Move Walk 15' [3 squares], Fly 30' [6 squares]

Holy smite

One target in sight takes 2d4+4 damage. A **Charisma** save halves the damage.

Marble punch

+10 to hit, 2d8+4 damage.



93

Possessed animal

A DÆMON POSSESSED BEAST. The referee should roll when the animal is encountered to discover its type:

1. Dog
2. Goat
3. Boar.
4. Swarm of 4d6 rats.
5. Horse.
6. Bear.

The dæmon infestation has caused the animal to bulge and swell with strange mutations and drip viscous fluids from ragged holes and orifices. The beast absolutely cannot be reasoned with, and must either be fought or fled from.

When it is defeated, the dæmon will shriek forth and attempt to possess one of those who defeated it. They must make a **CHARISMA** save. If they pass, the dæmon disappears in a puff of blood-colored smoke. If they fail, they are subject to one Dæmonic Transformation and one Verminic Transformation (RC, p. 62) for two hours.

After that time, they must make an **INTELLIGENCE** save. If they fail, the transformations are permanent. If they pass, the dæmon is forced out of their body and disappears.

Who exorcised the dæmon into the beast?

1. Gerald, the Monk of St. George **(Encounter 95)**
2. The Black Bishop (p. 24)
3. Monks of Debrooken **(Encounter 27)**
4. Father Linton (p. 23)
5. A wandering priest **(Encounter 23)**
6. A village priest from a random settlement, or from a random nearby hex



+Possessed dog+

CHA -3 **CON** +1 **DEX** +2 **INT** -3 **STR** +1 **WIS** -2

AC 14 **HD** 1 **HP** 1d8+1 (6) **SAVE** +1 **MORALE** 9

MOVE Lope 20' [4 squares]

DRIPPING TEETH AND CLAWS
+3 to hit, 1d6+1 damage, and the victim must pass a **CONSTITUTION** save or become diseased. Each morning for 1d6 days, a disease victim must pass a **CONSTITUTION** save or take 1 damage immediately upon waking.

+Possessed boar+

CHA -3 **CON** +2 **DEX** +1 **INT** -3 **STR** +3 **WIS** -2

AC 13 **HD** 2 **HP** 2d8+4 (14) **SAVE** +1 **MORALE** 9

MOVE Charge 20' [4 squares]

TUSK RIP
+5 to hit, 1d8+2 damage.

TUSKED CHARGE
After making a full move: +5 to hit, 1d8+4 damage, and the victim must pass a **STRENGTH** save or become knocked down.

TENTACLE FLOP
A tentacle flops out of the boar's eye socket and grasps at a nearby target:
+3 to hit, 1d4 damage, and the victim must pass a **WISDOM** save or flee in terror for 1d3 rounds.

+Possessed horse+

CHA -3 **CON** +1 **DEX** +0 **INT** -3 **STR** +3 **WIS** -2

AC 12 **HD** 3 **HP** 3d8+3 (18) **SAVE** +2 **MORALE** 9

MOVE Gallop 30' [6 squares]

REARING KICK
The horse uses their entire combat turn to kick. Reach, +2 to hit, 1d10+2 damage, and the victim must pass a **STRENGTH** save or be knocked down.

BREATH OF DEATH
The horse snorts out fly-ridden fetid air in a cloud 20' [4 squares] across in front of it. Any caught in the cloud must make a **CONSTITUTION** save or be unable to take any action except move 5' during their turn. The cloud dissipates in 1d4 rounds.

+Possessed goat+

CHA -3 **CON** +2 **DEX** +1 **INT** -3 **STR** +2 **WIS** -2

AC 13 **HD** 1 **HP** 1d8+2 (7) **SAVE** +1 **MORALE** 9

MOVE Charge 20' [4 squares]

HEADBUTT
+3 to hit, 1d6+2 damage, and the victim must pass a **STRENGTH** save or become knocked down.

CLOVEN HOOVES
On a knocked down target only: +5 to hit, 1d6 damage, and the victim must pass a **DEXTERITY** save or take an additional 1d4 damage.

+Swarm of possessed rats+

CHA -3 **CON** -1 **DEX** +2 **INT** -3 **STR** -1 **WIS** -3

AC 12 **HD** 1 **HP** 1 per rat **SAVE** +1 **MORALE** 8

MOVE Swarm 15' [3 squares]

BITE AND CHEW
Rats swarm a target. The target must make a **DEXTERITY** save. If they pass, they take 1d4 damage. If they fail, they take 1 damage for every 2 rats in the swarm.

+Possessed bear+

CHA -3 **CON** +4 **DEX** +1 **INT** -3 **STR** +4 **WIS** -2

AC 13 **HD** 5 **HP** 5d8+20 (45)* **SAVE** +3 **MORALE** 6

MOVE Lumber 15' [3 squares]

**Each time the bear is dealt 5+ damage by a single attack, a maggot-thing flops out of the bear's flesh.*

MASSIVE CLAWS
+9 to hit, 1d10+4 damage, and the victim must pass a **DEXTERITY** save or be grappled.

TERRIBLE BITE
If the bear has grappled a target, it may bite them: +10 to hit, 2d6+6 damage.

+Maggot-thing+

CHA -3 **CON** -1 **DEX** -2 **INT** -3 **STR** -1 **WIS** -3

AC 10 **HD** 1 **HP** 1d4 (3) **SAVE** +0 **MORALE** 12

MOVE Squelch 5' [1 square]

ACIDIC TENTACLE LIMBS
-2 to hit, 1d4 damage.

94

Nikko, the Steel-Masked Priest

A PRIEST OF A NATURE RELIGION from a distant land, wearing a steel mask with an elongated vertical mouth opening and square eyes, and a heavy black cloak. Nikko wields a heavy barbed censer and is surrounded by a cloud of incense as she walks along the road.

Nikko has traveled from distant lands seeking the secret of immortal life, which she plans to bring back to her master. Nikko knows her master's wisdom is an asset to the very world, and thinks it is only correct that her master live forever, so as to bless the world with a never-ending font of wisdom.

When Nikko is encountered, the referee should roll on the locations table (rear cover) to discover her target destination. Nikko has heard rumors of the place and believes that someone in that location knows of "The Eternal Lotus," a white flower that grants immortality to the one that eats it. She has a general idea of its location, but is currently headed in the wrong direction.

Nikko never removes her mask, and keeps her body hidden under robes. If her limbs are revealed (in combat, for example) it can be seen that they are covered in swirling geometric tattoos. Nikko wears leather armor and is carrying a traveling pack, two large bricks of incense, and **1d6gp** + **1d100sp** minted in a foreign currency.

Animal archetype

◊ Wolf

+Nikko, the Steel-Masked Priest+

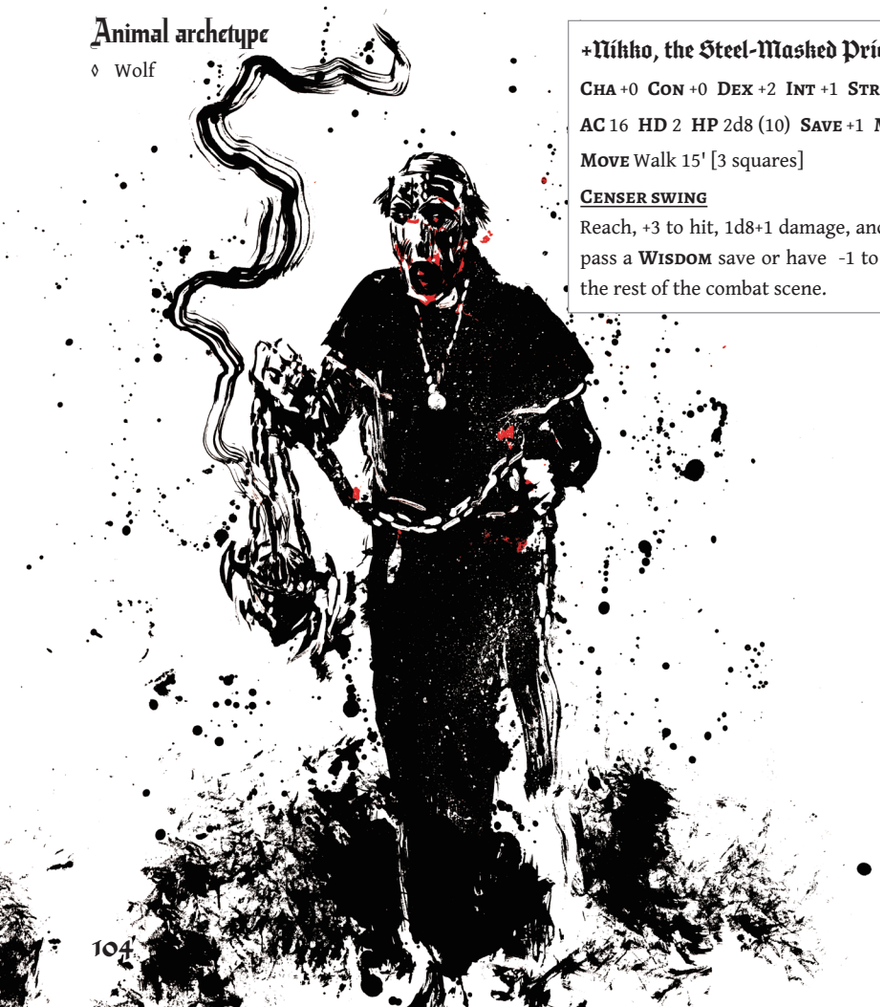
CHA +0 **CON** +0 **DEX** +2 **INT** +1 **STR** +0 **WIS** +1

AC 16 **HD** 2 **HP** 2d8 (10) **SAVE** +1 **MORALE** 7

MOVE Walk 15' [3 squares]

CENSER SWING

Reach, +3 to hit, 1d8+1 damage, and victim must pass a **WISDOM** save or have -1 to hit Nikko for the rest of the combat scene.



95

Gerald, the Monk of Saint George

AN ARMORED, MOUNTED MONK with gold-chased weapons and armor under sackcloth, wearing a golden mask in the shape of a dragon. His horse is wearing elaborate barding that makes it look like a dragon.

Gerald comes from a monastery outside Jerusalem, and is seeking the bones of Saint George. According to the founding story of his monastery, Saint George *is* the Dragon, so Gerald is seeking dragon bones to bring back as holy relics.

Gerald's quest has been long, and his speech is strangely accented. He is, other than his heretical beliefs about Saint George, a devout follower of the teachings of the Church. Gerald has his golden armor (**6,000sp**), his horse's barding (**8,000sp**), **2d6gp** and **2d20sp**, a holy symbol, and a rough map which shows the location of Saint George's body, deep in the northern mountains.

+Gerald, Monk of Saint George+

CHA +1 **CON** +1 **DEX** +0 **INT** +1 **STR** +2 **WIS** +0

AC 20 **HD** 4 **HP** 4d8+4 (24) **SAVE** +2 **MORALE** 8

MOVE Walk 15' [3 squares], Ride 30' [6 squares]

MOUNTED CHARGE

Gerald can use his entire turn to ride the horse's full movement and make an attack:

+7 to hit, 1d8+2 damage, victim must pass a **STRENGTH** save or be knocked down.

HORSE KICK

Gerald can use his entire turn to kick with his horse, attacking a target either in front or behind his horse:

+2 to hit, 1d10+2 damage. Victim must pass a **STRENGTH** save or be knocked down.

SWORD ATTACK

+6 to hit, 1d8+2 damage.

BREATH OF SAINT GEORGE

1 in 8 chance to recharge at the beginning of Gerald's turn. Gerald breathes fire in a cone 30' long and 15' wide. Everyone caught inside it takes 4d6+4 damage. Passing a **DEXTERITY** save halves this damage.

Animal archetype

◊ Lion



96

Undead Roman legionnaires

A troupe of skeletal, undead Roman soldiers, staggering across the landscape, trailing dust and flies. This jovial band of skeletons is on the hunt for their leader's amulet. Their leader, Spurius Gaius, won it from Niall Conbhairi, the "famous" Celtic chieftain, in an arm wrestling contest.

The undead Romans speak an archaic version of Latin, though any characters who speak Latin should roughly be able to communicate with them. These undead Romans are delighted by their continued unlife, and although Spurius is deadly serious about his mission, the rest of the legionnaires are happy to enjoy the breeze, the sky, and the moonlight as they stagger throughout the Mythic North. They love to tell jokes, and laugh uproariously at even the worst wisecracks.

As to who has the amulet, the referee can feel free to roll on the encounter table or the locations table to determine its whereabouts.

Each legionnaire has **1d10sp** (in ancient Roman denarii of course), while Spurius is carrying an additional **1d10gp**. If the outcasts help the undead recover the amulet, Spurius will be happy to give them all of the wealth of his legion (since when they return to the ruins of Princeps Villa [2] they will all fall to dust anyway).

The legionnaires are wearing archaic armor equivalent to chain and carrying shields and spears.

Number encountered

◊ 3d10 legionnaires + Spurius Gaius

+Undead Roman legionnaire+

Cha -2 **Con** +1 **Dex** -1 **Int** -1 **Str** +1 **Wis** -1

AC 15 **HD** 1 **HP** 1d8+1 (6) **Save** +1 **Morale** 7

Move Shamble 15' [3 squares]

Bony

Legionnaires take half damage from edged weapons and double damage from blunt weapons.

Spear strike

+2 to hit, 1d6+1 damage.

Turtle up

4 or more legionnaires can spend their entire turn scuttling into formation. While in formation, their movement slows to 10' [2 squares], but they have +2 to their AC.

Reform

On the turn after they drop to 0 hp, each legionnaire has a 50% chance of reassembling at full health, with a dry cackle.

+Spurius Gaius+

Cha -2 **Con** +1 **Dex** -1 **Int** -1 **Str** +1 **Wis** -1

AC 15 **HD** 1 **HP** 1d8+1 (6) **Save** +1 **Morale** 7

Move Shamble 15' [3 squares]

Bony

Spurius takes half damage from edged weapons and double damage from blunt weapons.

Gladius swing

2 attacks, +4 to hit, 1d6+1 damage.

Reform

On the turn after he drops to 0 hp, Gaius has a 50% chance of reassembling at full health. He does not cackle.





97
Adult giant

An enormous misshapen humanoid. Twenty feet tall with huge, bulging features, wearing no clothing, covered in bristly hair, wielding a club or a huge rock. Giants make lots of noise as they move about the countryside, giving ample warning of their presence. Giants are barely more intelligent than livestock, and live to eat and hunt and procreate. They love eating humans and their livestock, and love drinking alcohol (though they have no clue how it is created).

Giants come from the frozen plains and hills of the northlands, and if this one is encountered very far south, it is likely covered in half-healed wounds, with maybe a black eye, and only half its hit points. It is difficult to reason with giants, though they can be captured, baited, or herded.

Number encountered

- 1d2 adult giants
- 1 in 4 chance of being accompanied by 1d2 young giants (see below)

+Adult giant+

Cha -2 **Con** +3 **Dex** -2 **Int** -3 **Str** +4 **Wis** -2

AC 10 **HD** 8 **HP** 8d8+24 (64) **Save** +4 **Morale** 6

Move Trudge 20' [4 squares]

Club

+6 to hit, 2d8+4 damage.

Throw rock

40' [8 squares], +3 to hit, 2d6+4 damage.

Grab

The giant and their target make opposed **Dexterity** checks. If the giant wins, they snatch up their target and squeeze them, inflicting 1d4+4 damage.

Bite

After grabbing a target, the giant may attempt to bite them in half: +8 to hit, instant death.

Toss

After grabbing a target, the giant may toss them. The target is thrown 20' forward, takes 1d6+4 damage upon landing, and is knocked down.

98
Young giant

Smaller than an adult giant, with less hair, standing only about 10 feet tall, wearing no clothing, carrying a club. Often encountered in small groups.

Number encountered

- 1d4 young giants.

+Young giant+

Cha -2 **Con** +2 **Dex** -1 **Int** -3 **Str** +3 **Wis** -2

AC 11 **HD** 5 **HP** 5d8+10 (35) **Save** +3 **Morale** 5

Move Trudge 15' [3 squares]

Club

+4 to hit, 2d6+3 damage.

Throw rock

30' [6 squares], +1 to hit, 2d4+3 damage.

·Dæmons·

A dæmon bent on physical, mental, and emotional destruction of humanity can be a controversial and even unnecessary addition to a roleplaying game session or campaign. Some types of dæmons may be fine with some groups, and completely inappropriate for others. The best practice is to ask, not in character, if your players are comfortable with something before introducing it to the game. If your group is using a psychological safety tool like the X-Card (a recommended practice!) it's also a good time to remind players that it exists.

This might spark a conversation about what would and would not cross the line for everyone, which is excellent information for a responsible referee to have. And even if everyone is fine with anything, the referee could say something like: "Sounds like everyone is fine with this, but just a reminder, we have this X Card on the table, and if anything is making you feel uncomfortable, in this scene or any other, just tap it and we'll end the scene and move on to something else, no questions asked."

What are dæmons?

Dæmons are a core element of both the Mythic North setting and the implied setting of the *Outcast Silver Raiders* ruleset. Magic and innumerable strange things are attributed to "dæmons" throughout the books. So what exactly is a dæmon?

In the default religious setting of the Mythic North, dæmons exist as malevolent spirits who have magical powers that defy the laws of physics. Dæmons live in Hell, a plane of existence where the spirits of sinners are sent after death to be tortured until the end of time. As humanity is driven by the need to eat, stay warm, procreate, avoid injury, and find inner satisfaction, dæmons are driven by a physical need to torment humans. It is their very reason for being. Without humans, they have no reason to exist.

While this torture can often include a physical aspect (pitchforks, hot coals, intestines strewn across sharp rocks, etc.), dæmons also delight in creative mental and emotional torture. Some of these tortures come from the realization of external fears, but the most exquisite ones come from within. Dæmons know instinctively that each individual human holds within its mind and heart the best way to torture themselves. Dæmons love discovering those internal sources of torture.

Thankfully for humanity, while dæmons exist in their millions or billions, they are for the most part consigned to Hell. There they must await the death of a body before they can begin the eternal torment of a soul. Their ability to affect physical reality and the material plane of existence is entirely dependent on humans. Humans must be tempted or tricked into summoning them, speaking with them, and making bargains with them.

The power dæmons can offer is worth nothing to them, and so they give it freely if they think that doing so will cause more human misery. One of the highest goals for any dæmon is to persuade a human into making the necessary sacrifices to bring them into full physicality. A dæmon physically present in our reality is a horrible thing, capable of rendering great violence upon a great many souls. Luckily, this is a difficult task, and there are few humans that can be convinced to perform such an act.

Two types of dæmons are provided here: Hosted dæmons have a limited physical impact and are focused on manipulation, while Manifest dæmons are fully present on the material plane and are some of the toughest combat foes outcasts will ever face.

99
Hosted dæmon

A minor dæmon possessing a human host. From a distance, this charismatic traveler looks no different from any other person, but in close quarters, the host will evoke a few strange (but not disgusting) mutations, such as tinted skin, bright eyes with goat-ish pupils, small horns, scales, cloven hooves, a tail, a forked tongue, or unnaturally red hair.

Rather than attacking the party, the dæmon will look to ally with, cajole, and and trick the outcasts into helping them accomplish their goals, or to have those goals performed by the outcasts themselves. Generally, dæmons want to increase the amount of suffering that humans experience, and take particular joy in causing self-destructive or sinful behavior.

Dæmons can offer powerful rewards to outcasts who help them, but will always do so in a way that encourages the outcasts to debase themselves.

If the hosted dæmon is attacked, they will manifest stronger physical dæmonic characteristics, violently sprouting wings, thick talons, and hardening their skin against attacks.

To simplify the vast hosts of dæmons for referees, they are grouped into eight major types: one for each of the seven deadly sins, plus blasphemy (potentially the worst sin of all). When encountered, referees can roll or pick from the following table:

Hosted dæmon types (1d8)

1. Hosted dæmon of Blasphemy
2. Hosted dæmon of Envy
3. Hosted dæmon of Gluttony
4. Hosted dæmon of Greed
5. Hosted dæmon of Lust
6. Hosted dæmon of Pride
7. Hosted dæmon of Sloth
8. Hosted dæmon of Wrath

+Hosted dæmon of Blasphemy+

Goals: Make a mockery of God and his churches and holy symbols in ways both low and large.

Can offer: Permanent boosts to **Intelligence**, dæmonic transformations (RC, p. 62).

+Hosted dæmon of Envy+

Goals: Steal the possessions, powers, lives, livelihoods, beauty, and youth of others.

Can offer: Permanent boosts to **Dexterity**, artifact trinkets (RC, p. 84).

+Hosted dæmon of Gluttony+

Goals: Engage in hedonistic orgies of consumption involving even the very strangest and most taboo substances and objects.

Can offer: Permanent boosts to **Constitution**, artifact implants (RC, p. 84).

+Hosted dæmon of Greed+

Goals: Amass wealth at all costs, ideally harming others while doing so.

Can offer: Large amounts of wealth.

+Hosted dæmon of Lust+

Goals: Participate in the most extreme sexual acts, plundering the depths of the human body.

Can offer: Permanent boosts to **Charisma**, love spells and potions (RC, p. 94).

+Hosted dæmon of Pride+

Goals: Be praised by others, be raised above others, have power over others.

Can offer: Permanent boosts to **Strength**, knowledge of rituals (RC, p. 50).

+Hosted dæmon of Sloth+

Goals: Sleep, procrastinate, be indolent and inactive, affect the masses towards laziness.

Can offer: Permanent increase in hit points, artifact armor (RC, p. 84).

+Hosted dæmon of Wrath+

Goals: Start fights, take part in murders, start violent conflicts, fly off the handle and go berserk.

Can offer: Permanent boosts to attack bonus, artifact weapons (RC, p. 84).

+Hosted dæmon+

Cha +2 **Con** +1 **Dex** +1 **Int** +1 **Str** +1 **Wis** +0

AC 15 **HD** 4 **HP** 4d8+4 (24) **Save** +3 **Morale** 8

Move Walk 15' [3 squares]

Dæmonic claws

+5 to hit, 2d4+1 damage, 1 shock.

Fell command

One target must make an opposed **Charisma** check. If the dæmon wins, the target obeys their commands for 1d4 rounds. The victim may make an **Intelligence** save to attempt to break the control after each round.

Bad blood mayhem

Once per combat, the dæmon may slice itself with its own talons and call upon the lords of Hell. The dæmon takes 6 damage, then deals 2d6+3 damage to everyone within 10' [2 squares] of its body.

Winged retreat

If a dæmon fails a morale check, they sprout wings and attempt to fly away at 30' per round.

100

Manifest dæmon

Eight feet tall, covered with scales, magnificent horns rearing from its head. Mighty claws, blazing eyes, an enormous maw of razor sharp teeth, writhing tentacles tipped with dripping sphinctrous holes, malignant sores clustered with tiny rolling eyes. A dæmon manifest in our reality is terrifying and disgusting to behold.

These creatures speak inside their victims' minds with a roaring voice from the depths of the magma-filled earth. They demand obedience and obeisance, and failure to comply is rewarded with a messy and painful death.

Given their powerful nature, referees are encouraged to give the outcasts ample warning before engaging a manifest dæmon in combat. A dæmon might be seen flying towards a nearby settlement, destroying another random encounter in the wilderness, or playing with the guts of a previously slain party. Dealing with the appearance of a single manifest dæmon can be the focus of a campaign for a time.

Besides fighting a manifest dæmon (and likely dying to its claws), parties of outcasts could also try strategies such as abandoning one of their number to be gleefully tortured to death, temporarily agreeing to the dæmon's wishes in order to escape later, or banishing (or at least temporarily driving off) the dæmon using holy objects and exorcisms.

+Manifest dæmon+

Cha +3 **Con** +2 **Dex** +2 **Int** +1 **Str** +3 **Wis** +0

AC 18 **HD** 8 **HP** 8d8+16 (56) **Save** +4 **Morale** 10

Move Stride 15' [3 squares], Fly 30' [6 squares]

Mighty claws

+11 to hit, 2d8+3 damage, 2 shock.

Lashing tail

+10 to hit, 1d10+3 damage, victim must pass a **Constitution** save or take 2 poison damage each round for 1d4 rounds.

Sulphurous spit

The dæmon can give up its movement action and make a **Constitution** check. If it is successful, it can use this attack:
30' [6 squares], +8 to hit, 1d4+2 damage, and victim takes 2 acid damage each round for 2d4 rounds.

Breath of Hell

Once per combat, the dæmon can attack with its awful breath, covering an area approximately 30' square in front of it. Everyone caught in the cloud must pass a **Constitution** save or fall to the ground coughing for 1d4 rounds.

101

Bloated frog

An enormous frog, covered with boils and burst blisters. The frog is hopping towards The Sunken Chapel [20D] with a captive human inside its mouth. Its jowls wobble and drip with thick mucus as it hops. The frog's eyes are gigantic glossy black pools that hold no hint of intelligence as it hops inexorably towards its destination.

The person inside its mouth is alive, dulled with a potent, thick frog saliva. To set their identity, the referee can roll another random encounter number, or decide that the victim is a townsperson from one of the settlements of the Mythic North.

If attacked, the bloated frog will spit out its victim before settling in for a fight.

+Bloated frog+

Cha -3 **Con** +2 **Dex** -2 **Int** -3 **Str** +2 **Wis** -3

AC 10 **HD** 4 **HP** 4d8+8 (26) **Save** +2 **Morale** 6

Move Hop 10' [2 squares]

Big hop

+0 to hit. The frog attempts to hop on top of a target within 10' [2 squares]. If successful, the target takes 1d8+2 damage and is pushed to one side.

Tongue slap

Reach, +6 to hit, 1d6+1 damage and the victim is stuck to the tongue. In two rounds they will be pulled close enough to be swallowed. Stuck targets can escape by passing a **Strength** check.

Swallow

+2 to hit against a target stuck to its tongue. If the attack hits, the target is swallowed by the frog. Upon being swallowed and for each round they spend inside the frog, victims must make a **Constitution** save. If they fail, they fall unconscious. If they pass, they take 1d4 damage.



102

The Beast of the Fens

A HUGE, SIX-LEGGED NIGHTMARE, bigger than an ox, that lurks within the swamps and bogs of the Mythic North. It has huge, fleshy gills, many eyes, and can breathe water and air. Its pallid flesh writhes with its larval fen maggots, as big as a fat child's forearm. It periodically shakes off these pestilent young, but they inevitably suckle back onto its flesh, using their pudgy tails and sucking mouths to reattach to their host.

The area around the Beast of the Fens will always be marshy, with deep pools and swamp plants. Its slopping, gasping noises and the fen maggots swimming through murky water nearby should warn the party of its presence.

Inside the fen maggots are small brain-pearls (worth **100sp** each), and inside the head of the Beast itself is a large shining brain pearl worth **1,000sp** to the right bidder. The blood of the Beast can be used to brew potions of water breathing, and its guts (and the guts of its offspring) are excellent lures for fishing, as well as amazing fertilizers.

Number encountered

- 1 beast
- 2d4 maggots

+Beast of the Fens+

CHA -3 **CON** +2 **DEX** -1 **INT** -3 **STR** +2 **WIS** -1

AC 13 **HD** 4 **HP** 4d8+8 (28) **SAVE** +2 **MORALE** 6

MOVE Swim 20' [4 squares], Walk 10' [2 squares]

TENTACLE WHALLOP
+6 to hit, 1d8+2 damage.

DIVE BENEATH
The Beast uses its turn to dive beneath the water and disappear, even in pools that don't seem large enough to conceal it. It will burst forth in 2 turns.

BURST FORTH
The Beast bursts out of any water, mud, or muck, spraying everyone within 10' of it with a thick coating of mud. Everyone splattered must take an action to clear off the mud, or be at a -2 to all their actions until they do.

MAGGOT SHAKE
1 in 8 chance to recharge at the beginning of the Beast's turn. The Beast shakes its body and throws off 2d4 Fen Maggots, which attack any aggressors.

+Fen maggot+

CHA -3 **CON** -1 **DEX** +1 **INT** -3 **STR** -2 **WIS** -3

AC 13 **HD** 1 **HP** 1d4-1 (2) **SAVE** +0 **MORALE** 12

MOVE Swim 15' [3 squares], Flop 5' [1 square]

BITE
+0 to hit, 1d4 damage, and latch onto target. A latched target must use an action to dislodge the maggot, or take 1 damage each turn.

RESPAWN
The maggot dislodges from a bitten victim and goes towards the Beast. When it reaches the Beast, it reattaches, and the Beast heals 1d4 hp.

103

The Black Wyvern

A REPTILIAN BEAST larger than a full grown bull cow, standing like a bird, with two powerful back limbs and two leathery winged forelimbs. It has a long, sinuous tail tipped with a barbed stinger. A wyvern has a terrifying screech, like an oversized eagle, and is as intelligent as a lion. Wyverns attack from the sky, and are somewhat clumsy when walking on their feet.

Only one pair of black wyverns has been spotted in the Mythic North, and only one beast at a time. They terrorize the countryside, carrying off cattle, destroying farms, and haunting the forests and moors. Once a black wyvern has been encountered, the referee should determine a random hex within 3 hexes of the current hex. Within this hex, the nest will be hidden. Within the nest is a single egg, always guarded by one wyvern while the other is out hunting.

Clever outcasts who defeat the black wyverns may be able to harvest scales, the poison stinger, the poison sac, leather from the wings, and the delicious, nutritious wyvern egg, which is rumored to have myriad magical powers.

+Black wyvern+

CHA +0 **CON** +2 **DEX** +2 **INT** -1 **STR** +3 **WIS** +1

AC 16* **HD** 6 **HP** 6d8+12 (42) **SAVE** +4 **MORALE** 8

MOVE Hop 10' [2 squares], Fly 60' [12 squares]

**On the ground, the wyvern's AC is 12.*

SWOOPING STING
While flying only. +7 to hit, 1d6 damage. Victim must pass a **CONSTITUTION** save or be poisoned, taking 1d6 damage each turn until they pass a **CONSTITUTION** save or die.

BITE
+7 to hit, 2d8+3 damage.

CARRY OFF AND DROP
While flying only. +3 to hit. The target is snatched in the wyvern's claws. The next turn, the wyvern drops the target, dealing 1d4 damage per 10'.

104

Giant spider

AN ENORMOUS SPIDER swollen to unbelievable size through the unholy magic of the rishae. They are only slightly more intelligent than their smaller brethren, and hunger for prey.

To capture prey, a giant spider relies on its webbing, either spun in advance, or shot from the pulsating orifice at the end of its abdomen. Encounters with giant spiders should be presaged with signs such as thick webbing strung between trees and rocks, or the bodies of past victims hung in cocoons.

A spider's nest will have 1d4 cocoons around it. Within each of these cocoons can be found 0-2 of the following items:

1. A pouch with **100+1d100sp**
2. A gem worth **1d6gp**
3. Campaign object (p. 28)
4. A random weapon
5. A random set of armor
6. A necklace worth **6gp**

+Giant spider+

CHA -3 **CON** +1 **DEX** +1 **INT** -3 **STR** +2 **WIS** +0

AC 14 **HD** 3 **HP** 3d8+3 (18) **SAVE** +2 **MORALE** 5

MOVE Sidle 20' [4 squares], Climb 15' [13 squares]*

**Giant spiders can climb vertically and upside down.*

BITE
+5 to hit, 1d8+2 damage, and the victim must make a **CONSTITUTION** save. On a failure, they take 1d4 poison damage each turn until they pass a **CONSTITUTION** save. If they are reduced to 0 health by this poison, they fall unconscious, stable at 0 hit points.

CLAWED LIMBS
Reach, +5 to hit, 1d8+2 damage.

WEB FLING
15' [3 squares], +5 to hit, victim is covered in webbing which reduces movement to 5' and gives them a -2 to attack actions. Victims may use a combat action to make a **STRENGTH** check to break free.

·Rishae·

Rishae are a technologically advanced civilization of humanoid beings that dwell beneath the earth. They feed on flesh, including the flesh of humans, and make heavy use of human and giant slave labor in their underground hives.

Rishae gain weird strength from artificial light sources inside their hive, and will wither if they spend too long apart from that light. Rishae magitech is similarly powered by the light from their hive, and they bring specially prepared crystals with them to power their devices. These crystals can last up to two watches before their energy is depleted. While rishae receive a small measure of strength from the moon, the sun weakens them.

Rishae encountered during the day will be hidden as best they can under trees, inside caves, or amongst ruins, sleeping and resting. Rishae would never purposefully let themselves be caught outside during the day, so something must have gone wrong if the party encounters them in this state. Rishae encountered during the day will be sluggish and will be more likely to desire negotiation.

Rishae do not usually speak human languages. They consider humans to be beasts of burden, one step above cattle. They can sometimes be reasoned with through gestures and drawings, but only if they are at a disadvantage.

For more information on the rishae, see The Rishae Hive [20H].

105

Rishae scouting party

A group of rishae on foot, traveling outside of their subterranean abode to hunt for meat, slaves, and magic power.

These rishae wear light grey silvery-colored chainmail, carry spears or swords, and one or two will have magitech bowguns. Each rishae bowgun has a crystal embedded in it which will fade quickly, but will still be worth **200sp** after losing its effectiveness as ammunition.

Number encountered

◊ 2d4 rishae scouts

Rishae scout activities (1d6)

1. Heading out to capture slaves, equipped with nets, collars, chains, and magical soporifics
2. Returning from a slave run, with 2d6 dazed humans in a chained caravan, some wounded
3. Raiding livestock
4. Collecting ritual reagents for the priests of their underground temple
5. Chasing **Sahrans (Encounter 110)** who raided their hive
6. Chasing escaped human slaves

+Rishae scout+

Cha +0 **Con** +0 **Dex** +2 **Int** +1 **Str** +0 **Wis** +0

AC 16 **HD** 2 **HP** 2d8 (10) **Save** +1 **Morale** 6

Move Walk 15' [3 squares]

Spear

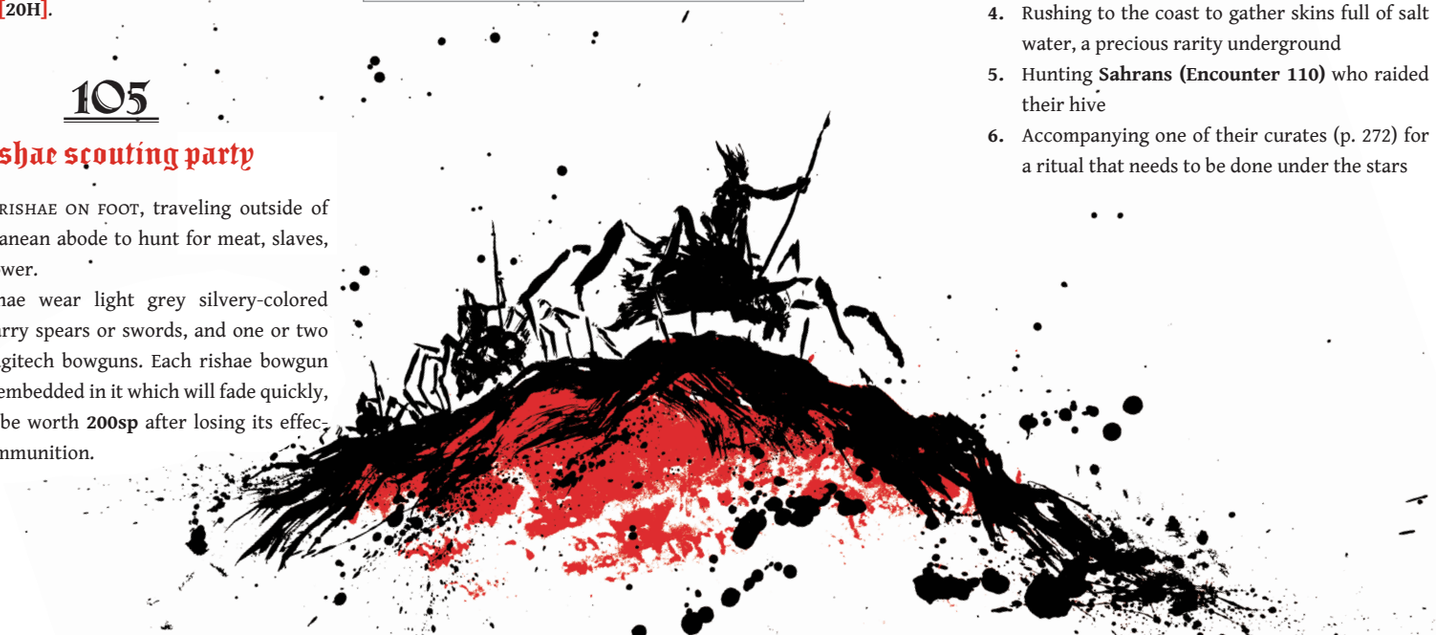
Reach, +2 to hit, 1d6 damage.

Sword

+2 to hit, 1d8 damage.

Magitech bowgun

90' [18 squares], +4 to hit, 1d6+2 damage, 2-handed, can make 2 shots before requiring a combat action to recharge.



106

Rishae spider riders

A group of rishae of high rank, riding in strange saddles atop barely tamed gigantic spiders. Depending on their mission, they may have a wagon with them.

These rishae wear light grey silvery-colored chainmail, carry halberds, and one or two will have magitech bowguns. Each rishae bowgun has a crystal embedded in it which will fade quickly, but will still be worth **200sp**. A wagon has four of these crystals.

Number encountered

◊ 1d4+1 riders on giant spiders
◊ +1 wagon (if results 1-3 are rolled below)
◊ +1 rishae curate (if result 6 is rolled below)

Rishae spider rider activities (1d6)

1. Heading out to capture slaves, with one additional spider pulling a delicate, oddly-designed wagon made of a light, silvery-grey metal that seems to float above the ground without wheels
2. Coming back from a slave run with the wagon full of 2d6 drugged human captives
3. Coming back from a slave run with two young giants inside a wagon
4. Rushing to the coast to gather skins full of salt water, a precious rarity underground
5. Hunting **Sahrans (Encounter 110)** who raided their hive
6. Accompanying one of their curates (p. 272) for a ritual that needs to be done under the stars

+Rishae riders+

Cha +0 **Con** +0 **Dex** +2 **Int** +1 **Str** +0 **Wis** +0

AC 16 **HD** 3 **HP** 3d8 (15) **Save** +1 **Morale** 8

Move Walk 15' [3 squares], Ride 20' [4 squares]

Halberd

Reach, +2 to hit, 1d8 damage.

Magitech bowgun

90' [18 squares], +4 to hit, 1d6+2 damage, 2-handed, can make 2 shots before requiring a combat action to recharge.

Spider charge

The rishae may use its full turn to charge, moving at least 15' in a straight line and attacking: +4 to hit, 1d8+2 damage.

Spider attack

The rishae may use its full turn to command its spider to use one of its attacks in the stat block below.

+Giant spider mount+

Cha -3 **Con** +1 **Dex** +1 **Int** -3 **Str** +1 **Wis** +0

AC 13 **HD** 2 **HP** 2d8+2 (12) **Save** +2 **Morale** 6

Move Sidle 20' [4 squares], Climb 15' [3 squares]*

**Giant spiders can climb vertically and upside down. If they climb on the ceiling, any riders risk falling off.*

Bite

+3 to hit, 1d8+1 damage, and the victim must make a **Constitution** save. On a failure, they take 1d4 poison damage each turn until they pass a **Constitution** save. If they are reduced to 0hp by this poison, they fall unconscious and stay stable at 0 hit points.

Clawed limbs

10' [2 squares] reach, +5 to hit, 1d8+2 damage.

Web fling

15' [3 squares], +3 to hit, victim is covered in webbing which reduces movement to 5', gives them a -2 to attack actions, and a -1 to other actions. Victims may use a combat action to make a **Strength** check to break free.

107

The angel Zebul

An upsettingly tall creature with too many joints, an elongated neck with the bones coming through the skin, two scabrous wings, and a long, cross-shaped head with a giant black, bleeding eye in the center. Its limbs end in horns, and roses grow from its flesh. It smells of rose petals and incense. Zebul at full height is over twelve feet, with its wings rising even higher still.

Zebul is one of the Creator's many experiments before It settled on the basic form of humanity, and was abandoned millennia ago to walk the earth alone. Zebul was created at a time of transition in the Creator's thinking between a universe set on precisely ordered principles of mathematics and logic, and a more turbulent, organic universe.

Zebul craves order above all else, and uses its powers and influence to set up hierarchies and rearrange the natural world to something more clean. Zebul easily commands the weak-willed, and once it has set up an ordered operation, will sit in contemplation watching its thralls work.

Depending on where Zebul is encountered, it may be engaged in any number of ordered activities. The referee can pick one of the options from the following list, or make up their own to suit their campaign.

Zebul's activities

- Replanting trees and bushes in a strictly organized pattern
- Organizing all the people in a small village into an extreme hierarchy where every person is above and below someone else, with homes and tasks to match
- Digging up an abandoned graveyard and creating gigantic mathematical designs on the ground with the bones
- Leveling hills to make perfectly flat ground
- Straightening the curvature of rivers or sections of coastline
- Capturing wild animals and housing them in pens according to precise structures of size and color

Number encountered

Zebul will have an appropriate number of thralls to accomplish its activity above. This could be hundreds of thralls for some tasks. If the referee needs a random number, roll 1d100+20.

+The angel Zebul+

Cha +2 **Con** +3 **Dex** +1 **Int** +3 **Str** +3 **Wis** +2

AC 13 **HD** 8 **HP** 8d8+24 (64) **Save** +4 **Morale** 10

Move Stride 20' [4 squares], Fly 40' [8 squares]

Horned limbs

+10 to hit, 2d8+3 damage, 2 shock.

Cruciform eye beam

2 in 6 chance to recharge at the beginning of Zebul's turn.

30' [6 squares], +10 to hit, 1d10+3 damage. Victim must make a **Wisdom** save or become unable to attack Zebul out of awe.

Voice of creation

Zebul commands a person or thing to obey its bidding. This can cause the earth to reshape, water to flow, or fires to light or extinguish. Sabient beings can make an **Intelligence** save to resist obeying Zebul's commands.

Shape thrallish flesh

Zebul can command his thralls to sprout weapons from their flesh. This can harden their skin, grow their bones into new shapes, change the order of their glands. These things always happen with good order and symmetry. These changes can give his thralls new attacks, bonuses to their AC, or other benefits, though it usually kills a handful of them when the changes are made.

+Zebul's thralls+

Cha -1 **Con** -1 **Dex** -1 **Int** -2 **Str** +1 **Wis** -2

AC 11 **HD** 1 **HP** 1d8-1 (4) **Save** +0 **Morale** 12

Move Stumble 10' [2 squares]

Improvised weapon

+0 to hit, 1d6+1 damage.



108

The Bone Snake

An enormous serpent of rolling bones, the product of a mad wizard's experimentations. The bones are not snake bones, but instead are the myriad bones of other creatures. The bones fall off and scatter as the snake slithers over the land, before inexorably being drawn back in by some unseen force towards its core. For a head the bone snake has a gigantic compound skull with an enormous mouth full of mismatched teeth.

The bone snake mindlessly hunts living prey, eating everything in its path. A variety of human and animal corpses in various stages of decomposition can be seen inside its bony body, fermented offal discharge leaking across the bones and left as a stinking trail behind it. Occasionally, the bone snake swallows creatures whole or rolls over them without mincing them to pieces. These unfortunates clatter against their mobile bone cage among the putrefying dead, screaming for assistance until their throats are raw. A few escape. Most are beaten to death by the constant flinging, shuddering, and shaking of the bone snake. Their bones extend the snake.

The bone snake is about seventy feet long and six feet wide. It contains 2d4 valuable objects worth **150sp each** and 1d3 **campaign objects** (p. 28) inside its gory innards. It has gigantic rubies, each worth **1,000sp**, for eyes. When the bone snake is encountered, the referee can roll twice on the table below to see if anything is alive inside it.

What lives within the Bone Snake? (1d6)

1. A hapless villager
2. A bruised and mutilated farmer
3. Someone from the random encounter table
4. Terrified livestock
5. A priest who dies as the outcasts watch
6. Nothing but shredded humans

+The Bone Snake+

Cha -3 **Con** +2 **Dex** +0 **Int** -3 **Str** +3 **Wis** +0

AC 17 **HD** 8 **HP** 8d8+16 (56)* **Save** +4 **Morale** 12

Move Stumble stagger 15' [3 squares]

**The Bone Snake's head has 8d8+16 hit points. Shattering the skull will destroy the snake. The Bone Snake's body has several thousand hit points, and doing damage knocks bones off at a rate of 1 meaningful bone per 8 hit points of damage done. To free a captive from within the Bone Snake, at least three bones must be knocked off in the same area. Otherwise, doing damage to the body does very little to stop the endless devouring of the Bone Snake.*

Tripartite bite

Can only target foes attacking the head:
+10 to hit. On a hit, the victim must make a **Dexterity** save. On a success, they take 2d8 damage. On a failure, they are devoured. Devoured targets must make an **Intelligence** save. On a failure, they are bitten in half. On a success, they fall into the cage of the bone snake's body.

Errant bone

Can only target foes attacking the body. Every attacker is targeted by a bone flying out:
15' [3 squares], +4 to hit, 1d8+3 damage.

Trapping ribs

If an attack targeting the Bone Snake's body misses, the Bone Snake has a 1 in 8 chance of rolling onto the attacker. If it does, the victim must make a **Dexterity** save or be trapped within the Bone Snake.



+Adair's Eagle+

Cha +0 **Con** +0 **Dex** +3 **Int** -2 **Str** +0 **Wis** +2

AC 16 **HD** 2 **HP** 2d6 (8) **Save** +1 **Morale** 5

Move Fly 60' [12 squares]

Swoop

+3 to hit, 1d6 damage.

109

Adair, the Eagle Priest

A tall man dressed in plain brown robes with long brown hair, bearing a striking resemblance to his familiar, a golden eagle with a twenty foot wingspan and a beak tipped in silver Celtic tracery. Adair wears jewelry and fetishes made from the bones and claws of birds of prey.

Unless the outcasts have encountered him before, Adair is furious that someone or something (roll again on the random encounter table) has been despoiling the natural landscape, driving game away, and generally disrupting the natural order of things. If the result of the random encounter roll is 109, or if it is the outcasts who have been engaged in these type of activities, Adair will be furious at the outcasts and demand they change their ways.

Adair can transform into an eagle at will, though he will hide this fact from anyone he encounters unless the situation turns desperate. In combat, Adair will strap on a set of golden talons held together with leather straps and scream out eagle screeches.

Adair can offer information about the world as it looks from the sky, valuable scouting knowledge for almost any location in the Mythic North (though he will be unwilling to travel far distances if they do not relate to his mission).

Animal archetype

- Some bird of prey

+Adair, the Eagle Priest+

Cha +0 **Con** +1 **Dex** +2 **Int** +1 **Str** +0 **Wis** +1

AC 14 **HD** 3 **HP** 3d8+3 (18) **Save** +2 **Morale** 7

Move Walk 15' [3 squares]

Golden claw strike

2 attacks, +1 to hit, 1d6 damage.

Transform

Adair can transform into an eagle matching his familiar in a matter of seconds. His clothes transform with him. Adair will usually only transform to escape, not to attack.

110

Sahran scouting party

A motley group of technologically advanced lizardmen with gaping mouths like catfish, strange glass weapons hanging from leather straps strung around their bodies. Several of the group have genetic modifications granting extra limbs, wings, or natural weapons. Most sahran parties will have one winged assassin with them who soars high above the rest of the group, scouting for any threats.

Sahrans live deep beneath the earth where they war with the rishae. They are all but unknown on the surface of the Mythic North. They communicate with wireless technology embedded in their brains, and the only audible sounds they make are hissing and spitting noises. They are wary of humanity, and avoid drawing human attention to their glorious sunless realm.

Number encountered

- 1d4 warriors
- 1 assassin
- 1d2-1 (0-1) gladiators
- 1d2-1 (0-1) purifiers
- 1d2-1 (0-1) shamans

+Sahran warrior+

Cha +0 **Con** +0 **Dex** +1 **Int** +1 **Str** +1 **Wis** +0

AC 15 **HD** 3 **HP** 3d8 (15) **Save** +2 **Morale** 7

Move Walk 15' [3 squares]

Glass sword

+3 to hit, 1d8+1 damage. Victim must make a **Constitution** save or bleed for 1d4 turns, taking 1 damage each turn. A successful First Aid check will stop the bleeding early.

Glass laser gun

60' [12 squares], +3 to hit, 1d6+1 damage.

Third eye

Each turn, the sahran may attempt to open its third eye as a movement action by rolling 1d6. On a 6, the eye opens and the sahran gains +2 to hit and damage, and +1d8 temporary hp, but also gets -2 to their AC.

Sahran loot

Sahrans carry only their weapons. Looted glass laser guns have a scarcity die of 1d6 that must be rolled each time they are fired. The guns are worth **300sp**. Sahran glass swords are worth **250sp** each.

+Sahran assassin+

A sahran with long thin limbs, giant scaled wings sprouting from its back, and an elongated mouth like a crocodile's.

Cha +0 **Con** +0 **Dex** +2 **Int** +1 **Str** -1 **Wis** +0

AC 16 **HD** 2 **HP** 2d8 (10) **Save** +1 **Morale** 5

Move Hobble 10' [2 squares], Fly 30' [6 squares]

Horrifying screech

1 in 6 chance to recharge each turn. Each enemy in earshot must pass a **Wisdom** save or lose either their combat or movement action.

Swooping strike

+4 to hit, 1d8-1 damage.

Glass laser gun

60' [12 squares], +3 to hit, 1d6+2 damage.

Terrifying jaws

Only when on the land and not in the air:
+2 to hit, 2d8 damage.

+Sahran gladiator+

A heavily muscled sahran with two extra arms. All four arms sport bony protuberances, with two ending in enormous warspikes.

Cha +0 **Con** +1 **Dex** +1 **Int** +0 **Str** +2 **Wis** -1

AC 15 **HD** 3 **HP** 3d8+3 (18) **Save** +2 **Morale** 8

Move Walk 15' [3 squares]

Pummel

4 attacks. +1 to hit, 1d6 damage.

Stabbing strike

Reach, +5 to hit, 1d10+2 damage.

Third eye

Each turn, the sahran may attempt to open its third eye as a movement action by rolling 1d6. On a 6, the eye opens and the sahran gains +2 to hit and damage, and +1d8 temporary hp, but also gets -2 to their AC.

+Sahran purifier+

A sahran that has been genetically modified to spout flames from its mouth. It has an enormous membranous hump on its back to carry the oily substance it spews forth.

Cha -2 **Con** +1 **Dex** -1 **Int** +0 **Str** -1 **Wis** +0

AC 13 **HD** 2 **HP** 2d8 (10) **Save** +1 **Morale** 5

Move Waddle 10' [2 squares]

Flame breath

Creates a cone of fire 15' wide at the end and 15' long. Every target caught in the cone must pass a **Dexterity** save or take 1d8 damage and be lit on fire. Once on fire, the target takes 1d6 damage each turn until the fire is extinguished.

Explosive expiration

When a purifier is killed, the referee rolls 1d6. On a 1, the purifier explodes, dealing 1d8 damage to everyone within 10' of it. Passing a **Dexterity** save halves this damage.

+Sahran shaman+

Cha +2 **Con** +0 **Dex** +1 **Int** +1 **Str** +1 **Wis** +0

AC 15 **HD** 3 **HP** 2d8 (10) **Save** +2 **Morale** 5

Move Walk 15' [3 squares]

Reptilian God's Blessing

Can only be used once per combat. The shaman chants for one round. If it is not interrupted, at the beginning of its next turn, all other sahrans in the party get a +1 to their attack rolls and a +1 to their AC until the end of combat.

Mutating resurrection

The shaman can make a **Charisma** check as a combat action to resurrect a sahran that has been killed. It will stumble to life with 1d8 hit points, -2 to its AC, and -2 to its attacks.

111

Evicted nature spirit

A half-seen spirit of the forest, visible in fits and starts as it melds with and flits through the greenery. This spirit is bonded to a beautiful, picturesque natural feature nearby, and has been cast out of its home by an interloper (roll again on the random encounter table, or on the factions table, p. 18). It now wanders, crying, lost.

The nature spirit is incorporeal, and has difficulty affecting the physical world. It can, however, charm outsiders.and will attempt to use this power to get help. If its charming fails, it promises a reward of golden treasure that lies hidden within its home.

Whether this treasure actually exists, and what exactly the treasure consists of, is left up to the referee. The treasure could be a **campaign object** (p. 28), something worth **1d10gp**, or only a beautiful but worthless stone or branch.

Nature spirit's home (1d6)

1. Algal pool of many colors
2. Stately, overgrown ancient tree
3. Entrancing rock formation
4. Beautiful glade of wildflowers
5. Sparkling spring of crystal clear water
6. Peaceful, mossy grotto

Spirit charm

Any beings who talk to the nature spirit must pass a **Wisdom** save or be charmed, wishing intensely to help the spirit, and feels a sense of peaceful calm when they do. This effect lasts for 1d4 days.



112

Haunted tree

A TREE THAT HAS BEEN POSSESSED by a dæmon and now stalks the land, vomiting sap and bugs and beetles as it crawls forward, the trails left by its roots in the dirt scorched and dead behind it. The tree cannot speak, and seeks only mindless destruction and pollution of the natural environment. Haunted trees are despised by all the other denizens of the wilderness.

When this encounter is rolled, the referee may warn the outcasts of its arrival by describing a trail of ruined vegetation, sticky sap, devouring insects, or other signs of the tree's presence in the forest. Haunted trees are also not particularly quiet, and make a cacophonous racket as they leave a swath of destruction through the environment.

There may be a way for the dæmon to be exorcised from the tree by a priest or other holy person. This would have no monetary effect, but may be appreciated by other residents of the wilderness.

If it is slain, the heart of a haunted tree is a large, jet black stone worth **1000sp**.

+Haunted tree+

CHA -3 **CON** +4 **DEX** +0 **INT** -3 **STR** +3 **WIS** -1

AC 16 **HD** 5 **HP** 5d10+20 (50)* **SAVE** +4 **MORALE** 5

MOVE Scrape along 10' [2 squares]

**The haunted tree is particularly vulnerable to fire, taking double damage and burning easily.*

GRASPING ROOTS

If anyone within 30' of the tree does not move on their turn, roots burst out of the earth to grab them on the tree's turn. They must make a **DEXTERITY** save or be held in place, unable to move. Once grasped, targets will be pulled into the earth at a rate of 1' per turn, unless they make a **STRENGTH** check to break free.

SAP EXPLOSION

The tree vomits forth caustic sap in a splattering gush, 15' wide and 10' long. Any caught in it must make a **DEXTERITY** save or take 1d8 damage, and then make a **CONSTITUTION** save or take an additional 1d4 damage on their next turn.

BUG SPEW

1 in 6 recharge. Bugs fly forth from the many holes in the tree, attacking up to three targets within 30' of the tree: +4 to hit, 1d8+1 damage.

113

Exiled druid

AN ELDERLY DRUID, follower of an ancient, half-forgotten, natural religion forbidden by the church. The druid's appearance is feral, with long hair, weatherbeaten skin, and threadbare clothing patched with vines, leaves, and furs. Druids walk the wilderness searching for strange reagents to use in their agrestal rituals to appease the spirits of rock and root.

Druids are rare in these days, and only found in the wilderness, far from civilization. Druids are impatient, having little time for civilized folk who show no respect for nature, trodding where they wish, tramping plants and small creatures before them. That being said, those who assist druids could be rewarded with strange blessings (see below).

Druid's desires (1d8)

1. A four leaf clover
2. A stick branched at both ends
3. Bark with a rare fungus that turned it jade-like
4. A perfectly round, plump white mushroom with no spots or other imperfections
5. A rabbit's pelt with stripes like a tiger
6. Black stag's antlers
7. The jaw of a badger with two sets of teeth
8. A two-headed snake

Druid's blessings (1d6)

IF THE DRUIDS DESIRES ARE MET, they may bless those who helped them. The blessings are laid upon the entire party (barring any members who are hostile to the druid or their cause). The blessings last for 1d4 days, or until the bearer of the blessing enters civilization. The blessings happen in a natural way that will be difficult for covetous outcasts to manipulate.

1. Walking silently in the wilderness
2. Finding clean water
3. Finding shelter from weather
4. Tracking creatures through the wilderness
5. Finding rations with ease
6. Passing without a trace

+Exiled druid+

CHA -2 **CON** +1 **DEX** +0 **INT** +0 **STR** +1 **WIS** +2

AC 12 **HD** 2 **HP** 2d8+2 (12) **SAVE** +1 **MORALE** 7

MOVE Walk 15' [3 squares]

STAFF STRIKE

+2 to hit, 1d6+1 damage.

SUMMON BEAST

The druid spends their entire turn in communion with the wild and in 1d4 turns, a beast comes running to their aid. The referee rolls 1d8. On an 8, a bear appears, otherwise, a wolf appears. Druids may also summon other animals if a wolf or bear would be inappropriate.

SHROOM MIST

The druid blows a mist of mushroom powder into the face of an attacker: +3 to hit, the victim pass an **INTELLIGENCE** save or become confused, attacking random targets for 1d4 turns.

HEALING LEAF

Twice per combat scene, the druid crushes a leaf in their hands, is surrounded by a soft green light, and heals 1d8 damage instantly.

+Wolf+

CHA -1 **CON** +0 **DEX** +2 **INT** -2 **STR** +0 **WIS** +1

AC 14 **HD** 1 **HP** 1d8 (5) **SAVE** +1 **MORALE** 5

MOVE Lope 20' [4 squares]

RIP AND TEAR

+2 to hit, 1d6 damage.

+Bear+

CHA -2 **CON** +3 **DEX** +1 **INT** -2 **STR** +4 **WIS** +1

AC 13 **HD** 4 **HP** 4d8+12 (32) **SAVE** +3 **MORALE** 6

MOVE Lumber 20' [4 squares]

MASSIVE CLAWS

+7 to hit, 1d10+4 damage, and victim must pass a **DEXTERITY** save or be grappled.

TERRIBLE BITE

If a bear has grappled a target, it may bite them. +10 to hit, 2d6+6 damage.

114
The Tree Stalker

A LEGENDARY CAT-LIKE BEAST that lives in forests. The Tree Stalker is seemingly made of shadows, and drops down from the trees onto those who are in the woods when the sun sets. When this encounter is rolled, the outcasts have attracted the attention of the tree stalker, but are not immediately attacked by it. They will notice shadows growing and rolling behind them and in the corners of their eyes at dusk and dawn for at least one day, until the next time they enter a wooded area or an area with cliffs.

+The Tree Stalker+

CHA +0 **CON** +1 **DEX** +3 **INT** -1 **STR** +2 **WIS** +2

AC 15 **HD** 4 **HP** 4d8+4 (24) **SAVE** +2 **MORALE** 8

MOVE Stalk 20' [4 squares]

The Tree Stalker will always attempt to attack by dropping and slashing, then retreating into the shadows and waiting 1d6 turns before striking again. Finding it requires a successful Search check. Those who fail the check cannot track the shadowed movements.

DROPPING POUNCE

Only possible from concealment:
+7 to hit, 1d8+3 damage, victim must pass a **DEXTERITY** save or be knocked down.

EVISCERATE

Only possible on a knocked down target:
+8 to hit, 2d6+2 damage.

115
Ewen, the Green Rider

A RIDER DRESSED ALL IN GREEN, covered in mosses and vines, riding atop a skeletal steed. The steed's bones trail lichens and moss. Under his arm the rider carries his head, a skull with glowing green eyes. In his hand he carries a bony scythe. He has pouches of various sizes strung along straps on his clothing and saddle, jingling as he rides.

Ewen is an ancient spirit who offers the most ancient type of pact to those he encounters: *I will bring you death unless you give me gold.*

Silver will not do. Ewen desires gold. When encountered, he will ask the party who amongst them is the greediest. If they cannot agree, Ewen will choose a random party member. Ewen wants gold pieces equal to that character's level to be satisfied. If Ewen is paid, he will gallop off into the darkness, laughing. If he is not paid, he will back his horse up slowly before laughing and attacking.

If the characters promise Ewen gold later, he will add a "waiting tax" of 1 gold piece for each day he has to wait, and ask them how many days they need.

Ewen will not wait more than one week, and after the waiting period is up, he will find and attack the outcasts unless paid. Even if they are deep underground, sheltered in a keep, or otherwise inaccessible, Ewen will still find them. His horse will burst through the wall in a blast of green light as Ewen laughs, demanding his price be paid.

If Ewen ever dismounts his horse for any reason, the horse will collapse into a pile of inanimate bones until Ewen is ready to ride again. If Ewen is defeated, the horse will just forever be a pile of bones. Ewen carries his scythe, and his pouches contain a total of **6d8gp**.

+Ewen, the Green Rider+

CHA +1 **CON** +1 **DEX** +0 **INT** +0 **STR** +2 **WIS** -2

AC 15 **HD** 5 **HP** 5d8+5 (30) **SAVE** +3 **MORALE** 9

MOVE Walk 15' [3 squares], Ride 30' [6 squares]

SCYTHING SLICE

Ewen charges at his target on his horse, moving at least 15', then attacking:
+7 to hit, 1d10+2 damage. On max damage, or if the target would be reduced to 0 hit points, the target is beheaded. A beheaded target will live for 2 turns as Ewen laughs and demands gold. If gold is given to him, he will flick the head back onto the headless body with his scythe, where it will reattach, none the worse for wear.



116

Frost faerie

A ram-horned, goat-hoofed, gaunt creature, dripping with icicles, born of winter's hunger. It stalks the frozen north lands, unable ever to be satiated, attracted to fires and laughter, consuming all warmth and joy.

As soon as this encounter is rolled, an extreme cold snap sets in. The outcasts will begin to hear laughter like crystals breaking and see dancing visions in whirlwind-like flurries of snow.

The frost faerie avoids direct confrontation, seeking to weaken a party of travelers over time by freezing them in the night, freezing their water sources, killing their animals with frost, and causing other deadly mischief, until it can tauntingly confront the weakened party, piercing their veins with icicles and freezing their blood as it pours to the ground.



Brittle victles

The frost faerie will summon cold to deep freeze a party's water and foodstuffs. Frozen water cannot be drunk without heating. Frozen rations can be made into a stew which uses up the rations (no scarcity roll allowed), or can be eaten frozen, but will have a 50% chance of shattering and offering no sustenance.

Gelid beasts

At night, the faerie causes ice to form over the nostrils of any animals accompanying the party, freezing their breath in their noses. Every animal affected in this way has a 1 in 4 chance of dying of suffocation. Party members on watch can notice and save these beasts with a check.

Extinguishing breath

The frost faerie can draw a chill breeze which extinguishes fires, covering them with frost and making them very difficult to relight.

Life-sapping chill

When people sleep with the frost faerie nearby, it covers them with a crusty rime as they slumber, and instead of healing any damage, they wake up drained, losing 1 hit point each night as a result of the extreme chill.

Mimickry

The frost faerie can mimic human voices and animal sounds, requiring an **Intelligence** save (the referee should roll secretly) to see through the imitation. It may use this to lure people away from the group where they can be preyed upon individually.

Heart of ice

If slain, the frost faerie leaves behind a large heart-shaped diamond that radiates cold. Anything left in contact with the heart freezes solid within a watch. If left in a room, the heart will act as a refrigeration unit. If sold, the heart is worth **5,000sp**.

+Frost faerie+

Cha -2 **Con** +1 **Dex** +1 **Int** +1 **Str** +1 **Wis** -2

AC 13 **HD** 3 **HP** 3d8+3 (18)* **Save** +2 **Morale** 6

Move Dance 15' [3 squares]

**The frost faerie takes double damage from fire and heat sources.*

Frigid intake

As a full turn action, the frost faerie inhales deeply, causing a bitter wind which saps life and extinguishes fires. All fires within 60' of the faerie are extinguished, and all creatures must make a **Constitution** save or suffer 1 damage and become *chilled*.

Icicle fingernails

+3 to hit, 1d8 damage. If a victim is chilled (from **Frigid Intake**, above), they must pass a **Constitution** save or the icicle pierces a vein and causes 1d4 bleeding damage per turn. This lasts until they pass a **Constitution** save, receive first aid, or are warmed.

Icicle blast

1 in 6 chance to recharge at the beginning of each of the frost faerie's turns.
Hits 3 targets within 15' of the frost faerie automatically, for 1d6 damage each.

117

The Unseelie Court

A GROUP OF POWERFUL FAERIES, assembled in a wilderness fastness of some kind, holding a strange court of spirits and fey folk. When the encounter is rolled, the outcasts will hear sounds of merriment, cheerful but odd music, and smell weird but wonderful smells wafting towards them.

The court can be held in a forest glade, in a cave, on a mountaintop, in a ring of standing stones, or in some other place where the barrier between the spiritual and physical world is thin.

The court is staffed with all matter of deer-horned, goat-hoofed, furred, feathered, and butterfly-winged faeries of the frozen north. They desire entertainment, and their strange royalty provides it to them in endless configurations of cruel merriment. Their spokesman, of course, is Puck.

Fighting the court is inadvisable. The faeries will use their magic to put the outcasts to sleep, freeze their blood, and quickly tear them limb from limb. The court will not initiate violence: outcasts present such a delicious opportunity! Perhaps a spin of the wheel, a roll of the dice, to see which member of the royal family should be satiated this day? Perhaps a bargain? Gold for pleasure? Oh but how much gold? That is a pretty game all its own. The faeries do so love bargains. Let's make a bargain, shall we?

Fulfilling a bargain with one of the royal family should pay anywhere from **10-30gp** per outcast.

Who should be satiated? (1d6)

1. The court
2. The princess
3. The prince
4. The king
5. The queen
6. The outcasts may choose for themselves!

The Unseelie Court

THE COURT IS EASILY AMUSED. A tale, a puppet show, a play, a song, or a mock battle will satisfy their whims. The reward, however, will be much smaller than satisfying one of the other courtiers.

The Unseelie Princess

THE PRINCESS is a small, cloaked child who spreads beautiful snowflake and frost patterns out from her cloak. She is always cold, and wants human parents. Unfortunately, she sucks the physical and emotional warmth from any human parents she has, leaving them cold inside and out.

The princess desires parents.

The Unseelie Prince

THE PRINCE hops upon a single thick leg, and sports one gigantic eye, which he squeezes shut most times, muttering to himself. He aims to be a prince of peace, but his gaze brings death upon all those who behold his awful, veiny gaze.

The prince desires a friend who can look into his eye without fear (and without dying).

The Unseelie King

THE KING is an enormous, twisted man-thing who loves the wit, the energy, and the life of humans. They amuse him immeasurably, so, as he eats them, he does so in a way that they allows them to amuse him as long as possible: first a foot, then a hand, then the shin, and then, maybe, just a bite of the tender buttock.

The king desires human flesh.

The Unseelie Queen

THE QUEEN is a beautiful, blue-skinned spirit clad in the furs of white bears, crowned with magnificent antlers, wielding a white-blue spear of purest ice. Her cheeks are stained with dark blue tear streaks. She is serious and disdains her family's foolish pursuits. Her own foolishness is in love: she finds humans and falls in love with them. This usually ends in tears and, often, a messy death.

The queen desires love.

118

Thunderhoof, the Ageless

AN ANCIENT HAIRY BOVINE BEAST, twelve feet high at the shoulder with ten-foot horns of pitted ivory. As Thunderhoof walks, it shakes the land for one hex in every direction. As it tromps its domain, a cold, fetid wind brushes the noses of all. In that thundering can be heard the lowing and stamping of long-departed herds, the growling of their predators, and the pattering of small feet across hard-packed snow.

Thunderhoof is a spirit from an ancient time of hunger and cold, and it distorts time as it walks back and forth across the Mythic North. It seeks a lost age, a lost environment, and its liquid brown eyes are pools of deep sadness.

When the outcasts encounter Thunderhoof, they enter a time distortion field. Things feel subtly different. They notice that the snow beneath their feet is thicker. They can hear herds in the distance. The air feels clearer. Ambitious referees could go so far as to invent an entire Ice Age version of the Mythic North, devoid of any human life, ruled by hairy herds and long-extinct gigantic mammals.

For each watch (even a partial watch) that the party spends in Thunderhoof's company, 1d6 + *cumulative watches* pass beyond his influence. This means that during the first watch, 1d6 watches pass. During the second watch, 1d6+1 watches pass, and so on. When leaving the hex Thunderhoof is in, time may suddenly shift in a dazing, disorienting fashion. Outcasts may feel as if they're awakening from a dream... because in a way, they are.

Thunderhoof is a gentle creature, but will not take kindly to being attacked. If it is somehow slain, its horns each take up three slots, and are worth **1000sp**.

+Thunderhoof, the Ageless+

CHA +2 **CON** +4 **DEX** -1 **INT** +1 **STR** +4 **WIS** +2

AC 12 **HD** 10 **HP** 10d8+40 (90) **SAVE** +5 **MORALE** 9

MOVE Lumber 15' [3 squares]

TIMELESS GAZE

Thunderhoof gazes at one target. They must pass a **CHARISMA** save or are frozen in time for 1d6+1 turns, completely unable to move. If Thunderhoof freezes all targets, it gallops off at double speed.

TIMELESS CHARGE

Thunderhoof may move up to 30' before or after this attack. The attack targets all creatures 10' [2 squares] in front of itself. +10 to hit, 2d6+4 damage and targets are tossed 1d4 x 10' and knocked prone.

119

The Enfield of the North

An enormous creature of the forest, with a wolf's body, a bear's face, and spectral owl's wings. It ripples with strange indigo magics, it is crowned with antlers, it is wreathed in vines, and it makes its way through the wilderness.

If the outcasts have been particularly violent or disrespectful towards the wilderness, this beast may be hunting them for their crimes. Otherwise, the Enfield has some problem that it wants assistance with, and is showing physical injuries to match. The beast prefers to communicate with telepathic visions. If it must speak, it speaks telepathically, with simplistic, broken sentences in a deep rumble.

+The Enfield of the North+

Cha +1 **Con** +4 **Dex** +1 **Int** +2 **Str** +4 **Wis** +3

AC 13 **HD** 8 **HP** 8d8+32 (72) **Save** +4 **Morale** 9

Move Shamble 15' [3 squares], Fly 30' [6 squares]

Wolf's claws

Reach, +13 to hit, 2d6+4 damage, can hit up to two targets with a single attack.

Bear's jaws

+13 to hit, 2d8+4 damage.

Stag's charge

The beast may use its entire turn to charge a target with its antlers, moving at least 15' [3 squares] in a straight line, while flying or shambling: +13 to hit, 2d10+4 damage and target must make a **Strength** save or be knocked down.

Worship nature

1 in 6 chance to recharge. The beast draws on the plants around it, healing 1d8+2 damage as a combat action.

The Enfield's problems (1d6)

1. The leaves and vines strewn across the beast are brown and dead. It needs help stopping humans from clearing the forest with axe and fire.
2. The beast is limping, with a human spear lodged in its flank, the wound dripping blood. The beast needs help stopping hunters who are indiscriminately killing in its woods.
3. The beast coughs and snorts. The fur around its muzzle is patchy, scraped off, and soot stains are visible around its mouth and face. It needs help dealing with humans dumping slag and ash from mines or smithies into the water.
4. The beast has suppurating, infected, faintly green-glowing sores along its shoulderblades and in its armpits. Its forest is infested with magical beings.
5. One of the beast's paws is cracked and bleeding and one of its wings is broken. It recently tangled with hungry giants and wants them gone from its woods.
6. The beast is dazed and moves drunkenly from side to side. Its mouth drips foamy hissing saliva, and remnants of spiderwebs are caught in its vines and fur. The beast is being hunted by rishae spider riders.





120

Xolyxryn, Dragon of the North

An ancient and terrible dragon of the north. Fearsome jaws, terrible teeth, many legs, scales and ichor. Unbelievably large, at home in ice, snow, and frost. Xolyxryn is terribly intelligent, terribly greedy, and terribly cruel.

Xolyxryn came to this world from another, traveling through the void in an age before time. Xolyxryn enjoys this world, and demands respect from the creatures within it. They are pleased to see the low beasts bleat and flee from Them in terror. They are pleased to see giants cower and cover their eyes upon Their mighty approach. But humans, oh proud humans. They must sometimes be taught to bow.

Xolyxryn desires worship and flattery above all else. Killing is simple for the great dragon, and They do it carelessly, almost as an afterthought. Praise and worship is far more satisfying. In the absence of worship, Xoylxryn will accept abject terror.

Defeating Xolyxryn will make the party rich. A skilled blacksmith can craft dragonscale armor from the scales, making plate armor that is lighter and stronger than normal. Xolyxryn's teeth and claws can be turned into terrible weapons, which should give bonuses to hit and to damage. There are 2d6 icy diamond-like natural accretions along Xolyxryn's spine, which are worth **1000sp** each. The main sac in Xolyxryn's neck would be of immense value to an alchemist or magician. Every part of the dragon could be sold to some bidder for some fell purpose. The outcasts would also enjoy notoriety and fame across the Mythic North as dragon slayers, celebrated for generations to come, passing into myth and legend. However, slaying a dragon is a task easier boasted of than actually completed...

Xolyxryn's lair

Somewhere in the mountains of the far north lies Xolyxryn's lair. A frozen crater of ice, Xolyxryn keeps here a hoard of bodies frozen into statue-like poses, as well as unimaginable treasure looted from centuries of terrorizing the warm lands beneath the mountains. A referee could craft an entire adventure from finding and raiding the lair.

+Xolyxryn, Dragon of the North+

Cha +3 **Con** +4 **Dex** +2 **Int** +2 **Str** +4 **Wis** +3

AC 20 **HD** 10 **HP** 100* **Save** +5 **Morale** 10

Move Slither 20' [4 squares], Launch 30' [6 squares], Burrow 20' [4 squares]

**Xolyxryn takes double damage from fire and heat sources.*

Icy breath

3 in 6 recharge. Full turn action. Cone, 80' long, 30' wide. All caught in the cone take 6d8 damage. A successful **Dexterity** save halves this damage.

Dragon claws

15' reach, +14 to hit, 2d8+4 damage, hits up to two targets in range at once.

Dragon jaws

+14 to hit, 2d10+4 damage.

Draconic squeeze

+8 to hit, can capture up to 6 human-sized targets at once. Each turn they do not escape from Xolyxryn's sinews by means of a successful **Strength** check at -2, it crushes victims for 2d6 damage.

Locations

What follows are maps and descriptions for thirty unique locations in the Mythic North. These places are full of characters, intrigues, items, secrets, and strangeness. Each of these locations could have been the topic of a pamphlet or book, and while every location has a description, there are many details, including some marked on the illustrated maps, that have been left to the referee and not included here.

Scales are not included and compass directions are based on the map orientation. Unlike many traditional RPG maps, these maps represent a more medieval and thus impressionistic level of detail with the hope that referees will find freedom in this, and that it will engender a swift and enjoyable style of play where the exact dimensions of a room are less important than what it contains.

Players are responsible for drawing maps of the places described based on the referee's descriptions. Instead of trying to draw perfectly accurate maps, it is recommended that players draw conceptual maps of locations they explore. These are faster to draw, faster for the referee to communicate, and easier to understand. A conceptual map does not include exact measurements (except where important) and instead shows area descriptions, along with exits, connecting passages, etc.

The style of description also varies from location to location. Some locations are described in a traditional keyed manner, where each noteworthy room is assigned a number. Others, especially settlements, are described in less specific detail. Some features of settlements may only be shown in the illustration, and not mentioned at all in the text. Referees can fill in the blanks themselves.

Illustrations of settlements are not designed to provide an exact map of all the buildings in the settlement, but to give a general idea of the layout. In Cleardor, for example, only a few dozen buildings are pictured. This is not meant to imply that there are only a few dozen buildings in the largest city in the setting. Instead, this is an impressionistic, medievalistic map, with the buildings pictured meant to give a general idea of the layout of the different districts of the city.

As with every other part of this book, make the text your own. On tables where you could roll, feel free to pick instead the result that makes sense for your game. Add characters to the locations that are not described. Create events within the locations. Add dungeons, get rid of things you don't like. These locations are yours. Modify, mark up, change, edit, create, explore, and enjoy.

Location Types

The tables in the endsheets of this book split the locations into three broad categories. Those are **Settlements**, **Wild Locations**, and **Hidden Locations**.

Settlements are major towns, cities, and villages in the northern marches. There are plenty of smaller hamlets and villages that fill in the landscape in between these, but these are the major ones around which life and trade revolve. All the people of the Mythic North will have heard of all of these settlements, and will generally know in which direction they are. All are reachable by roads or tracks.

Wild locations are places that *most* of the people of the northern marches will have heard of. Sometimes they will have only heard rumors or stories. If they live nearby, they may know approximately (or exactly) where the wild location is. These are places that are generally off of the established roads and not frequented by regular folk.

Hidden locations are just that. Regular folk in the northern marches probably have not heard of these places, but if they have, it is definitely only in legends and songs. Most people will have no idea where they are, or that they exist at all. The outcasts will have to discover them on their own.



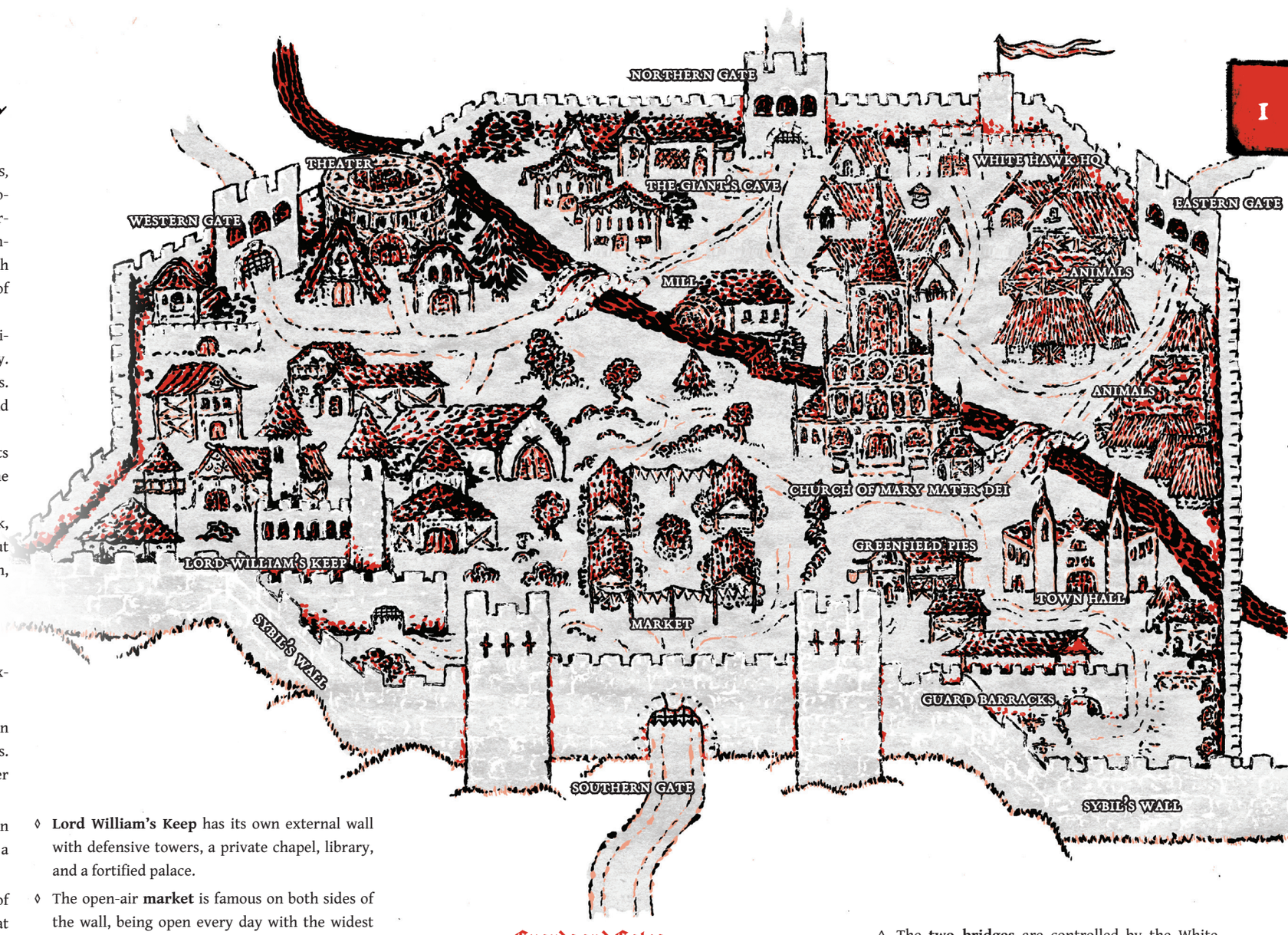
The fortified city of Cleardor

The greatest city of the northern marches, Cleardor is a bustling metropolis of over 3,500 people. The southron Lord William Dynaver calls Cleardor his home, as does Sir Hayden Barnette, the commander of the Order of the White Hawk. The north is ruled from this dazzling city, and the wealth of the entire region flows through its gates.

The city is built against Sybil's Wall, which divides the Mythic North from the rest of the country. It is surrounded by rich agriculture in all directions. People travel miles to trade in its great market and see its wondrous sites.

A small river runs through the city, dividing its social classes. The rich live south of the river, the poor to the north.

Outcasts could spend a night, a few days, a week, or even a few months in Cleardor and never run out of things to do, intrigues to involve themselves in, and people to meet.



Locations of Note

Given its size and many districts, this is not an exhaustive list of the interesting places in Cleardor:

- **The Giant's Cave** is a large inn near the northern gate, frequented by travelers and the have-nots. The nearby commercial district hosts all manner of shops and artisans in a variety of trades.
- **The Order of the White Hawk** has their own fortified small castle near the north gate, with a separate yard, stables, and barracks within.
- **The Eastern Gate** is dominated by the smell of the horses, sheep, goats, swine, and cattle that are bought, sold, and bred nearby.
- **The Cleardor Theater** hosts plays, tournaments, public executions, and tortures. There are brothels, taverns, and other amusements nearby.
- **The Church of Mary, Mater Dei** was built as a massive gothic cathedral, though it currently lacks a bishop. The priest is Father Georgius, a devout, god-fearing man who wants nothing to do with the squabbling betwixt Debrooken and Saint Lewiston.
- **Lord William's Keep** has its own external wall with defensive towers, a private chapel, library, and a fortified palace.
- The open-air **market** is famous on both sides of the wall, being open every day with the widest variety of goods available in the north.
- **Greenfield Pies** was once a bakery, and is now a sumptuous inn for the rich and powerful.
- **The Town Hall** hosts the banners of the conquered northern nobility. It acts as a court, a secondary place of worship, and a meeting hall for the southron nobility.
- The **guard barracks** is a large fortified compound that houses the bulk of Lord William's martial forces, including cavalry and foot soldiers.

Guards and Gates

Access to the city and even many operations within the city are tightly controlled. Much of the day-to-day policing is performed by White Hawk mercenaries, but Lord William ensures that his own forces retain command of the most important points.

- **Disturbances** within the city will be answered by The White Hawk within 1d4 ten-minute turns.
- All **four gates** are shut from dusk until dawn, and are guarded by Lord William's personal forces.
- The **two bridges** are controlled by the White Hawk, who take a **toll of 1sp** per person, animal, and axle crossing from north to south. The bridges are closed between dusk and dawn, though the guards often allow bribed passage.
- Access to the guard barracks, Lord William's keep, and the White Hawk headquarters is tightly controlled by their respective factions.
- Only Lord William's soldiers are **allowed on the wall** within 1 mile of the city (other sections of the wall are patrolled by the White Hawk).

Encounters in Cleardor (1d20)

For each watch the outcasts spend out and about in Cleardor, the referee should roll 1d6. On a 1, there will be a random encounter. Referees can roll on the regular encounters table (p. 36), or roll 1d20 on the following Cleardor encounter table:

1. An agent of the Cult of the Ram (p. 25) sees that the outcasts are obviously capable people, and tries to recruit them for a job (use the list from **The Ram's Den [20F]**).
2. One of Sir Hayden's lieutenants has noticed the outcasts, and invites them to visit the Order of the White Hawk headquarters for work.
3. One of Lord William's lieutenants has noticed the outcasts, and invites them to visit Lord William's keep for a job.
4. A traveler who desires escort to a random location was pointed towards the outcasts as capable travelers and can pay **3gp** per outcast.
5. A nearby building has been set on fire and bursts into full flame as the outcasts pass by. People are shouting and running everywhere. Someone needs to organize a bucket brigade!
6. Members of the Order of the White Hawk are extorting a merchant with a cart or a stall for protection money. The merchant is protesting, and may be about to be beaten, or worse.
7. The outcasts spy a merchant selling goods illegally outside of the market area (and thus free of taxes). The goods are 50% cheaper, but if any guards catch them, they'll be in trouble.
8. A disruptive drunk is swaying around an open area, shouting, cursing the lords of both North and South, kicking pots, swearing, and spitting.
9. The outcasts catch a young child in the act of stealing coins from their pouch. The kid is obviously practiced at this sort of thing.
10. Two tough-looking people are hiding a body (in the river? In some straw? In the pigsties?).
11. An attractive scion of one of the minor noble houses in the southern half of the city has become enamored of one of the outcasts, and starts pursuing them romantically, even though this would not please the noble's parents.
12. The outcasts come across a peasant being robbed at dagger point by 4 tough looking thieves. The thieves claim that the peasant is two months behind on a loan (note that usury is illegal in this place and time period).
13. The outcasts come across a full-scale brawl in progress between Lord William's guards and Order of the White Hawk mercenaries. One small shop has already been destroyed, and others are in danger. The townsfolk are worried.
14. Street performers are completely blocking the street. Guards and townsfolk alike are watching the show, which consists of juggling, tumbling, miming, and other such entertainments. There will be no passing this way for at least an hour.
15. A full scale peasant protest against the White Hawk mercenaries is in progress. A mob of about three dozen townsfolk have cornered a group of eight desperate looking foot soldiers, who are being backed into a corner. If nothing is done, they may be torn limb from limb, inciting full blown riots and eventually, a martial crackdown in the city.
16. Someone captured a large wolf and brought it into the town square as a curiosity. This could be played as an animal abuse scene with a mob of cruel townsfolk, or as an animal revenge scene, if the wolf breaks loose and starts terrorizing.
17. A town crier is spreading the news of the execution of a captured smuggler scheduled for dawn at the Theater. They are to have their hands and feet chopped off, and various new devices will be applied to their flesh unless they confess and reveal their organization's secrets.
18. A raggedly dressed priest stands at an overlook, feverishly building a model of the Church of Mary Mater Dei, consulting a copy of the Rite of Haunting (RC, p. 59).
19. A major religious festival begins with a celebration at the church. The town will be a place of merriment for the next 1d8 days!
20. A suspicious merchant has a random artifact (RC, p. 84) for sale, and would like to arrange to meet the outcasts at a clandestine location in order to sell it to them for **1000sp**.

Quests with the White Hawk

Hayden Barnette will see that the outcasts have the potential to accomplish work his regular mercenaries would be unsuitable for. He will agree to take the outcasts on as a unit, paying **1gp** per outcast per job from the following list:

- Perform two shifts of 2 watches each patrolling the wall, watching for smugglers or conflicts.
- Perform two shifts doing a night patrol of Cleardor, make sure to bring in at least **50sp**.
- Guard ships and wagons bringing barrels of salted fish from **Dunser [4]**.
- Some farmers just outside the city walls have been protesting higher taxes. Quell the revolt.

Once they have completed three jobs, Hayden will promote them to sergeants, give them command of a unit of 4 soldiers, and pay **3gp** per outcast per job:

- We have a tip that the Cult of the Ram are setting up a cell in Cleardor. Find out who is leading the cell, capture them, and bring them to HQ.
- A local dye merchant is short on his protection money. Retrieve at least **200sp** for the Hawks.
- Reports of strange, ungodly soldiers seen at **Princeps Villa [2]**. Discover who they are, and what they want, and bring back at least **300sp**.
- A unit of Hawks disappeared on the way to **Debrooken Abbey [9]**, last seen at **The Drowned Lion Inn [6]**. See what happened to them.
- Some giant frog-like creature has been harassing the Hawks at **Merish Bridge [8]**, coming from the bogs to the west. Find and defeat it.

Once they have completed four of those jobs, Hayden will promote them to esquire, and pay **10gp** per outcast per job:

- Covertly break a disgraced White Hawk knight out of **Banding Prison [19A]**.
- A lieutenant went too far at the brothel. Clean up the mess and ensure the madam keeps quiet.
- Smuggle a specific woman in to Lord William, to entrap him in the act of infidelity.
- Deliver a letter to Lady Greystone.
- Find and kill one of Lord William's tax collectors, but it make it look like northerners did it.

Quests for Lord William Dynaver

Lord William has many problems, few people he can trust, and a martial force that is stretched thin. He would love agents who could accomplish tasks for him that are unsuitable for his knights.

When the outcasts first sign up for jobs with Lord William, they will only be allowed to meet directly with Baron Garolf, the commander of Lord William's house guard. Each of these jobs pays **1d6 gold coins per outcast**:

- Escort a knight (**Encounter 40**) guarding a political prisoner to **Merish Landing [11]**, where they will be put on a ship to **Banding Island [19]**.
- The proprietor of **The Drowned Lion Inn [6]** has not paid taxes in two months. Go fetch the taxes.
- There are rumors of a large Viking treasure that was taken from **Old Debrooken Abbey [10]**. Find it and bring it back to the Lord to fill his coffers.

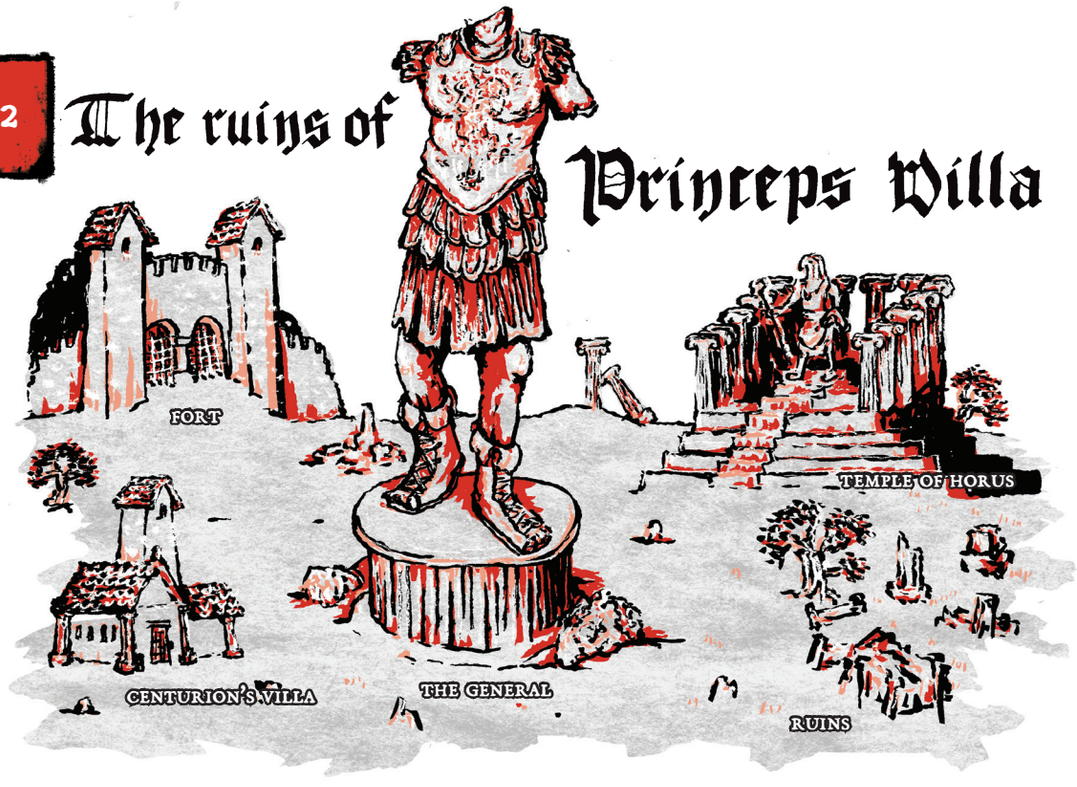
After the outcasts have completed a few jobs or are otherwise trusted, they may be able to meet with Lord William directly and be offered these sorts of tasks, paying **2d6 gold coins per outcast**:

- Nominate one member of the party to represent Lord William in a judicial duel in the Theater.
- Go to the abandoned mining town of Redraven Cross (**Lair of the Spider Kings [20G]**) and discover what happened to it. None have returned from that place, but records show it was a rich mine a few generations ago.
- Incite anger towards the northern rebels with the peasant and merchant classes, ensure that Lord William is not implicated.
- Find the headquarters of the Cult of the Ram.

Once the outcasts are deep in Lord William's confidences, they will be given highly sensitive tasks. These jobs pay **2d10 gold coins per outcast**, or may be rewarded in other powerful ways instead:

- Shut down trade through **Cairn o' the Mouth [17]**, cutting off vital supplies for the rebellion.
- Assassinate Felicity Maddox, leader of the Cult of the Ram, or Lady Violet Greystone.
- Steal the secret of eternal life from Red Peter at **The Warlock Towers [13]**.

The ruins of Princeps Villa



THE ERUDITE LITERATI OF THE MYTHIC NORTH call it by its proper name: Princeps Villa. Most of the common folk just call this place "The General" after the enormous statue that looms over the landscape. The statue would be over 200 feet high if the head wasn't missing. The General presides over a landscape of rubble, with a few buildings that remain intact after many hundreds of years of abandonment. Many stones have been dragged off to be reused as building material for nearby villages, but the undead scourge that haunts the place has kept many of the larger buildings unmolested.

Nights of Dust and Bones

EACH NIGHT (UNLESS THERE IS NO MOON), winds sweep dust into whorls. If the living pass by, those whorls form into blue-hued lights that jump into scattered bits of bones and rusted armor, and skeletal Romans spring to life and attack the interlopers. For every hour spent exploring at night, there is:

- A 1 in 4 chance of encountering 1d6 undead in the Ruins and the Fort.
- A 1 in 6 chance of encountering 1d6 undead around The General, the Temple and outdoors.

Each undead legionnaire carries **1d10sp** in Roman denarii. If Spurius' amulet has been recovered (**Encounter 96**), no undead will be encountered.

Centurion's Villa

Roman construction with modern fixes, goats bleat in the atrium, tidy gardens, many crucifixes on many walls.

- **Berta Bricklayer**, a no-nonsense middle aged woman, lives here alone with her goats.
- **Crucifixes** keep the undead away. Each one is blessed by Father Linton of St. Lewiston.
- Berta has an "understanding" with the bandits of the fort (her husband was one of their band).
- Berta knows **a legend** that the undead cannot rest until their leader finds an amulet, stolen from the temple (**Encounter 96**). The referee should use the encounter table to determine who has the amulet. Berta can provide this information, as a (true) rumor, to help solve the undead problem.

+Undead Roman legionnaire+

CHA -2 **CON** +1 **DEX** -1 **INT** -1 **STR** +1 **WIS** -1

AC 15 **HD** 1 **HP** 1d8+1 (6) **SAVE** +1 **MORALE** 7

MOVE Shamble 15' [3 squares]

BONY

Legionnaires take half damage from edged weapons and double damage from blunt weapons.

SPEAR STRIKE

+2 to hit, 1d6+1 damage.

TURTLE UP

4 or more legionnaires can spend their entire turn scuttling into formation. While in formation, their movement slows to 10' [2 squares], but they have +2 to their AC.

REFORM

On the turn after they drop to 0 hp, each legionnaire has a 50% chance of reassembling at full health, with a dry cackle.

The General

Imposing 200' statue, grey stone, peeling gilding on the upper sections, scaffolding visible near the broken head.

- The statue **plinth** is hollow, with a half-ruined domed interior. **Mosaic floor** shows the general commanding loyal legions throughout time.
- **Interior of the statue** is hollow, with a structure of dusty, dangerous, bat-infested scaffolding. The only entrance is through the broken off neck.
  - *Navigating down the scaffolding requires care and at least one check. It can break at any time.*
  - *Hanging at chest level is a golden heart. It takes up 4 item slots and is worth **1000sp**. Taking it summons Spurius (**Encounter 96**) and 30 legionnaires.*

Temple of Horus

Roofless temple dedicated to the adopted god Horus, vines and trees amongst the columns, eerie wind, a large statue.

- Sticky goat's blood is pooled in a **cracked stone bowl** in front of the statue to Horus, secretly poured at dusk on moonless nights by Berta (the true reason the undead do not attack her).
- Priests' quarters are rumored to run deep into the earth. This is an opportunity for referees to insert their own dungeon beneath this temple.

Ruins

Maze of collapsed overgrown walls and scattered columns, potsherds, statues, mosaics peeking through dirt.

- Searching in the ruins takes 1 hour. If it's night, the referee should roll for an undead encounter. On a successful Search check, roll on the following table, 1d6 during the day, 1d10 at night. Each result should be crossed out after it is rolled:

Princeps Ruins (1d6/1d10)

1. The outcasts have disturbed a grave. 1d4 undead legionnaires rise to attack!
2. Disgusting animal filth. Make a **CONSTITUTION** save at +1 or become ill. An ill player has -1 to all rolls. They may make a **CONSTITUTION** save at +1 each morning to throw off the illness.
3. Broken crockery or the like.
4. Mundane Roman artifacts (**50sp**).
5. A **campaign object** (p. 28) in a leather bag.
6. Cache of Roman coins, worth **2d100+50sp**.
7. A precious idol (**350sp**).
8. An eagle statue that vibrates when battle is near. Shattering it releases an eagle spirit which attacks the outcast's enemies (use the stats from p. 121) for 10 turns then disappears.
9. Roman chainmail, intact and usable (**1000sp**).
10. A magic Roman spear, +1 to hit, but breaks when its wielder rolls a natural 1.

The Fort

Intact brick towers, newly installed portcullis, barricaded windows, a yard full of bones and bricks, a few horses.

- 18 bandits, led by **Sturgeon the Quick**, live in the two towers of the fort. Use the stats from **Encounter 48** for the bandits and Sturgeon.
- The **towers** are fortified from both directions.
- The band wants to rob the outcasts, or get help robbing others.
- Bandits would be grateful if the undead were dispatched, and think Berta may know how.
- The **bandits' treasure** is in a large chest in the top of the left tower. It is worth **500sp** and takes up 4 slots.

The Alchemist's Redoubt

THE WELL-KEPT HOME of the alchemist **Agate Combs (Encounter 74)** and his servant **Dexter Hardene** is also the birthplace of **Aloius, the Man of Brass (Encounter 75)**, Agate's greatest and most tragic creation. The home has walls of plastered stone, a thatched roof, and an interior lit with fireplaces and candles in sconces.

1. Exterior

Sea sprayed rocks, scrub grasses, smell of soot and horses. Open-sided shed with well, firewood, fish and herb racks.

» Hidden chimneys in the rocks above are a dangerously tight squeeze down to 7. Laboratory.

2. Stables

Double wooden doors in front of a large room with hay bales, moist crates and barrels, salty leather tack.

» Trapdoor behind hay bales in corner leads to 7. Laboratory.

3. Kitchen

Strong smell of dried herbs, steamy air, battered wooden table and chairs in front of a large fireplace with an iron stew pot, clay plates, and cooking implements.

◊ Sturdy wooden front door, **locked** with ingenious mechanism unless **Agate Combs** (2 in 6) or **Dexter Hardene** (5 in 6) is home.
◊ Unusual amount of dried herbs, worth **50sp**.

4. Dexter Hardene's Bedroom

Neat single bed in a small, tidy, drafty room.

◊ Book case with alchemy texts. Study the books for 2d4 weeks to gain +1 on Alchemy checks.

5. Agate Comb's Bedroom

Elaborate four poster bed, small desk, small fireplace.

◊ Clothes chest with functional dress. At the bottom is a small silver key which opens the bookshelf.

6. Study

Comfortable chair, small fireplace, well-crafted bookshelf.

» One book has a **lock** on the cover which opens a descending passage leading to 7. Laboratory. Dexter and Agate have keys.

7. Laboratory

Smell of sulfur, ash, and the forge. Beakers, bottles, and strange mechanisms crowd this underground space. Flickering candlelight, brass and glass and papers and oil.

◊ Try out potions, oils, and unguents arrayed on circular shelves to discover their effects.
  • *Or find and decipher the **alchemist's code** to read labels and learn effects without experimentation.*
◊ Small, efficient forge, materials for creating alloys of brass and silver. 1 small silver bar (**200sp**), 1 small copper bar (**100sp**).

» The chimneys from the forge are a dangerously tight squeeze up to 1. Exterior.

◊ Mismatched pieces of a brass golem strewn on a table, some mechanical, some magical and carved with strange runes and dæmonic symbols. 5 item slots worth, each slot worth **100sp**.
  • *Aloius can be **repaired** with these pieces, human surgical sacrifice would also be required.*
  • *With a few additional pieces and 2 full human sacrifices, a companion could be built.*
◊ Glassblowing equipment: buckets of sand, rods, tongs, pipes. 5 item slots, the set is worth **500sp**.
◊ Library of forbidden books on alchemy, dæmonology, natural philosophy, glassmaking, hermetic magic, metalworking, and surgery.
  • *Most valuable books are written in a code hidden throughout multiple books. Outcasts could decipher it with **Dexter's** help or through long study.*
  • *Random ritual (RC, p. 52) in shelves.*

8. Chapel

Snake-entwined upside down cross motif, candles of black human fat, evidence of dæmonic ritual activity.

◊ Agate has bound a snake-dæmon named **Apoperek** to the cross and feeds it goat bits. The dæmon offers promises of **serpentine power** if the cross is broken and it is freed.



9. Slag Pit

A rough-hewn pit 15' deep, sharp rock walls, burnt stench.

Search the slag for a watch and get: (Roll 1d6, cross off each item when found, except 1 and 2):

1. A gruesome cut: take 1d4 damage.
2. Broken ashy shards of human bones; congealed bloody organs; etc.
3. A lump of precious metal (**50sp**).
4. Half-full clay jar of acid: +1 damage if applied to weapons, 1d4 uses left (**100sp**).
5. A heavy lump of lead, half-transmuted to silver (**200sp**, 2 item slots).
6. Broken mechanical brass heart, may hold the secret to eternal life if repaired (**500sp**).

Potions, oils, and unguent random effects (1d12)

1. Strong acid, dissolves metal and stone and flesh, 3d6 damage if ingested.
2. Luminescent, causes skin to glow if ingested, lasts for 1d6 watches.
3. Universal allergenic, creates strong, uncomfortable itching for 2d4 hours.
4. Lubricant, creates nearly impassable terrain in a small area, +2 **Dexterity** for 2d4 watches if ingested.
5. Love potion, increases amorous feelings if ingested, feels very warm on the skin.
6. Fear potion, creates terrifying hallucinations for 1d4 hours, burns the skin (no damage).
7. Sleep potion, if ingested, the subject falls deeply asleep for 1d4 watches.
8. Strong poison, if ingested, the subject loses 1d4 **Constitution** for 1d6 days or until dead.
9. Flammable, creates strong, hot flame when sprinkled or applied.
10. Corpse dust, decays flesh (1d4 damage) if applied, confusing visions of nearby ghosts if ingested.
11. Captive oozling, escapes if the container is opened, oozling is stupid, mischievous, weak, and loyal.
12. Mutation elixir (applies an effect from RC, p. 134), lasts 2d4 watches if applied, permanent if ingested.

Combining substances is unpredictable, exploding 1/6 of the time (2d6 damage), enhancing effects 1/6 of the time, becoming inert, foul-smelling mud the rest of the time.

The island town of Dunser



On a small island off the western coast lies the town of Dunser. Perpetually damp, and usually cloaked in fog, the town brings in record hauls of fish, smoking it and transporting it across the North. The people of Dunser are known for being taciturn and secretive. Dark rumors abound as to what goes on in Dunser, why the villagers resemble the gasping fish they sell, and the strange things that happen to those who spend the night at The Foggy Flounder.

For the most part, the rumors are true. Most of the town's inhabitants live on a motley collection of rafts, houseboats, and half-sunken ships that lie mired in a bed of seaweed in the bay. A whirlpool forms every new moon in that same bay, into which the Dunser residents throw human sacrifices to placate the entity whose mouth forms the bottom of the whirlpool. Many children of Dunser are born with strange clawed feet, scales, fins, and other mutations. The majority cannot breathe air and are thrown, gasping, into the sea. Those who survive are raised in the House of the Tide Readers where they learn to speak the language of the ocean.

The denizens of Dunser are not talkative with outsiders, though they are not unfriendly. They have a habit of staring at visitors without saying anything. Visitors will often hear odd flapping sounds, smell strange fishy smells, and see shadows out of the corners of their eyes as long as they are in the town. If they happen to visit near the night of a new moon, they may be collected by the residents as a sacrifice.

The Foggy Flounder

The town's sagging, mildewed inn has twelve upstairs rooms, decaying stables, and a large, smoky (and usually empty) common room. There is a 1 in 4 chance that the inn has other guests.

The proprietor is **Sophie Marsh**, the town captain's sister, a tall, thin woman with a particular penchant for staring.

- A night at the inn costs **6sp**.
- Fish stew, fried fish tails, whole fish, and other fish-based dishes are available for **6sp**.
- Sophie would like more business. She can give the outcasts wooden coins with a fish head on them. Fish coins can be redeemed by travelers for a free pint of ale and a bowl of stew. For every five fish coins she collects, she'll pay the outcasts **1gp**.

Church of Saint Brendan

A damp, crumbling church with many of the windows broken out. The only candles are lit by the priest, **Father Thomas Orme**.

Orme grew up in Dunser, but is a believer in Christ and wishes the townsfolk would give up their pagan worship. He will be happy to open his treasury (objets d'art worth **50gp**) if the outcasts would help him banish the worship.

Orme is rightfully secretive about his desires. Before entrusting this task to the outcasts, he must believe strongly that they will have the courage to stand up to the townsfolk and won't betray him.

Blacksmith

A large, round man with a very wide smile, **Toddrick Williamson** is the town blacksmith. Outcasts can buy most common weapons and tools from him at fair prices.

Toddrick is sick of the damp, leaking boats available in the town, with patched sails, rusted fittings, and splintering rudders. Much of the maintenance work falls to him.

If the outcasts could negotiate a good rate for securing new timber from Lord Dynaver in Cleardor, Toddrick would be grateful (to the tune of **3gp** per outcast).

The Docks

The docks smell strongly of fish and have nets and ropes everywhere. Beehive buildings for smoking fish belch smoke night and day from peat fires. The boats are leaky, the fishermen quiet. A few abandoned houses lay sinking into the salty mud nearby.

- Passage back to the **mainland** is **10sp** per person.
- One **smoking hut** is guarded by two villagers with harpoons and nets. Inside, human meat is being smoked.
- **Working** on an oddly quiet fishing boat or packing saltfish barrels for a day pays **5sp** in wages.

Much of the town is off limits to outsiders. They may come and go as they please from the inn, the church, the docks, the salt-rimed houses with fallen roofs, and the blacksmith, but they are forbidden from entering the off-shore locations or the mysterious House of the Tide Readers.

If outcasts are caught entering these places illicitly, the inhabitants will attempt to capture them and tie them up in the House of the Tide Readers. The captives will then either be sacrificed during the next new moon, or saved for breeding with the fish people who live beneath the waves.

The Sacerdün of the Tide Readers is an old fishman named **Bartleby Squanch**. Clever outcasts may be able to convince him that they could be more use to the town alive than dead.

Bartleby's Quests

If the outcasts are captured, Bartleby could be talked into giving them their freedom if they agree to complete one of these tasks. To ensure their obedience, Bartleby will have a group of Tide Readers affix torcs around their necks (with ends in the shape of fish, of course). If they don't return and at least check in before the new moon, their throats will close up, gills will sprout beneath the torcs, and they will only be able to breathe water until they return to the House of the Tide Readers.

These torcs may be kept by the outcasts once their task is completed, activated by a gurgling key phrase that can be taught to them by the Tide Readers. The Tide Readers will never share the secret to undoing the torcs' effects, however, and outcasts must return to Dunser to have them reversed.

If the outcasts contact Bartleby by some other means, each quest will pay **4gp** per outcast.

- Find a **chapel** that is sunk into the Merish marsh. A lost son of Dunser is there, full of delusions of his own grandeur, and his mother misses him. Return the lost fish of the tribe of Dunser.
- **Henrietta Burch** is a young girl, only about six years old. She was caught by the townsfolk eating a live fish recently and fled from their rage. Now she is off lost and alone on the islands somewhere. The town forgives her and her parents want her safe return.
- Bartleby is sick of the taxes on fish sales—it is impoverishing the town. Contact **Felicity Maddox**, leader of the Cult of the Ram (p. 25) and see if she'd like to become a fish smuggler as well as a wool smuggler.
- Bring a number of **captives** equal to the number of captured outcasts to the town to be sacrificed in their stead.

House of the Tide Readers

A large multi-story hut, elaborately decorated with seashells, perched atop a strange, tall growth of dead coral at a slightly crazed angle.

It is absolutely forbidden to outsiders. Access is via ladders, pulled up much of the time. Ten Tide Readers live here (**Encounter 59**). They are the fish-featured priests, seers, and leaders of the town. Four guardians are on watch, day and night.

The House is wreathed in a sour, salty mist that confuses the minds of those who enter it. When moving from one room to another, roll on the table below to see which room the outcasts end up in.

1. The **entryway**, decorated with shell and fish motifs, with 6 strange half-human-half-fish skeletons (**250sp**, 2 slots) nailed to the walls.
2. A filthy room for holding **captives**. There is a 1 in 4 chance of there being 1d6 captives there now, tied with rope, lying curled on stained reed mats. They will be desperate to escape.
3. **The Boiling Room**, with an ever-bubbling cauldron cooking over an acrid green fire. Mystic fish stew for the fish people.
4. **The Sleeping Room**, where the Tide Readers sleep cradled in moist hammocks of stinking kelp. A locked chest (Bartleby has the key) contains the town's coin, **16gp** and **350sp**.
5. **The Bone-casting Room**, where futures are read. A squid-like monster depends from the ceiling, drinking rain water from a hole in the roof, spouting ink in arcane patterns when its tentacles are massaged by the Tide Readers.
6. **The Breeding Room**, where eggs are tended. Ropy strands of kelp and rusted chains trail from the walls, evidence of the gasping, flopping breeding rituals of the denizens of Dunser. The breeding is unpleasant for all participants.

The Floating Town

Most of the inhabitants of Dunser live on the floating town, a seaborne accretion of rafts, wrecked ships, seaweed, small boats, flotsam, and jetsam.

Unless they have somehow proved that they have accepted the town's ways and are friendly to its inhabitants, outsiders are unwelcome in the floating town.

Clambering through the soggy village, one sees fish people who slip into the sea upon being seen, fang-mouthed mermaids bobbing in the surf, and all matter of scaled, gilled, and webbed people.

If unwelcome outsiders are found in the town, the denizens will attempt to raise horns to their thin lips and summon forth their water-borne brethren to attack alongside a mob of villagers wielding nets, harpoons, tridents, and torches.

- The town is arranged in a **crescent moon shape**. The middle is kept clear, for it is beneath the waves in this area that the **God of Dunser** lives, burbling up each new moon to accept **living sacrifices** in a torch-lit ritual led by the Tide Readers. If no sacrifice is made, the god will create a vast whirlpool, utterly destroying the floating village, and consuming most of its inhabitants in the process.
- **Dunser Fishing Gear** is available to purchase here for 100sp. It grants +3 on all checks related to fishing, but cannot travel more than ten miles (5 hexes) from the sea without its lures and lines drying up and breaking.
- If the outcasts are friendly to the town, they may eat and drink for no charge.

The Lighthouse

Alone on its own island is Dunser's lighthouse. Its light calls the ships of Dunser and the rare outsider trading vessels safely into port through the shoals and tides of the bay. The only nights on which the lighthouse doesn't shine are those of the new moon.

The lighthouse tender is a woman named **Sonya Articos**, latest in a long line of lighthouse keepers. She is ten or eleven feet tall, extremely thin, and covered in very fine scales. Her limbs are thin and weak and she cannot swim.

+Summoned sea creatures+

Cha -2 **Con** +0 **Dex** -1 **Int** -1 **Str** +1 **Wis** -1

AC 12 **HD** 1 **HP** 1d8 (5) **Save** +0 **Morale** 6

Move Swim 30' [6 squares]; Flop 10' [2 squares]

Tentacular grab

15' reach, +2 to hit, 1d4 damage, and target is grappled. A **Strength** check breaks free, otherwise each round the victim is pulled 10' towards the sea.

Spined tentacle slash

2 attacks, +1 to hit, 1d4 damage each.

Feeding frenzy

Only on victims in the water;
+4 to hit, 1d8+1 damage.

Six years ago, distracted in a dalliance with a lover from the mainland, Sonya neglected her lighthouse duties. As a result of her neglect, a mainlander ship crashed into a hidden reef and sank in the middle of the night, with all the souls aboard drowning beneath the frigid waves.

As punishment for bringing ill-favor upon their community, Sonya was cursed by the Tide Readers to take on her current form and has remained trapped alone on the lighthouse island ever since. She fishes, tends the lighthouse, sings herself sad songs, and looks for some way to atone for the one great crime of her lovelorn youth.

- Outsiders are **forbidden to visit the lighthouse**, though there are no guardians that monitor comings and goings from the desolate island chain.
- Sonya **welcomes company**, though is very shy about her strange physical appearance.
- Sonya believes that her punishment was just and does not curse the Tide Readers or the village. She simply wishes there was some way she could **atone for her sins**.
- The lighthouse mechanisms are **biomechanical**, meshed with an enormous, squid-like creature of confusing anatomy (similar in form to the one in the House of the Tide Readers). It uses its tentacles to move the mechanisms under Sonya's direction. It must be fed and sung to regularly to keep it healthy and in good spirits.

The pilgrimage town of Saint Lewiston



Nestled into a jagged cliff face jutting from the eastern edge of the Dergbarrow mountains, an elaborate rock-hewn church houses the relics of Saint Lewis. Saint Lewis had his hands and feet chopped off by pagans, but supposedly lived for many years afterwards, floating through the air and accomplishing miracles with his ghostly appendages. His shrine is a major pilgrimage site drawing travelers from regions hundreds of miles away.

As a result, his namesake town is rich, with its clergy commanding wealth and respect. The head priest of the church is Father Linton, whose chief desire is to have his church recognized as a cathedral and himself installed as its bishop.

Father Linton is pious, soft-spoken, charismatic, and bloodily ambitious. He harbors a deep hatred for heretics and a deep love for the common folk.

Linton commands a small force of knights and men-at-arms sworn to the protection of the church led by Faith Thorne (**Encounter 81**). The knights wear gleaming white-and-red enameled armor that shines gloriously when the sun defeats the clouds.

The Church of Saint Lewis

The Church of Saint Lewis is built into the cliffs of the Dergbarrow mountains, carved of the same dark grey stone as those grim peaks. The church only receives direct sunlight at sunset, when its gloomy interiors are flooded with golden afternoon light.

- The twin **belltowers** are 250' high, rung in unison by ascetics who live cloistered inside the towers from the taking of their vows until their death.
- Two **pilgrims' chapels** adjoin the great church, for beggars (left) and commonfolk (right).
- The **church** is reserved for clergy and gentry.
- The church and chapels have **interconnected crypts**, where services and burials take place.
- **Hidden catacombs** dug into the mountains hide relics and church valuables. Referees can use the tunnels as an entrance for their dungeons, or use **The Missing Matriarch** adventure on page 152.

Fortifications

A total force of **36 men-at-arms** and **12 knights** are employed by the clergy. They and their enameled arms and armor (worth 2x the usual rates, but difficult to sell) are housed in sumptuous **barracks** taking up the majority of the north part of the town.

A well-maintained **20' high wall** surrounds the town with **a single gate** allowing passage. At any time there will be **12 guards patrolling the walls** with **4 more at the gate**. **2 knights** command the patrols (The Guardian of the North, the Guardian of the South) and **2 command the gate**. Use the stats from **Encounters 31 & 40**.

Traveler's Services

As a pilgrimage town, St. Lewiston is bustling with activity. Lodging and services for all types of travelers are offered, including:

- Beggars and supplicants, who ask for coin.
- **The Old Bucket**, a beggar's inn (**3sp** per night, **1sp** for a poor meal, frequent fighting).
- **The Golden Hands**, a mid-range inn (**6sp** per night, **6sp** for a decent meal).
- **The Crown & Crow**, a high-end inn (**12sp** per night, **10sp** for an opulent meal with wine, may bar entry to scruffy looking travelers).
- **Blacksmith** and general store (normal prices).

The Pilgrim's Fountain

Before the church sits the Pilgrim's Fountain. Most of the pilgrims who visit will not see the saint's relics, which are only brought out on feast days. But all but the poorest will drink from the fountain.

A deacon with guards collects mandatory tithes from pilgrims of **30sp each**. Once the tithe is paid, a pilgrim is allowed to drink from the fountain, as many sips as they wish. Anyone attempting to collect the water in a container will be cast out of town.

Anyone who does not traffic with dæmons who sips the water immediately heals **6 hp of damage**, and is **blessed**, with a +1 to all actions, for 2 days.

·Quests for Father Linton·

Father Linton is a busy, powerful man. Outcasts who have accomplished nothing for his church will not be able to meet with him for quests at first. Instead they will meet with junior priest **Tibalt Weaver**. If they prove themselves trustworthy by accomplishing a quest, they can then meet with Linton.

These tasks (and others the referee may create) are available from Father Weaver. Each of these jobs pays **1d6 gold coins per outcast**:

- Collect tithes from a random settlement.
- Carry a sealed letter (written in Latin) to Kamden Hulmane at **Hulmane's Hermitage [16]**, and bring back a package. The letter, if examined, asks for more of "the tears of Saint Lewis."
- Bring a blessed crucifix to **Berta Bricklayer** at **Princeps Villa [2]**.
- The Missing Matriarch (see below)

After the outcasts have done a few jobs for the church or are otherwise trusted, they may meet with Father Linton, who can offer them these tasks or similar, paying **2d6 gold coins per outcast**:

- Help Faith Thorne (**Encounter 81**) find a witch.
- Find the lair of the heretical killer who is making a mockery of Christ in the North, rumored to be in the woods to the west (this is **Samuel Fitzchrist's Lair [20C]**).
- Retrieve the fingerbones of Saint Lewis from the ruins of **Old Debrooken Abbey [10]**.
- Investigate rumors of heretical tortures and rituals at **Banding Prison [19A]**.

Once the outcasts are deep in the church's confidences, they will be given highly sensitive tasks. These jobs pay **2d10 gold coins per outcast**, or may be rewarded in other powerful ways instead. Some example quests could include:

- Convince Lady Greystone or Lord Dynaver to support Saint Lewiston with coin and materials.
- Kill or capture The Black Bishop of **Debrooken Abbey [9]**, or destroy the abbey.
- Hunt down and destroy Vasyl the Bloody (**Encounter 86**), a rumored vampire.

·The Missing Matriarch·

This simple mission to discover the fate of a member of the church's parish can uncover dark secrets about the Church at Saint Lewiston, leading outcasts deep into its crypts and secret catacombs.

Part 1: Investigate a Parishioner's Death

The mission starts as a tier 1 task from Father Weaver (see left) that pays **4gp** per outcast: **Gabriella Painter** has not been seen at church in four Sundays. This is unusual, as she has always been a devout and respected parishioner. The mission is to report back what has become of her.

- Gabriella lives in the mountains in a small isolated house, 1d4 hexes to the south-east.
- Upon investigation, Gabriella **died in her sleep** in bed. Her corpse is half-rotted, surrounded by mouldering food, water, and rags.
- The house contains ample evidence indicating Gabriella was the church's iconographer. Some of these supplies could be looted:
  - *3 icons (**250sp** each), gold leaf (non-encumbering, **150sp**), paints and brushes (**300sp**).*
- If the outcasts fail to return the supplies, they will lose trust with the church in Saint Lewiston.
- If the outcasts return the iconography supplies to Saint Lewiston, Weaver pays them an extra **500sp** and introduces them to Father Linton.

Part 2: The Interment

After receiving evidence of the outcasts' honest nature, Father Linton will test their mettle and trustworthiness by asking them to retrieve Gabriella's corpse and inter it in the catacombs built into the cliffs behind the church.

Linton will pay the outcasts **8gp** each for accomplishing this task. He explains that it must be kept secret from the other priests and knights. Linton believes that Gabriella was a saintly figure and deserves to be buried with her equals, but convincing the rest of the clergy would be a political nightmare.

- Retrieve Gabriella's body from her home.
- Move the body into an unused tomb in the rear of the lowest level of the catacombs without attracting attention. Linton can adjust one knight's schedule to assist with this.
- Perform a short ceremony, which can be taught by Linton, and cannot be performed by a Sorcerer.
- Seal the tomb with mortar mixed with an entire waterskin full of holy water.
- While in the catacombs, the outcasts will see **a cat-sized cockroach** with glowing red eyes.

If the burial is accomplished, Father Linton will pay them, and bless one of the icons they brought back from Gabriella's house. Praying to the icon will give one outcast +1 to a random (roll 1d6) Ability Score for 1 day. If a Sorcerer prays to the icon, they instead get a -1 modifier to an ability for the day.

Part 3: The Dæmon of the Catacombs

Father Linton will now request the outcasts assistance with the object of his true fears.

Linton fears that the last priest who was buried in the catacombs was corrupt and a dæmonhost. This priest, Roger Foreman, died five years ago. Ever since his passing, Linton has felt a dark energy, and has occasionally noticed the same large cockroaches watching him that the outcasts may have noticed.

If this information was made public it would injure the reputation of Saint Lewiston, permanently sabotaging Linton's efforts to have it declared a cathedral and himself bishop.

If the outcasts can prove they have defeated the dæmon, Linton will pay them **20gp** per outcast.

The Catacombs

After a 100' long stone tunnel bored into the cliff face, there is a reliquary room (locked with a key only Linton holds), and a spiral staircase descending to the tombs.

- The reliquary room holds the relics of Saint Lewis in three jeweled reliquaries. Each is priceless, but would be impossible to sell in the Mythic North. Abbot Ekardus (p. 24) may be interested.
- Each tomb level has an identical layout: a low stone passage with 20 rock-cut portals that have been sealed with mortar and stone.
- Many tombs on Levels 1 through 3 have cat-sized holes burrowed through their doorways, and contain only bones.
- The fourth level only has 5 tombs filled, but these portals are intact (the mortar has been mixed with holy water). The bodies within are sealed and mostly intact.
- If raiding tombs, the outcasts have a 1 in 6 chance in each tomb of finding treasure. Each tomb with treasure has a 50% chance of containing a jeweled cross (**500sp**) and a 50% chance of containing only a golden cross (**250sp**).
- When raiding tombs, the outcasts have a 1 in 4 chance of encountering **Saulot the Swarm**.

Saulot the Swarm

Saulot is a dæmon baron who seduced Roger Foreman, a former priest of Saint Lewiston. The dæmon will not want to fight, though if it is provoked, or it can sense that its offers are not being received well, it will attack. It will focus on the party member with the most hit points.

Saulot is made up of 2d4+4 Swarmroaches (see below), which will be encountered as one group. Saulot forms words through the flapping of diaphanous wings and rubbing of chitinous legs together, creating a crazed whisper voice.

Saulot's desire is to consume the bodies of holy men. It has been able to burrow through the mortar of the upper tiers of the catacombs, but the ones sealed more recently with holy water have stymied its unholy gorging.

For those who agree to help it, Saulot can promise wealth. It knows where the body of an ancient patriarch is buried, and cares not for the riches buried with that body (vestments of cloth of gold worth **1000sp**, a cross worth **500sp**, a miter worth **500sp**, a ruby ring worth **750sp**, and a copy of the **Rite of Veil Rending** (RC, p. 72)). Other tombs, of course, could contain further treasure...

+Swarmroaches+

Cha +1 **Con** +0 **Dex** +1 **Int** -1 **Str** +0 **Wis** -1

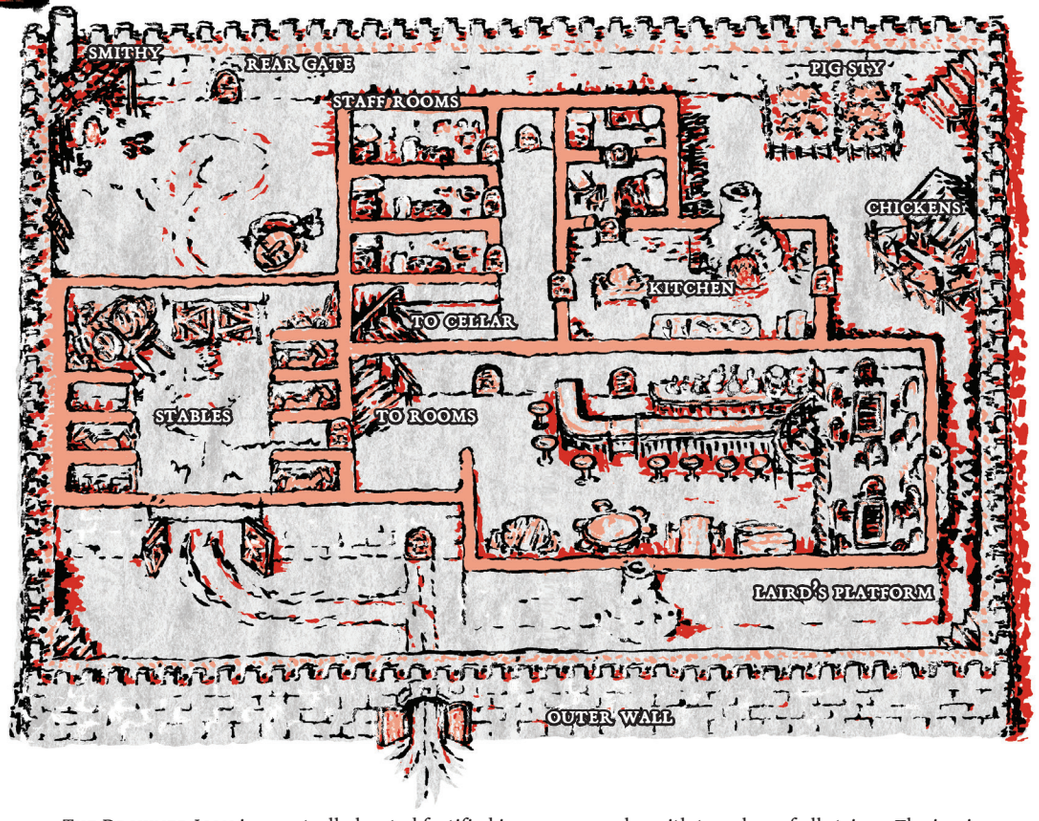
AC 15 **HD** 1 **HP** 1d4 (3) **Save** +0 **Morale** 8

Move Skitter 30' [6 squares]; Fly 15' [3 squares]

Nasty gibbering mouth

+2 to hit, 1 damage.

The Drowned Lion Inn



The Drowned Lion is a centrally located fortified inn, very popular with travelers of all stripes. The inn is kept by Jane Luxton, a jolly but no-nonsense woman who has operated it with her children since her husband's death. The Drowned Lion often acts as a sort of neutral ground, generally respected as an independent entity that sits apart from the various squabbling factions of the northern marches.

Property Description

- The inn is surrounded by **a sturdy stone wall,** fifteen feet high and six feet thick.
- Two guards are stationed at **front gate** at all times, one guard patrols the walls, and another keeps order in the common room.
- The **rear gate** is kept locked and is not generally available for public use.
- Jane keeps **pigs and chickens** inside the walls, as well as a pair of **milk cows** in the stables.
- The **rear yard** contains privies, the well, and a small smithy, which can shoe horses, repair vehicles, and even offer a small selection of weapons, tools, and armor to travelers.
- **Guest rooms** are upstairs.
- The rear of the ground floor, behind the common room, is off limits to guests. This area holds the staff rooms, access to the cellar, and the kitchen.
  - *Jane has a sturdy lockbox in her bedroom which contains **2d10 x 100sp** and **2d20gp**.*
- The **cellar** contains wine, ales, and food stores.
- The **common room** includes an elevated "Laird's Platform" for honored guests and special meals.

Services and Prices

- A meal is **5sp** per person, and includes small beer.
- Strong ales and wines are **3sp** per drink.
- A bunk in a shared dormitory is **5sp** per night.
- A private room, which can sleep up to four people comfortably, is **20sp**.
- Stabling riding animals is **10sp** per animal, and includes feed.
- Wagons and carts can be stored inside the walls for **5sp** per axle.
- Jane offers the Laird's Service, which is an opulent meal on a raised platform above the common room, for **15sp** per diner, with a minimum of 3 diners, and requiring at least an hour's notice.
- Jane has one Laird's Room available. There is a 1 in 6 chance it is already occupied. If it is free, the Laird's Room costs **30sp** per night, and contains one giant four-poster bed as well as a bunk.

Staff

- Jane Luxton, innkeeper
- Harry Luxton, her eighteen-year-old son
- Mutt Luxton, her sixteen-year-old son, and the head chef
- Tracy Chambers, the assistant chef
- Brandon Lutter, the captain of her guard, and his seven guardsmen

Guests

On any normal day, there will be 3d8 travelers visiting the inn. Most will be plainfolk (**Encounter 1**) or other unremarkable travelers. Some suggestions for adding interesting clientele:

- Guard work is commonly sought after, and the outcasts can usually find someone who wants escort to a random location in exchange for **1d6gp** each (higher pay indicating more danger).
- The referee could roll 1d3 times on the random encounters table. If any results don't make sense as guests (such as animals or magical beings), the referee can either re-roll, or have the subject of the encounter be lurking outside the walls.
- The referee could roll twice on the factions table (p. 18), and have a contingent of agents from those factions present at the inn, leading to some potential for drama and conflict.

Rumors and Hearsay (1d12)

Referees can roll, pick from this list, or make up their own rumors to send outcasts on adventures.

1. Pepin, of **Pepin's Outpost [7]** between here and **Debrooken Abbey [9]**, holds strange church services, with lamb's blood.
2. Speaking of **Debrooken Abbey [9]**, the Black Bishop is no true priest, but has an illegitimate son, and consorts with devils and witches.
3. I heard from one of the farmers that lives in the ruins of the **original abbey [10]** that he sometimes hears noises from the basement. Probably just crazy, of course.
4. Heard right up north, in the bogs, there used to be **an old church [20D]**, full to the brim of gold. But folks say it's just completely vanished.
5. There is something wrong with the people of **Dunser [4]**. Too damn good at fishing, they are.
6. **The old Roman fort [2]**, you know, The General, is haunted, but full of treasure.
7. A group of bandits with familiar names have been haunting the roads around the Drowned Lion, there's something strange about that band. **Their mountain fastness [20A]** lies hidden somewhere in the western woods.
8. A woman came through here from that town **Great Stocking [14]**, up north. She said the place has been wrecked by some beautiful nature wench.
9. Used to be a mining town in the mountains, name of **Redraven Cross [20G]**, my great grandpa worked there. Nobody speaks of it now.
10. Far to the north, giants broke a **bridge [18]**, and you can't go past no more. That's the end of the road. They say the people all vanished. And so it follows, they pay good money for any who can slay a giant up at **Utroat Castle [15]**.
11. There's a queer foreign lord who has **a very odd castle [20B]** down in the south part of the mountains. Merchant went that way and never came back. I'd stay away, were it me.
12. Ravens of peculiar size and intelligence caw constantly above those curséd grave mounds by that awful-smelling **wrecked old ship [12]** on the northern shore of the Koudloch.

Pepin's Outpost

Pepin's Outpost is a traveler's refuge in the thick woods that line the Koudloch and an important way station on the road to Debrooken Abbey, servicing monks, craftspeople, and pilgrims alike. Pepin Tillerson is a huge, ancient man who hides a lycanthropic secret. While he, his family, and retainers are god-fearing and devout, Pepin is a werewolf, cursed to hunger for living flesh.

Staying at the Outpost

Pepin has the good fortune that his outpost is ideally situated between The Drowned Lion Inn [6] and Debrooken Abbey [9]. Traders, monks, and pilgrims all have reason to stop and spend the night.

Pepin charges **5sp** to monks for room and board, **15sp** for pilgrims, and **20sp** for other travelers. Animals are stabled for **10sp** per beast, and vehicles housed for **5sp** per axle. Pepin keeps strict and clearly written records of all income taken in, and tithes without fail to Debrooken Abbey.

Pepin provides clean, secure traveler's barns with cots and clean straw. His servants serve a nightly meal with small beer by the cross if the weather is clear, or in the barns if the weather is rainy.

Pepin holds two services daily, donning deacon's robes and reading from a large, black, leather-bound gospel at the cross. At morning he performs a simple matins service, and at night he adds a fiery sermon, which varies each day.

The services are unremarkable except that at the vespers, Pepin bleeds one of his young sheep and passes a bowl around to sip from, in a very literal interpretation of drinking the Blood of the Lamb.

All of Pepin's servants and family partake in this rite, and expect that their guests will as well.

At night, one of Pepin's retainers stays with any guests inside each traveler's barn, and bars the front and rear doors. Pepin has one rule for visitors at his outpost, which is that they must not leave the barns during the night time.

Pepin stresses that this is for the traveler's own good, that the woods are dark and full of terrors, and that there is no guaranteeing their safety at night outside of the barn. This is notedly peculiar, and a well-discussed fact around the northern marches, but people respect Pepin for his otherwise excellent (if a mite expensive) hospitality.

People in the Outpost

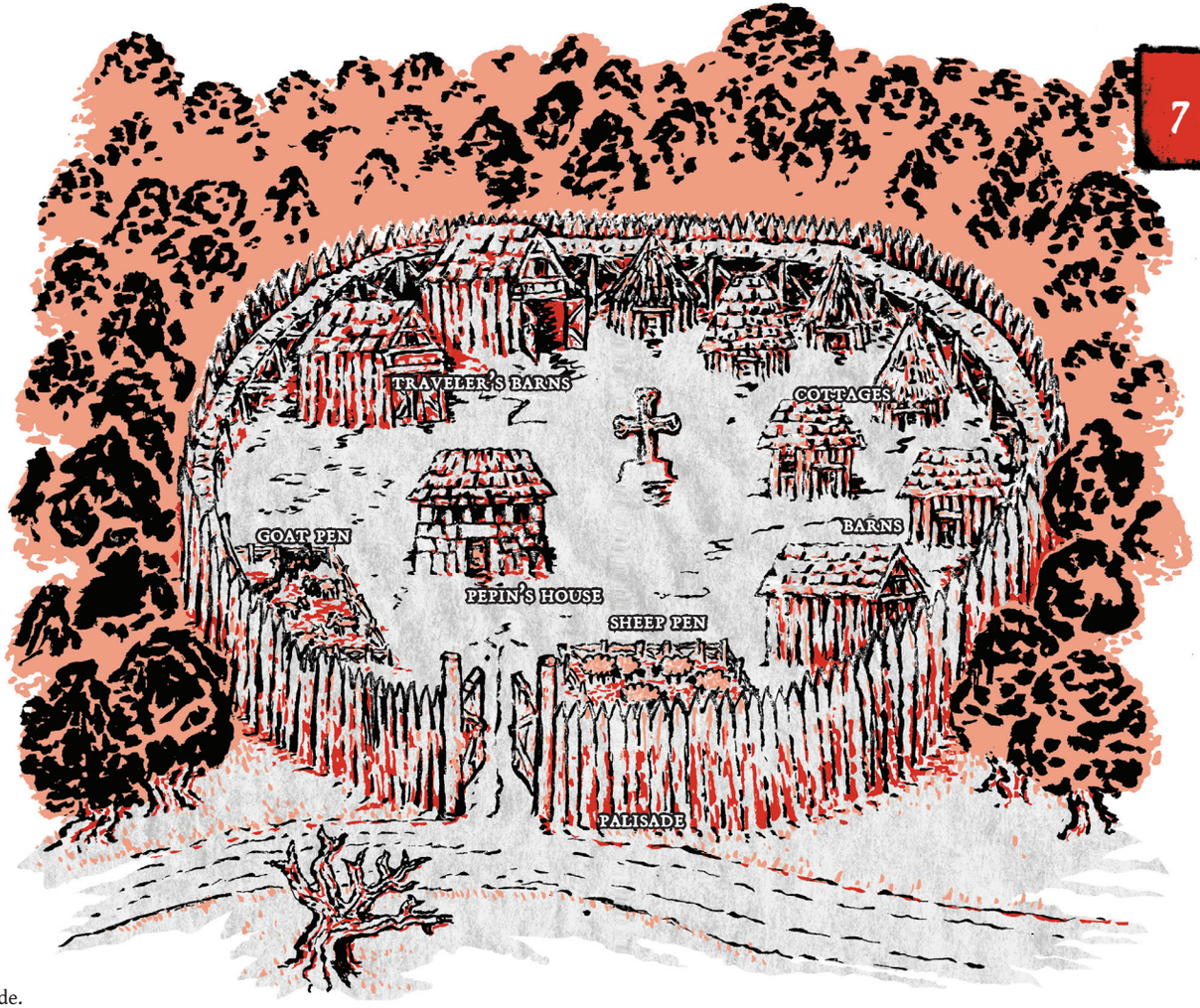
Pepin has five families that live in his compound as his retainers, maintaining the grounds and animals. Of note amongst these retainers is **Darrell McIndoe**, Pepin's majordomo.

Pepin's family consists of himself, his wife Alice, and their two children Daisy and George. Pepin's family knows of Pepin's curse, and Daisy has shown some early signs of the same illness.

When the outcasts stay at the outpost, there will also be 2d4 other travelers staying. There is also a 1 in 6 chance of there being a visitor from the random encounters table. If the result is not someone who would stay inside such a compound, or is an animal or other creature, they are instead lurking outside of the walls in the forest nearby. Pepin will come into contact with them on one of his nightly escapades, or the outcasts will when they leave the compound.

Buildings of the Outpost

- The **traveler's barns** can be barred from inside.
- The **cottages** are single room affairs, except for one two-room cottage for Darrell and his family. They all have doors that can be barred.
- The **barns** hold mainly foodstuffs for people and animals, extra wine, tools to maintain the palisade, and occasionally, traveler's horses.
- **Pepin's house** consists of four rooms:
  - *Pepin's bedroom contains a bed, a simple wardrobe, and thick iron manacles affixed to the inner wall. That wall is covered in deep gouges and scratches.*
  - *The children's bedroom contains two beds and is barrable from the inside.*
  - *A side room holds Pepin's painted shield (**650sp**), gilded battle-axe (**300sp**), his lockbox (**3d100sp** plus **2d6gp**) and various animal head trophies.*
  - *The kitchen, which is unremarkable.*



Pepin's Secret

Pepin is a huge, handsome man with long hair, a long beard, piercing green eyes, and a lupine aspect. Each night he has a 1 in 4 chance of transforming into a slavering beastly wolf-man. In this state, he hungers for flesh and will stop at nothing to devour it. He prefers the more exciting hunt for humans, but if none are available, will satiate himself on sheep and goats.

Pepin will messily and loudly devour whatever he discovers outside. If this is a sheep or goat, there will be frantic bleating and screaming from the pens, along with eerie howling and growling.

Pepin will then curl up around the base of the cross, naked and covered in gore, and go to sleep.

When Darrell finds Pepin in this state, he cleans him up, cleans up any dead animals, and puts his master to sleep. The retainers are fond of their master and their safe life here, are convinced the curse is divine, and will kill to protect Pepin's secret.

+Pepin as a wolfman+

Cha -3 **Con** +3 **Dex** +1 **Int** -2 **Str** +3 **Wis** -3

AC 13 **HD** 3 **HP** 3d8+9 (24) **Save** +2 **Morale** 11

Move Lope 15' [3 squares]

Vicious claws

2 attacks, +4 to hit, 1d6+3 damage.

Terrible teeth

+6 to hit, 1d8+3 damage.

Merish Bridge

The Mythic North is split into two distinct areas by the water barrier formed by the Koudloch and the connecting River Koud. The Koudloch is deep, cold, and misty. Boats do cross it, but not without trepidation. The River Koud is a wide, rapid, and unpredictable river that swells after any rain... and it rains frequently.

North of the Koud, the land is wild and untamed, covered in snow, the ground bearing few crops, the people relying mostly on hunting, fishing, and trade for their livelihoods. South of the Koud, the land is gentler, with forests, bogs, and fields.

Merish Bridge is the only safe and convenient way to cross the Koud waters. The bridge has stood for longer than anyone alive can remember. Legends speak of Merish the Builder, who built the bridge and explored the northlands, also founding Merish Landing. The bridge is built of sturdy grey stone and is flanked on either side by fortified stone towers. The bridge is currently controlled by the Order of the White Hawk, who maintain the bridge, guard it, and extort a range of fees for those who wish to cross over. Some of these fees are passed on to Lord William in Cleardor, but most are kept by the Hawks.

Bridge Fees

Clergy are exempt from most fees, though if they're rude to the guards, they may be subject to higher fees than usual. Other common fees:

- Adults: **5sp** each
- Children: **1sp** each
- Herd animals (goats, sheep, cows): **1s** for 5 beasts
- Draft animals (mules, horses): **3sp** each
- Cart, wagon, or other vehicle: **10sp** per axle
- Outcasts: **1sp** extra each, for looking disreputable

The Order often claims a customs tax on goods brought over the bridge. After examining the merchandise any traveler wants to bring over the bridge, the guards will make an eyeball estimate and usually charge between 5% and 10% of the total value, depending on their relationship with the traveler and how familiar they are with the goods.

Any illicit goods (or goods the guards decide may be illicit) are subject to seizure, destruction, or additional fees.

Bribing the guards is possible with a successful **Charisma** check. The guards need to be paid **20sp** as a base bribe, and for every **10sp** on top of that, the check will have a +1 bonus, to a maximum of +3 (though the referee should only tell the players the bonus after they have paid the bribe).

Outcasts may be allowed to stay in one of the towers for a higher than usual rate. This could be an interesting way to make friends or get information.

Bridge Garrison

- 16 guards (8 live in each tower) who carry polearms, swords, short bows, half plate, and **1d20sp** each.
- 2 watch captains, **Trynor Hobbins** and **Elva Garthin**, who share a complicated, surprisingly mutual love-hate relationship. They carry greatswords, plate armor, and **1d6gp** each.

Tower Layout

Each tower has an identical layout, consisting of four main areas stacked on top of each other. The floors are reached by means of a single spiral staircase. Each floor has its own fireplace.

- **Fortified entrance:** A small room with a guard rest post and weapons, behind a sturdy oak door.
- **Barracks:** Simple bunk beds for 8 guards, 2 extra bunk beds for travelers, few valuables.
- **Main watch hall:** The eating, dining, and gaming space for the guards, with arrow slits for those on indoor duty to look out from.
- **Captain's quarters:** Top floor bedrooms with comfortable beds, chamber pots, and sturdy, double locked chests. Each watch captain holds one key, and both keys are needed to open a chest. The chests contain the loot collected from travelers. At any given time each chest will have **4d100sp** inside, and **1d10gp.**



Using Merish Bridge in a Campaign

- Poor outcasts may try to get around the bridge, forcing the party to travel in the wilds.
- Merchants or travelers may approach the party to find them **a way around the bridge**, either on a one-time basis, or on a more permanent basis.
- Travelers may want the party's help in getting **illicit goods** past the guards.
- **The Order of the White Hawk** occasionally has to move money collected at the bridge to their headquarters in Cleardor [1].
- **The Order of the White Hawk** might employ the outcasts for a long, difficult quest. If they are successful, one benefit might be free passage.
- **Lord William**, **Lady Violet**, or one of their tax collectors may ask the outcasts to collect income owed to them from the bridge guards.
- Church entities may wish the bridge garrison to **pay a tithe**, and ask the outcasts to collect.
- The bridge could become the site of an interesting **battle** between the northern and southern forces.
- **Lady Violet** may employ the outcasts to help overthrow the White Hawk at the bridge to claim this important structure for House Greystone.

+Merish Bridge watch captain+

Cha +1 **Con** +1 **Dex** +0 **Int** +0 **Str** +1 **Wis** +0

AC 17 **HD** 4 **HP** 4d8+4 (24) **Save** +2 **Morale** 8

Move Walk 15' [3 squares]

Greatsword strike
+5 to hit, 1d10+1 damage.

Battle bribe
Once per battle, the Captain offers a gold coin to one target and makes a **Charisma** check. If successful (**Wisdom** save defends), the target reaches to take the coin, but at the last second the Captain throws the coin and strikes, hitting automatically for 1d10+1 damage.

+Merish Bridge guard+

Cha +0 **Con** +1 **Dex** +0 **Int** +0 **Str** +1 **Wis** +0

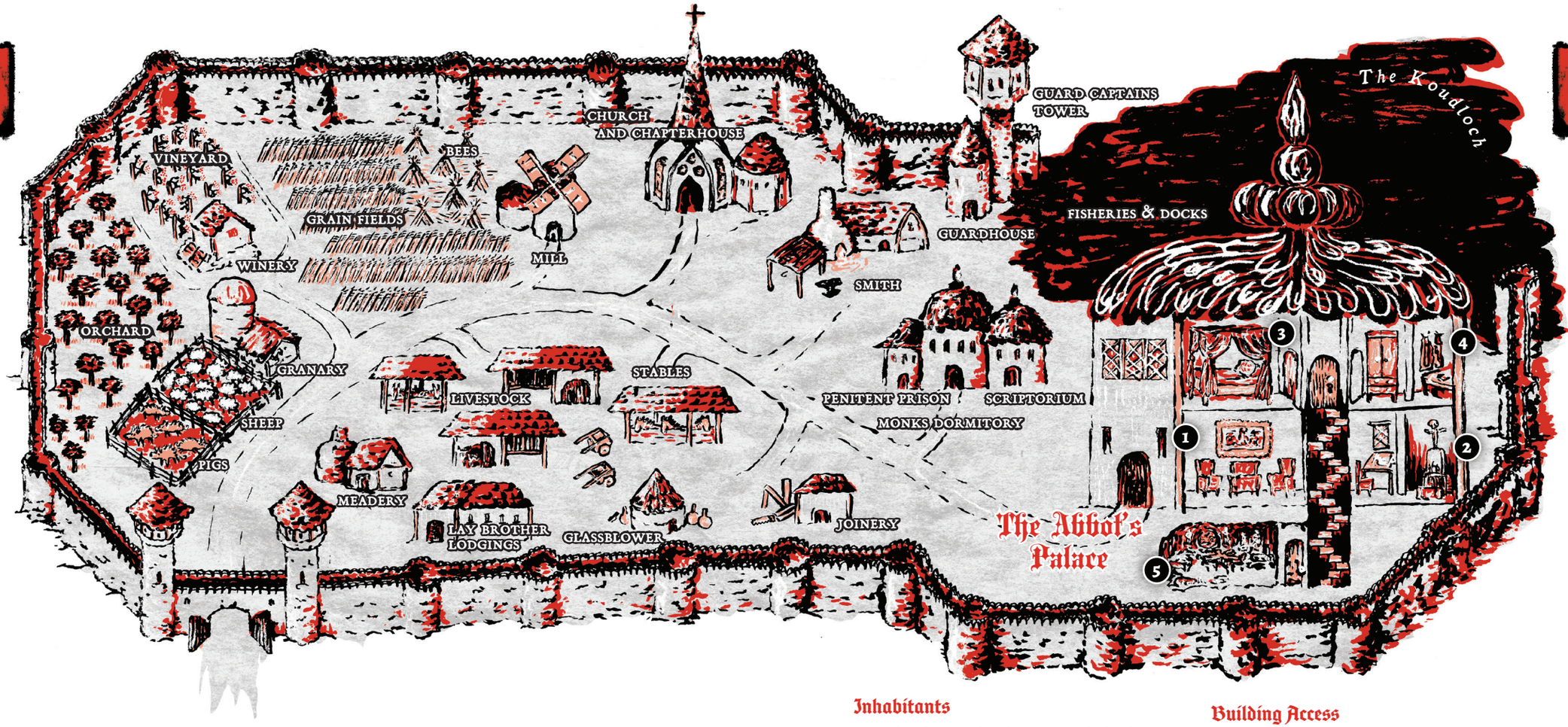
AC 16 **HD** 2 **HP** 2d8+2 (12) **Save** +1 **Morale** 7

Move Walk 15' [3 squares]

Polearm attack
Reach, +3 to hit, 1d10+1 damage.

Short bow attack
60' [12 squares], +1 to hit, 1d6 damage.

Sword attack
+3 to hit, 1d8+1 damage.



Debrooken Abbey

A PROSPEROUS MONASTERY, Debrooken Abbey is the Church's main power center in the north and the home of Abbot Ekardus. Ekardus is known to all as 'The Black Bishop' on account of his dark hair, dark temper, and dark robes. He is aware of the epithet, but none dare say it to his face. Debrooken Abbey collects tithes from the entire northland, has its own independent and elaborate farming operation, and maintains a small independent military force. Pilgrims are accepted for as long as they wish to stay and pray at the monastery, though a donation to the church is expected either in the form of coin or labor.

The Black Bishop is, as might be expected, a powerful and powerfully corrupt figure. While many of the brother monks live in honest piety, the Black Bishop resides in a luxurious palace and is perhaps the most pampered single person in the north, as well as one of the more powerful. He hides several secrets including an illegitimate psychotic serial killer son, regular dæmonic interactions, and a rotating harem of semi-secret sexual partners of mixed gender. See page 24 for more information about Abbot Ekardus and the monks.

Debrooken Abbey is well-defended, stable, rich, and has plenty of both public and clandestine work to offer any enterprising outcasts who choose to make themselves useful to the abbey and its ruler.

Inhabitants

- 111 brother monks who pray, scribe books, train, and oversee and assist with the agriculture.
  - *12 of whom are **inquisitors** (**Encounter 61**).*
  - *11 of whom are **deans**, more senior monks.*
  - *1 of whom is the **claustral prior, Harald Swanson.***
- 80 **lay brothers** who tend the fields, orchards, animals, fisheries, and upkeep of the abbey.
- 24 professional **monastery guards**.
- 3 veteran **guard captains**.
- 2d6 **pilgrims** staying with the lay brothers and assisting with the abbey's chores.

Guard Shifts

The monks, guards, and lay brothers share guard duties. On each shift there will be four squads patrolling. Each squad consists of one monk commanding two guards and five lay brothers. Each shift is overseen by one guard captain.

Building Access

Outsiders are not given access to the **monks' dormitory** (or attached **penitent prison** or **scriptorium**), **chapterhouse**, **guard captains' tower**, or the **Abbot's Palace** without express permission from the abbot or the claustral prior in his stead.

Abbey Treasures

Amongst its many mundane valuables, the abbey contains a wealth of treasures, including (but not limited to):

- 9 illustrated books (**Scriptorium, 250sp each**)
- Stained glass window (**Glassblower, 500sp**)
- Altar cross (**Church, 500sp**)
- Chalice and spoon (**Church, 750sp**)
- Cloth-of-gold robes (**Chapterhouse, 600sp**)
- Silver communion set (**Chapterhouse, 450sp**)
- Piece of the True Cross (**Chapterhouse, fake**)

·Quests at Debrooken·

If the outcasts are new to Debrooken, they will be offered these or similar jobs. Each of these jobs pays **1d6 gold coins per outcast**:

- Collect tithes (coins or goods worth **2d4 x 100sp**) from **Pepin's Outpost [7]**, **Merish Landing [11]**, **Great Stocking [14]**, **Dunser [4]**, or similar.
- Fetch manuscript illumination supplies from a merchant in **Cleardor [1]** (actually a smuggler).
- Retrieve the fingerbones of Saint Lewis from the ruins of **Old Debrooken Abbey [10]**.
- Find the bones of giants, validating the contents of some controversial extra-Biblical gospels.

After the outcasts have done a few jobs for the abbey or are otherwise trusted, they may be offered these sorts of tasks, paying **2d6 gold coins per outcast**:

- Silence Lady Clarice Owensson's daughter, who claims a Debrooken monk impregnated her.
- Embarrass the priest of the **Cleardor [1]** church.
- Arrange a meeting with the Cult of the Ram.
- Destroy the heretic hermitage of **Hulmane [16]**.
- Find Truman Reede, the distiller (**Encounter 69**), and bring him to Debrooken unharmed.

Once the outcasts are deep in the Black Bishop's confidences, they will be given highly sensitive tasks. These jobs pay **2d10 gold coins per outcast**, or may be rewarded in other powerful ways instead:

- Convince either Lady Greystone or Lord Dynaver to support the abbey with coin and materials.
- Find Samuel Fitzchrist (**Encounter 77**) and bring him to the abbey, unseen and unharmed.
- Kill or capture Father Linton of Saint Lewiston.
- Kill Red Peter, the warlock.

·The Abbot's Palace·

1. Public Study

Luxury, velvet chairs, tapestries of powerful clergy, wines and cheeses. Where the Black Bishop receives guests.

- Silver plate service (2 slots worth **150sp each**).

» The gilded door to the rest of the palace is locked, only **Ekardus** and **Harald Swanson** have keys.

2. Private Dining Room & Chapel

Two rooms connected with elaborate doorways. Wooden paneling, religious imagery, gold gilding, large windows.

- In the chapel: altar cross (2 slots, worth **400sp**).
- Many fine foodstuffs and wines stored in a small pantry attached to the dining room.

3. Bedroom & Private Study

In the bedroom: a four-poster bed, silks, finery. In the study: an unused desk, papers, ledgers.

- The bedroom has **thick curtains** that are usually drawn over the windows.
- **A secret cabinet** behind a painting is sometimes used by the abbot to hide his bed guests.
- The desk is **locked**, and contains a letter from Ekardus to Samuel Fitzchrist, his illegitimate son.
- **A locked chest** at the foot of the bed contains **500sp** in a wooden box and **1d10gp**.
  - *This is an ideal spot for referees to place items the Black Bishop might have for campaign intrigues, such as incriminating letters, his personal seal for forgeries, etc.*

4. Wardrobe & Privy Closet

Elaborate closet full of robes and beautiful clothing and a nearby porcelain-bowled privy.

- Amidst the robes, a gold cross medallion (**500sp**), matches the one that Samuel Fitzchrist carries.

5. Black Bishop's Dungeon

Storage cellar converted to ritualistic sex dungeon. Small bed with red silks, ritual circle, shelves full of reagents and components; whips and chains, torches and pain.

» The door to this dungeon is locked with a key that only **Ekardus** carries.

- Black candles made of human fat.
- Soft bed covered in unwashed red silks, stained with all manner of bodily fluids, including blood.
- Strange depthless **black mirror** with bloodstains on the bottom frame. See opposite for details.
- Copies of the **Rite of the Infernal Aspect,** the **Rite of Hellfire**, and the **Rite of Soul Interrogation** are hidden on a shelf amidst books, all rituals written in Latin (RC, p. 52).

The Black Mirror Dæmon

The mirror is black, the frame carved with strange symbols, gilded in gold, crusted with dried blood. If the abbot's black candles are lit, or the mirror is splashed with blood (any blood, human or animal), the mirror softens from black to silver, and a dæmon becomes visible within, mirroring the viewer's movements. After a few moments, it speaks in the viewer's voice:

"I can grant you power, or wealth, or knowledge. Which of these do you seek?"

After answering: "hold up your arm, that I may drink your blood and taste your passion. I will not drink too deeply, I promise."

If a viewer does as the dæmon asks, the dæmon drains 1d6 hit points, then the viewer must make a **Charisma** check. If they fail, their will is overcome and they are sucked into the mirror unless some way is found to free them. If the mirror is broken, anyone inside it dies.

If they succeed, the dæmon grants them the reward according to their choice:

Power: A red longsword forged in hell (+1 to hit, 1d8+1 damage). Whenever a natural 20 is rolled to hit, the sword does 6 extra bleeding damage to the target and gives the bearer a permanent +1 to their HP. When a natural 1 is rolled, the sword sucks 6 HP worth of blood from the bearer, and permanently lowers their hit points by 1.

Wealth: **13gp** and **16sp** fly out of the mirror.

Knowledge: The dæmon will answer one question. The question can be a number of words long equal to three times the hit points that were drained. The referee secretly makes another **Charisma** check on behalf of the seeker. If they succeed, the dæmon answers truthfully, if they fail, the dæmon lies. They have no way of knowing whether the answer is true or not, though the dæmon will insist that it is.

The dæmon will disappear after granting a boon, and the mirror will go black until one day has passed.

+Debrooken guard captain+

Cha +0 **Con** +1 **Dex** +0 **Int** +1 **Str** +2 **Wis** +0

AC 18 **HD** 5 **HP** 5d8+5 (45) **Save** +2 **Morale** 10

Move Walk 15' [3 squares]

Shield bash
+5 to hit, 1d4 damage and make a **Strength** save or be knocked down; Guard Captain has +1 AC until their next turn.

Blessed flail attack
+7 to hit, 1d8+2 damage.

Holy command
Guard Captain makes an **Intelligence** check. If successful, all guards and monks within earshot have +1 to hit until the Guard Captain's next turn.

+Debrooken guard+

Cha +0 **Con** +1 **Dex** +0 **Int** +0 **Str** +1 **Wis** +0

AC 16 **HD** 2 **HP** 2d8+2 (12) **Save** +1 **Morale** 7

Move Walk 15' [3 squares]

Blessed flail attack
+3 to hit, 1d8+1 damage.

Short bow attack
60' [12 squares], +2 to hit, 1d6 damage.

+Debrooken monk+

Cha +0 **Con** +0 **Dex** +0 **Int** +1 **Str** +1 **Wis** +2

AC 16 **HD** 3 **HP** 3d8 (15) **Save** +1 **Morale** 6

Move Walk 15' [3 squares]

Blessed flail attack
+3 to hit, 1d8+1 damage.

Debrooken blessing chant
The monk blesses one ally within their line of sight. The blessing confers a +2 to hit and +1 to all other actions for 1d10 turns.

+Debrooken lay brother+

Cha +0 **Con** +0 **Dex** +0 **Int** +1 **Str** +0 **Wis** +0

AC 14 **HD** 1 **HP** 1d8 (5) **Save** +1 **Morale** 5

Move Walk 15' [3 squares]

Trained stave thrust
+1 to hit, 1d6 damage.

Old Debrookey Abbey

Exterior

Fifty years ago, these buildings were attacked and burned and the monks of Debrooken Abbey abandoned their home. One group fled south across the Koudloch and established what is now the prosperous and powerful Debrooken Abbey. Another group took the relics of the abbey to the town that is now Saint Lewiston. The monks left this collection of sacked, crumbling ruins behind.

The structures are of an outdated style, blocky and stolid. The walls are in ruins. Many of the buildings inside the walls have fallen completely into wreckage, and the church roof has massive holes.

Two farmers have reclaimed land inside the monastery walls, and one ancient knight still guards the gatehouse. Beneath the church crypts lies an ancient place of power, thrumming with fell energies that caused the abbey's pagan forebears to originally choose this place as a locus of worship.



1. Outside the Walls

Overgrown apple trees, untended beehives, briars.

- Outcasts can spend a watch gathering apples in **the orchard** to use as rations.
- The **beehives** contain blessed honey, which heals 1d4 damage if consumed. Each time an outcast wants to swipe a serving of honey, they must pass a Stealth check or rouse the hive.
  - *If the hive is roused, they will continue stinging the offender for 1 damage each turn for 1d4+1 turns. Offenders can escape through checks or creative maneuvers such as diving into the lake.*
  - *Smoking out the bees causes the honey to become bitter, losing its healing efficacy for 1d6 weeks.*
- The **abbey walls** range from 10 to 20 feet high and are easily scalable in several places.

2. The Gatehouse

Towering soot-blackened stone walls in an old style.

- Ancient towers and a blackened but sturdy wooden gate bar the way. The gates are locked from sun-down to sun-up.
- An old knight, **Commander Kendrick Morris**, guards the passage during the day. Morris dresses in plate armor with a stained white surcoat and wields a mace and shield.
  - *Morris was the gate commander the day the monastery was sacked. He blames himself for its downfall and refuses to leave his post. He sleeps in his armor and prays daily for forgiveness.*
  - *Morris does not consider himself worthy to enter the church. He claims to have heard strange voices coming from it in the past, but dismisses these as "voices of guilt" for his failure.*
  - *If asked, Morris can explain that the number "15" was holy to the founders of Debrooken, relating to the number of promises made to Christians.*
  - *Morris does not know about the gargoyle, the holy honey, or the catacombs beneath the church.*
- Morris asks **1 silver** for passage through the gate, every time, per person and animal. Leaving the gate is 1 silver, as is returning through the gate.
- The **towers** are empty but well-kept. Morris sweeps them out once a week. Morris is happy for any travelers to sleep in them, or the intact tower on the northern wall. He would appreciate but does not request any donations for this service.
- Inside the **gatehouse**, Morris lives simply, with a cot, supplies to maintain his arms and armor, a store of food, and a simple kitchen.
  - *Morris' chest, located in his bedroom, for which only he holds the key, contains **451sp** collected from travelers over the years.*

+Commander Morris+

Cha +0 **Con** +1 **Dex** +0 **Int** +0 **Str** +1 **Wis** +2

AC 19 **HD** 3 **HP** 3d8+3 (18) **Save** +2 **Morale** 11

Move Walk 15' [3 squares]

Ancient mace

+4 to hit, 2d4+1 damage.

Shield bash

+3 to hit, 1d4+1 damage. Victim must pass a **Strength** save or be knocked down.

Armor of Faith

As a combat action, Morris can pray and make a **Wisdom** check. If successful, he creates an aura that surrounds him. The aura has 2d4 hit points, and must be destroyed before he can be hurt.

Old Debrookey Abbey
Exterior

3. The Ruined Church

Vine-covered stones, leaking slate roof, shattered stained glass, Romanesque arches, gargoyles on the eaves.

- The **chapterhouse** on the northwest of the church was completely burned by raiders.
- The **altar** is intact and fairly neat.
- There is a 1 in 10 chance that a group of **pilgrims** (use the stats on page 38) is visiting the original resting place of the relics of Saint Lewis.
- There is a 1 in 10 chance another adventuring party of 2d4 people (use stats for **Bandits**, **Encounter 48**) is investigating the church, and the rumors of treasure beneath its crypts.
  - *"There's tombs of ancient kings down there, full of treasures for the taking."*
  - *"There's dangerous magic down there, but for brave souls, lots of gold too, just have to figure out how to get it out safely."*
  - *"Nobody comes back from down there, but we'll be the first, and we'll be rich."*
  - *"I heard there are some kind of ancient beasts trapped down there by the power of the saint."*
  - *"This place was holy long before the church was built here. Old magic, strange magic."*
  - *"My friend went down there, but said there was nothing but old bones and rotten food..."*
- There are several gargoyles around the bell tower. If the bell is rung, one of them, named **Grindel**, comes to grinding stony life.
  - *Grindel is mysterious, slow-talking, and friendly.*
  - *Grindel's chief joy is telling riddles. The referee can feel free to use any riddles they create or find. A few simple riddles are included in **Grindel's Riddles**.*
  - *If a riddle is answered successfully, Grindel will share a glass of ale with the answerer. Unless they are a Sorcerer, the ale confers a **+1 blessing** on all rolls for the next 1d6 watches. Grindel will not appreciate sharing ale with Sorcerers.*
  - *Grindel misses the old monks' wine and would **bless** an entire party if they got him some.*

» There are stairs leading up to the **belltower**, and down to **6. Central Chamber** in the crypts.

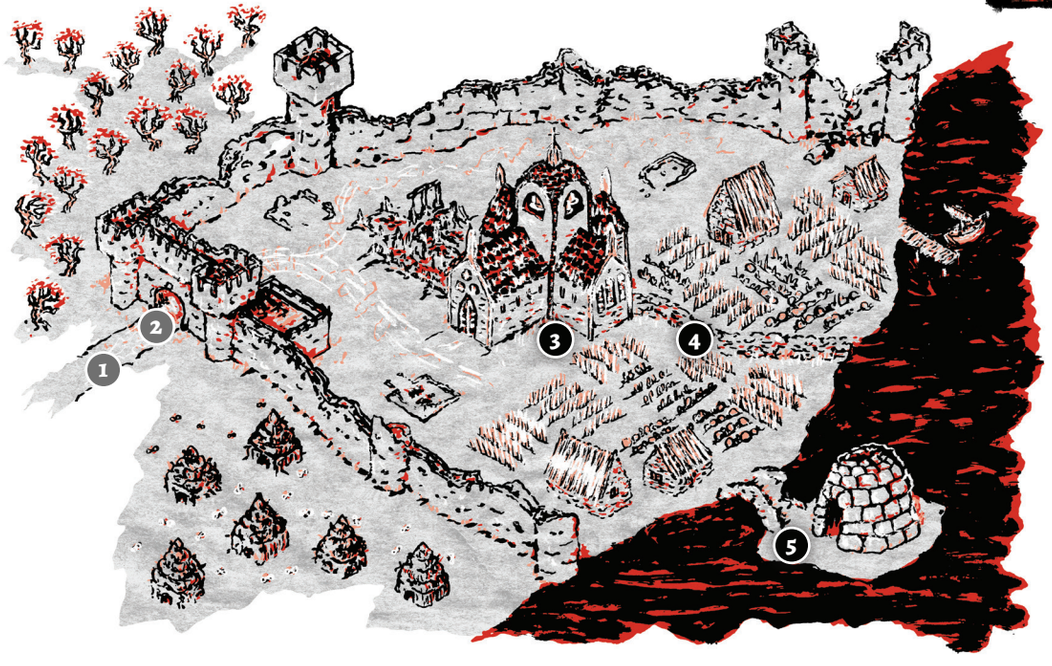
Grindel's Riddles

- While I lie, I serve many men. If I were to stand, I should serve only a few. Tearing out my entrails and strewing them across the land brings life and wealth to many. I win wars, but have no weapons of my own. What am I? — *A ship*
- The more I take, the more I leave behind. What am I? — *Footsteps*
- What has a head and a tail, but no legs? — *A coin*
- I am blind, but with an eye in my head. Without my use, mankind would be dead. I spend my life on clothes without spare, yet am always myself naked and bare. What am I? — *A needle*
- Without me none are outstanding, nor fortunate. I embrace all those whose hearts ask for me. He goes without me goes about in the company of death, and he who bears me will remain lucky forever. I stand lower than Earth yet higher than Heaven. What am I? — *Humility*
- A vessel have I, that is round as a pear, moist in the middle, surrounded with hair; and often it happens, that water flows there. — *An eyeball*

4. The Two Farms

Two simple farmsteads with fields and chickens, separated by a rough stone wall.

- The **southern farm** is owned by Brinley Houston. He lives with his two children and wife Gretel. The **northern farm** is owned by Sawyer Hamme. He lives with his three children and wife Theodora.
- The two farmers hate each other, accusing each other of stealing crops, being heretics, seducing each others' wives, poisoning mules, and all manner of other crimes.
- The farmers' families get along fine, but must respect the wishes of their patriarchs and do not cross the wall to the other farm for any reason.
- Brinley keeps a small herd of goats which wander the grounds, occasionally enraging Sawyer with their trespasses. Both farmers own chickens.
- Each farmer owns a mule and cart they use to take their wares to be sold in **Pepin's Outpost [7]** or at **The Drowned Lion Inn [6]**. This journey takes several days, and each of them hates leaving the other to watch both farms while they are away.
- The farmers and their families pray together on Sundays in the church.
- Either farmer will sell rations at double their normal cost, and a few basic tools at triple, complaining all the while of the hassle.
- Befriending one farmer will make an enemy of the other.
- The farmers both respect Commander Morris, and will not appreciate ill talk about him.
- Sawyer has a dock on his land, as well as a tiny fishing boat that he will not give up for any price. He will watch travelers' boats for **1 silver** per day. If there are others visiting the **Church** (see above), there is a 50% chance they came by boat.
- Brinley will warn travelers that the bridge to **5. Ancient Chapel** is dangerous, and that the chapel is haunted by strange humors and sounds.



5. Ancient Chapel

Ancient building of unmortared stone, built in a primitive style, once used as a chapel, hiding a secret.

- The **bridge** is dangerous, requiring a **Dexterity** check to cross safely. If the check is failed, the character falls into the Koudloch and there is a 50% chance that the bridge collapses completely.
- Inside the chapel is a decaying altar set on top of an enormous flat ancient stone. The cross is verdigrised, but still worth **150sp**.
- There is a rotted altar cloth that has the Roman numeral "**XV**" embroidered on it.
- If the stone is moved (a difficult task requiring several people working together), a passage can be discovered. This passage leads down into the earth and is only big enough for one person to crawl. If it is navigated for an entire watch, it leads to the first bend of the **Underground River** in **The Forgotten Mine (p. 176)**.

6. Central Chamber

Mouldering stone with cracked mortar, the smell of rot and damp. Ancient finery left to decay.

◊ There are empty sconces meant for candles here, but no light of any kind.
◊ Above the doorways are carved symbols:
  • *Above the Victuals Storage, a carved loaf of bread*
  • *Above the Noble Crypts, a carved crown*
  • *Above the Monk Crypts, a carved halo*
  • *Above the Chapel, a carved cross*

» Stairs lead up to **3. The Ruined Church**.
» Passages open to **7. Victuals Storage**, **8. Noble Crypts**, **9. Monk Crypts**, and **10. Underground Chapel**.

7. Victuals Storage

Ancient crates and barrels, many of the crates leak a strange substance.

◊ The front room is full of crates of ancient foodstuffs. There is nothing worthwhile here, but Digging through these crates releases spores that drive all who inhale them mad for 1d8 turns unless they pass an **Intelligence** saving throw. While driven mad, victims will mercilessly attack anyone who they encounter.
◊ The rear room holds barrels of **ancient wine**. The wine is sour, but Grindel the Gargoyle (see **3. The Ruined Church**) would appreciate some of it.

8. Noble Crypts

Stately carved stone coffins, mostly violated.

◊ All but one of the coffins has been thoroughly ransacked by earlier explorers.
◊ A skeleton lies near one of the open tombs. Searching it reveals a small rusted needle embedded in one of its arm bones.
◊ The undisturbed coffin is covered in carvings of figures, a few of which have openings where their mouths are. If this coffin is disturbed, needles shoot out from these holes, poisoning whomever opens the lid unless they pass a **Constitution** saving throw.
  • *The poison deals 1d4 damage every hour, until a* **Constitution** *save is passed. Each save is at a cumulative +1.*
◊ Inside the coffin is a golden circlet (**500sp**) resting on the head of a skeleton dressed in rotted cloth. Beside it is a copy of a random ritual (RC, p. 52).

9. Monk Crypts

Skeletons spill from elaborately carved, upright, arch-shaped open stone tombs, arranged in darkened rows.

◊ The tombs here are open, with no covers.
◊ At the back of the room is one larger tomb with a carved lid depicting an ancient abbot. The skeleton inside this tomb has collapsed, and on the floor amidst the bones is the missing "VI" tile from **10. Underground Chapel**.
◊ If there are any Sorcerers, heretics, or apostates in the adventuring party, 1d4 **skeleton stalkers** stagger from their tombs to attack them (but no others). One of these skeletons is always the skeleton of the abbot, which bursts forth from its tomb in the rear of the room. These skeletons cannot be harmed by dæmonic magic of any kind.
◊ Spending a watch ransacking the tombs yields small church treasures worth **150sp**. This action cannot be repeated.

+Skeletal stalker+

Cha -3 **Con** +0 **Dex** -1 **Int** -3 **Str** +1 **Wis** -1

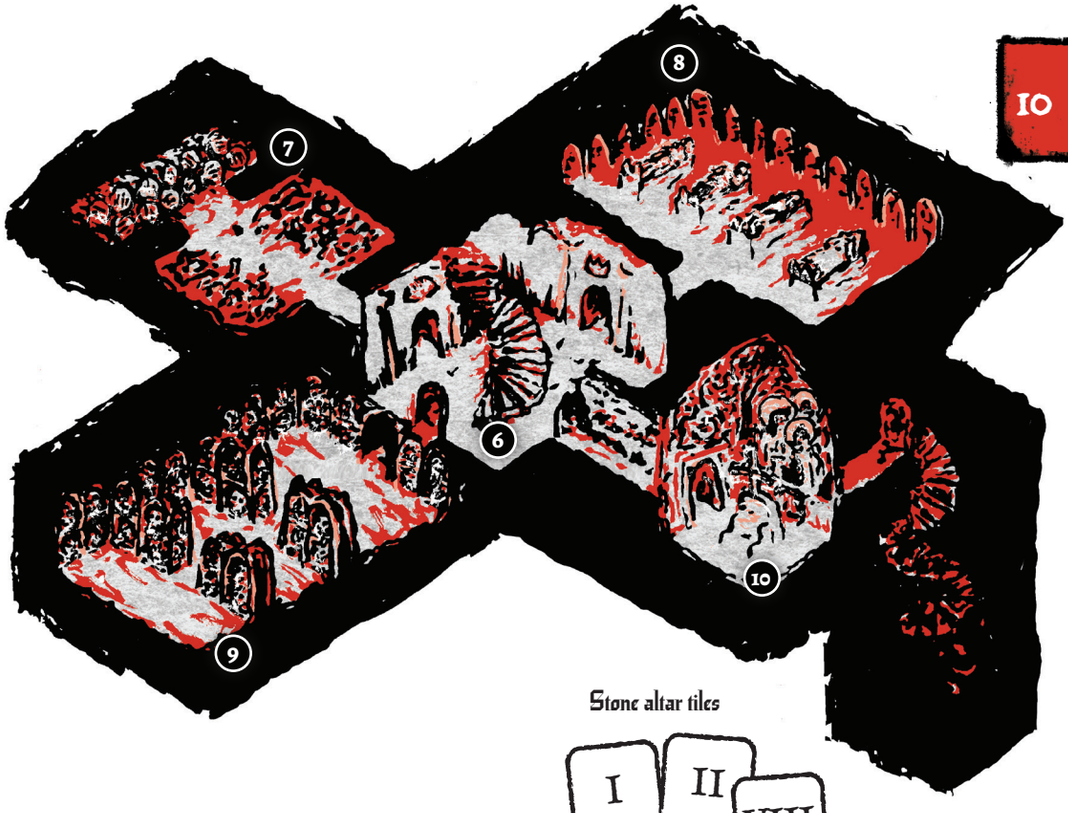
AC 13 **HD** 1 **HP** 1d8 (5) **Save** +0 **Morale** 12

Move Shamble 10' [2 squares]

Bony punch
+2 to hit, 1d6 damage.

Reform
Each time a skeleton is destroyed, it has a 1 in 4 chance of reforming and rising from the dead.

Smite the unbeliever
If the skeleton is targeted with unholy magic, the magic fails and its wielder takes 1d2 damage.



10. Underground Chapel

Ancient, mysterious frescoes coat soot-stained rounded walls and ceilings in a once-beautiful chapel.

◊ This chapel is decorated with **religious frescoes** in an ancient style. An Arcana or other check can reveal that the art style is at least 500 years old.
  • *The frescoes depict saints locking away a great evil.*
◊ Behind the altar on the wall is a wooden icon painted in the same style (**200sp**). Behind the icon is an empty square stone frame.
◊ Scattered on the altar are several square stone tiles depicting the Roman numerals I through V, and VII through IX. The **VI tile** is missing.
◊ If the tiles are arranged in the frame into a magic square so that all the rows, columns, and diagonals add up to 15 (see diagram), the frame glows a strange blue and a **secret doorway** opens.
◊ Beyond this doorway is a long, rough-hewn stone staircase that takes several minutes to descend.

» Secret doorway down to **11. Buried Temple Entrance Hall**.

Stone altar tiles



Missing tile



Magic square solution
(may be rotated)

II	VII	VI
IX	V	I
IV	III	VIII

Old Debrookey Abbey

The Buried Temple

Beneath the crypts lurks a vast complex from a time of myth before history. Descending to these depths brings outcasts in contact with the underworld, and things become strange and ever more dreamlike as logic and sense fade away.

11. Buried Temple Entrance Hall

Animal heads stare from rough-hewn stone walls above stone tables. A cloaked figure with a scythe waits, silent.

◊ The caretaker of this temple is **Hackett, the Reaper**. Hackett wears a long, disheveled beard with long hair, a rough-spun brown hooded cloak, and carries a brass-bladed scythe decorated with Celtic knot motifs. Hackett exists outside of time, standing here in the dark, greeting those who come to the temple.

◊ Hackett warns that entering the temple without protective magic is certain death (see below).

◊ Hackett needs ingredients from the sunlit realm to create the protective magic: holly, fresh water, and wheat. He also needs 1hp worth of blood from the subject to be protected. Once he has these ingredients, he grinds a poultice, asks the subject to remove their clothing, and has them lay on one of the stone tables. He asks them to choose a beast who they feel the most connection to, and describes each beast in turn:

- *The dagger-toothed cat: swift and lithe*
- *The elk: beautiful, silent, elegant, and strange*
- *The cave bear, whose power cannot be withstood*
- *The sloth: rugged, dogged, and stalwart*
- *The sage owl whose eyes see all secrets and lies*
- *The mammoth, with eyes full of understanding*

◊ Each animal can only be picked once (unless there are more than 6 outcasts in the party). Hackett will paint strange symbols on the subject's skin, then fix the animal head from above the stone table they're laying on over their face as a mask.

◊ If all the outcasts in a party receive protective magic, their retainers can safely follow them as long as they stay close. Retainers can enter the animal chapels, but find them empty.

+Hackett, the Reaper+

Cha +0 **Con** +2 **Dex** +2 **Int** +1 **Str** +2 **Wis** +3

AC 14 **HD** 5 **HP** 5d8+10 (35) **Save** +3 **Morale** 12

Move Dance 20' [4 squares]

Scything strike

+7 to hit, 1d10+2 damage. If maximum damage is rolled, the target is beheaded.

Spiritual guardians

Hackett can use his combat action to summon one of the six spirits, which gives him a +2 bonus to the corresponding ability score (also potentially affecting AC, attack bonus, etc.).

12. Central Chamber

A prehistoric stone circle holds up the vaulted ceiling, with the stones forming archways yawning into darkness.

◊ If anyone enters the central chamber without Hackett's protective magic, spirits of ancient animals will materialize and attack them. The intruder must make a series of six saves (one for each ability score) to resist the attacks. For each save they fail, they take 1d8 damage. If they survive, they can come and go freely. The attacks:

- *A giant elk with spatulate antlers* - **Charisma**
- *A huge lumbering ground sloth* - **Constitution**
- *A sabertoothed cat* - **Dexterity**
- *A wooly mammoth* - **Intelligence**
- *An ancient cave bear* - **Strength**
- *An enormous white owl* - **Wisdom**

◊ Anyone who enters with protective magic is not attacked and can pass freely through the temple.

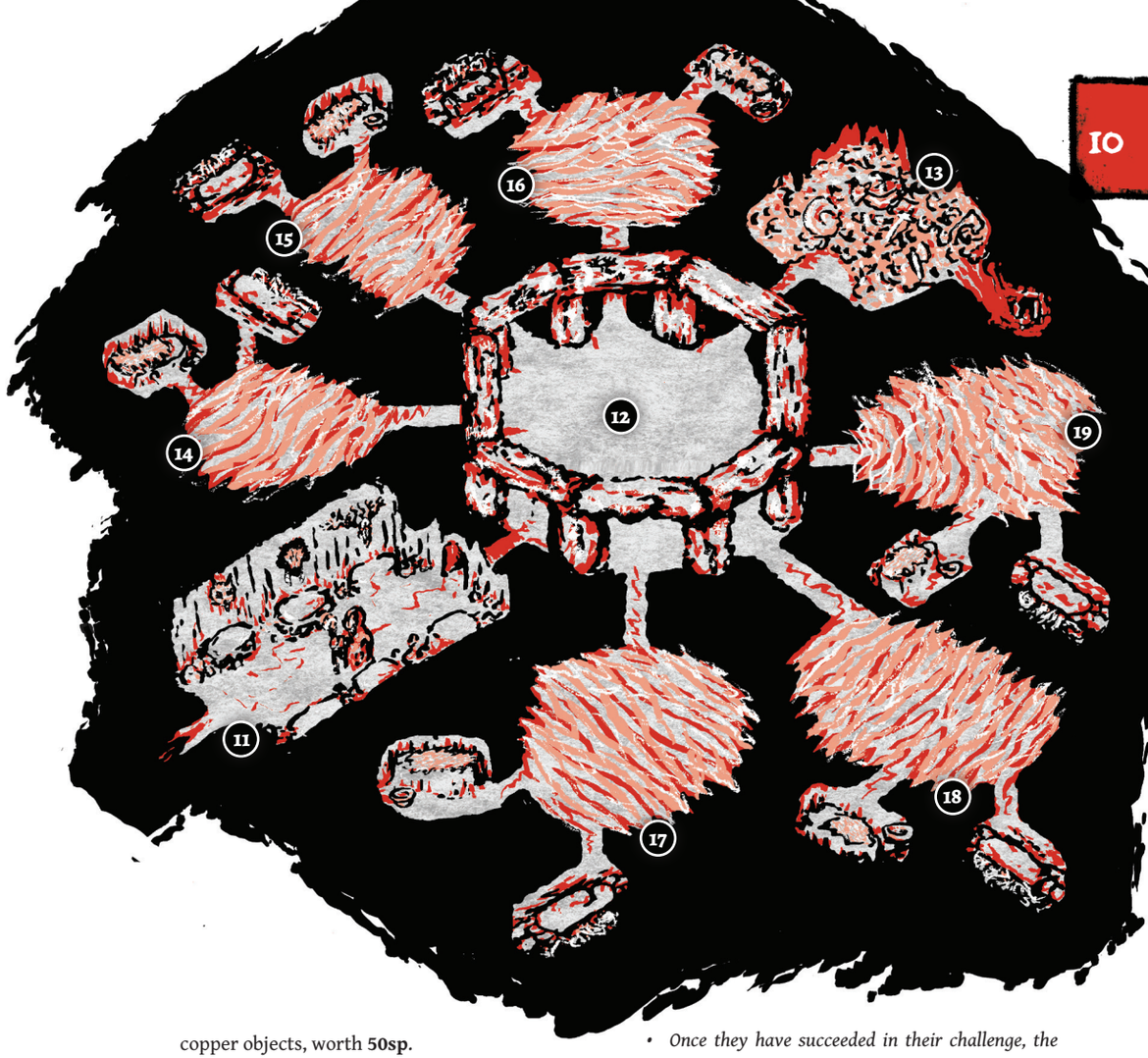
13. The Copper Hoard

An immense pile of copper objects of ancient design and decoration are piled in a natural cave chamber.

◊ The objects are mostly either decorative or unfinished raw chunks of copper and are not particularly useful as tools.

◊ Many of the objects are corroded and verdigrised. A character can spend an hour sifting through the wreckage and collect 1 slot's worth of intact copper objects, worth **50sp**.

» A wide passageway slopes steeply down to **20. Mine Entrance**.



The Animal Chapels

Areas 14 - 19 Areas 14–19 are each dedicated to a different ancient animal spirit. Each of these is an otherwise-identical three-room chapel complex.

◊ If anyone enters one without the mask of the corresponding animal, they find it to be nothing but a large, empty stone room with two small rooms adjoining.

- *A nude visitor wearing the correct animal mask will instead find the room full of thick fog, and as they walk into it, they are transported somewhere...else.*
- *Once they have succeeded in their challenge, the fog clears permanently.*
- *If they fail their challenge, the room remains. The room may be re-entered once per day.*

◊ One small room contains an empty stone coffin.

- *If a character has successfully completed the challenge of the corresponding chapel, this tomb will contain a skeleton holding a small bronze statue of the corresponding animal, worth **650sp**. Otherwise, it is empty.*

◊ The other small room contains a simple stone bed, rough-hewn out of the floor.

- *A character completing their challenge (successful or not) awakens here, resting on a soft sheepskin, with an ewer of water nearby. The first time each day they drink from this ewer, they heal all damage.*

14. The Chapel of the Megaloceros

- *Wandering through chilly white mists. A primeval deciduous forest, trees tall and thick. Snow filters from spread branches, sparkling in moonlight.*
- *Ahead: a fire in a clearing. A man in elaborate stone age shamanistic garb is seated at its edge.*
- *Beyond the fire, an enormous elk moves through the trees. 7 feet tall at the shoulder, massive spatulate antlers spreading 8 feet or more, dripping with moss and vines. Breath steams from its mouth and nose. Frost rimes the mane-like ruff of fur at its neck.*
- The shaman is Hackett, perhaps unrecognizable beneath fetishes and facepaint. He greets any visitors to the fire.
- *"You smell of the great elk. Seek you its blessing?"*
- Hackett can show a visitor the **elk's dance**: approaching, then falling back. Reading the elk's movements and mirroring them. Shaking sticks in the air like antlers. Bowing, enticing. Ululating in a strange and sultry fashion.
- Fighting, hunting, or trapping the elk are likely to fail. **Death** in this realm is true death.
- Approaching the elk and seeking its blessing requires a successful **Charisma** check.
- Any repetition of the elk's dance they were shown offers at least a +1 bonus, with additional bonuses given at the referee's discretion depending on how well they remember and describe the dance.
- If the dance is successful, the elk dances with the visitor, bows to them, then looks into their eyes. The graceful dance ends when the visitor's eyes close, re-opening to a cold stone chamber.
- If unsuccessful, the elk runs off into the woods.

15. The Chapel of the Magatherium

- *Wandering through chilly white mists. A grassy plain, large grey mountains as backdrop. Snow melts on stands of trees and in icy puddles. Wind pushes white clouds through blue skies above.*
- *A vast shape lumbers through the nearby trees, crashing them aside. Enormous, thick bodied and furred. Huge blunt claws. Strange flat face with small brown eyes. At least three times as tall as a human.*
- *To the side: a fire on a dry patch of land. A man in elaborate shamanistic garb seated at its edge.*
- If the visitor joins the fire, the shaman greets them: *"You reek of great beast. Seek you its blessing?"*
- Hackett explains: *"The great beast cannot be reasoned with in the wood. It is hungry there. Beyond the wood lies a stream, fast and cold. You must wait in that stream, for as long as it takes, until the great beast becomes thirsty. Your feet may freeze. Your blood may congeal. You must wait. Cast your mind elsewhere, to the stars, your memories, and endure."*
- Fighting, hunting, or trapping the sloth are likely to fail, probably swiftly and messily.
- Immersion in the frigid water requires at least one **Constitution** check, and up to five. The visitor can reduce the number of checks needed by interpreting Hackett's advice.
  - *Each failed check does 1d4 cold damage, but dying in this way simply awakens the visitor in the chapel bed at 1 hit point and very cold, the challenge failed.*
- If the visitor survives, the giant sloth approaches and drinks, then lifts its giant wet head and stares into their eyes. The visitor can feel its great throbbing heart pounding as if in their own chest, warming them. They close their eyes and awaken in a cold stone chamber.

16. The Chapel of the Sabertoothed Cat

- *Wandering through chilly white mists. A rocky divide, grey cliffs dotted with caves rising above.*
- *Above, perched on a cliff, almost lost in shadow: a massive, sturdy feline shape, with long, curved bone cutlass teeth protruding from its vicious mouth. It screams, turns, and hops away across jagged stone.*
- *At the bottom of the divide, a fire beneath an outcropping. The shaman is here.*
- *"You stink of the great cat. Seek you its blessing?"*
- Hackett simply points to the sound of children's laughter from the cliffs above.
- The children play on jagged cliffs, reached with a frightening but relatively safe climb. They speak in a strange tongue, but welcome the visitor to play games of balancing, jumping, and hiding with them. The games each require a **Dexterity** check. For each successful game completed, the visitor learns more of the way the cat moves.
- The cat waits above. Reaching it requires a **Dexterity** check, with a bonus determined by success in the games, and at the referee's discretion depending on the descriptions of the character's movements and actions.
- With a success, they reach the cat's hiding place. It tackles them to the stones, holds them down, and begins licking them with its rasping tongue. They close their eyes against the scraping and awaken in a cold stone chamber.

17. The Chapel of the Mammoth

- *Wandering through chilly white mists. A vast plain stretches in all directions, snow falling.*
- *In the distance, the massive shape of a huge bull wooly mammoth, covered in frosted, clumped fur.*
- *A solitary tree, a fire beneath, the shaman beside.*
- *"You carry the musk of the hairy mammoth. Seek you its blessing?"*
- Hackett can show a great carven tusk, covered in pictographs. He warns that studying it is not a short task. Studying the tusk requires an **Intelligence** check and can be made once per day (time passes strangely here, but hunger does become an issue). After a failure, Hackett departs.
- The tusk is a map pointing to a great power on a nearby solitary mountain rising from the plain. On the mountaintop in a hide tent is a sage who looks suspiciously similar to Hackett.
- The sage can teach the petitioner how to craft a horn to make mammoth calls, but needs them to first fetch a tusk from the mammoth graveyard at the bottom of the mountain.
- Crafting the horn is another **Intelligence** check, which again can be made once per day.
- Once the horn is crafted, blowing it requires a final **Intelligence** check, with a modifier determined by the quality of the horn and how well the teachings were absorbed.
- On a successful check, the great mammoth comes striding out of the mists, trumpets joyfully, and stares into the visitor's eyes. They close their eyes and awaken in a cold stone chamber.

18. The Chapel of the Cave Bear

- *Wandering through a thick forest on a snowy mountainside, a wide river rushing down.*
- *In the river, raising its muzzle, the largest bear you've ever seen, yellow teeth, steaming breath, spiked fur.*
- *In a clearing behind, the smell of smoke, the shaman.*
- *"You seek the blessing of the cave bear? I fear for you."*
- *"The great beast cannot be harmed. But you may show it that you are dangerous. Hit it here, upon its snout, so it treats you as it does a hornet or snake."*
- Hackett can train the visitor. First, by using their fists to split wood, then ice, then stone. Each challenge requires a **Strength** check. On a failure, the student takes 1 damage from the wood, 1d2 from the ice, and 1d4 from the stone.
- Once they are prepared, they may approach the cave bear and make a **Strength** check to punch it in the nose, with a modifier determined by the success of their training.
- On a failure, they are knocked into the icy river and awaken in the stone bed with 1 hit point.
- On a success, the bear rears back in furious pain, then sits down on its rump and chuffs pleasantly, before staring into their eyes...

19. The Chapel of the White Owl

- *Wandering through a pine forest, silver light from a giant moon illuminating snow on ragged branches.*
- *Above in the branches, a bone-chilling* hoot. *A great white owl, 12 feet tall, shakes out its feathers and swivels its head to stare at the visitor.*
- *At the nearby clearing and fire, the shaman Hackett asks "You smell like a scared mouse. Seek you the owl's blessing? It respects only itself."*
- Hackett sends the visitor to the cave of the cackling wise women. They wish for the visitor to create a plan to safely visit the owl.
- The visitor can create their own plan, or make **Wisdom** checks to gain hints from the women.
- The wise women's plan would be to drug a rabbit with valerian root, get the owl to eat it, climb to the owl's sleeping perch during the daytime, and rub pine sap all over its branch, capturing its feathers. The feathers can be used to create a disguise and approach the owl.
- A final **Wisdom** check's modifier is determined by the quality of the visitor's plan to visit the owl.
- On success, the owl hoots, swivels its head almost all the way around, and stares deep into the visitor's eyes, with the usual result.
- On failure the owl screeches and flies off.





General Features

Deep beneath Debrooken Abbey lies this ancient Celtic copper mine, its human inhabitants frozen in time by an ancient ritual.

- Walls of **passages** are rough-hewn from stone by ancient copper picks and shovels. They are approximately 8 feet square.
- A jagged natural **fault** snakes its way through the mine. The fault has steep walls and a few narrow ledges, is about 50 feet deep, and ends in shallow, frigid water. Navigating the fault always requires a check, though ropes and tools can help.
- A dangerously fast-flowing underground **river** flows through the mine. In most areas, it fills the passages that it flows through, leaving no way to breathe. The river is very cold, and the passages it flows through are about fifteen feet around.
- Several **bridges** are scattered throughout the mine. They are old and fragile and can easily collapse if careless outcasts rush across them.
- A **gellied stalker** creeps through the mine. Each hour, and every time the adventurers cross a bridge or explore a new passage, there is a **1 in 6 chance** of the stalker appearing in the passageway. The stalker is amorphous and fills whatever space it travels through. It can stretch across chasms, creep through the river, and can thus travel unpredictably throughout the mine. It avoids the frozen miners. Inside it are bones, detritus, a copper crown **(800sp)**, and **2d20sp**.



There are several **Celtic miners** frozen in various poses throughout the mine. They will not react to any stimulus before the spell is broken. They can be moved, knocked over, or killed with no reaction.



Copper ingots and polished chunks are scattered throughout the mine. They take up 1 slot and can be sold for **100sp** each.

+Gellied stalker+

Cha -3 **Con** +0 **Dex** -1 **Int** -3 **Str** +2 **Wis** -2

AC 20 **HD** 12 **HP** 12d8 (60)* **Save** +3 **Morale** 10

Move Squelch 10' [2 squares]

**Fire and extreme heat deal double damage.*

Pseudopod

+2 to hit, 1d6 damage.

Absorb

Anyone within 5 feet must make a **Dexterity** save or be absorbed. Once absorbed, they may free themselves with a **Strength** or **Dexterity** check. Each turn they are absorbed, they take 1d4 damage.

The Forgotten Mine

20. Mine Entrance

Damp passages, mine carts, piled copper tools, broken rocks, wooden sorting bins. Startling frozen Celtic miners in ancient dress, stripped to the waist.

- Four frozen Celtic miners.
- Three rickety old **mine carts.** They are dangerous to use but could be repaired.
- Bins for sorting and cleaning ore, with three copper ingots **(100sp each)**.

» A steep, long passage leads to 13. The Copper Hoard.

» A passageway crosses a dangerous **bridge** across the **fault**, branching out into the rest of the mine.

21. Well

Natural spring of crystal clear, clean water.

- Two frozen Celtic miners in this room.
- Well is 40 feet deep and 30 feet across.
- At the bottom of the well, barely visible, 2 copper ingots **(100sp each)**.
- In the well, waiting for anyone to drink, an ancient, enormous underground **crustacean**. The crustacean blends into the floor, though the referee should make a secret **Wisdom** save on the characters' behalf if they approach the well to notice the danger that lurks below.
- The crustacean's meat is delicious and there is enough for 1d6 regular rations if it is defeated.

+Underground crustacean+

Cha -3 **Con** +2 **Dex** +1 **Int** -3 **Str** +1 **Wis** -2

AC 17 **HD** 2 **HP** 2d8+4 (14) **Save** +1 **Morale** 7

Move Crawl 15' [3 squares], Swim 25' [5 squares]

Quadruple claws

+2 to hit, 1d6+1 damage. If it hits, it makes another attack at +0 to hit, dealing 1d4 damage.

Water spout

15' range, +0 to hit, no damage, but victim must pass a **Strength** save or be knocked over.

22. Bone Pit

Enormous misshapen pit, extra moisture here. Full of the fossilized bones of strange, twisted, reptilian humanoids, larger reptiles, strange sea beasts, and ancient plants.

◊ Two frozen Celtic miners. One carries a wheelbarrow with bones in it.
◊ Spending a watch digging through this pit yields an intact fossil that takes up 3 slots and is worth **600sp** to the right buyer.

23. Mess Hall

The river runs through this large hall with a tall, natural ceiling. Benches and tables with miners seated at them. A cauldron bubbles eternally over a fire.

◊ Check for the gellied stalker (p. 177) twice when a party enters this room the first time.
◊ Five frozen Celtic miners. One attends the stew cauldron. The others are seated at benches.
◊ The bridge here is particularly rickety and dangerous, the river is 20' deep, and fast moving.
◊ The stew in the cauldron is hot and smells good.
  • *Eating it heals 1d6 damage, but whoever eats it must pass a* **Constitution** *save or lose 1d6* **Constitution** *for 1d6 watches as they are sickened by the strange ingredients.*

» A **bridge** over the river where it crosses the **fault** leads to the rest of the mine.
» The river flows out of this room underground, emerging at 24. Waterfall. Navigating it would require holding one's breath and swimming (see PG, p. 58).

24. Waterfall

Water crashing deafeningly over a steep drop into darkness. A rusted winch suspended from the ceiling. A broken wooden ladder hangs down into the chasm.

◊ The ladder's attachment points are trustworthy.
◊ The drop is 70 feet high. Part of it is above jagged rocks, another part above the river.
  • *Falling would be 7d4 damage, or 2d4 damage if the character makes a* **Dexterity** *save to fall into the water instead of onto the rocks.*
◊ A platform at the bottom would have been attached to the winch, but the rope has rotted away. It could be fixed with enough new rope.
◊ Two intact rowboats are on the shore below.

» The passages the river flows through from this point have three or four feet of clearance above the water.

25. Hidden Cache

Above the treacherous fault, a wide, secure, flat ledge.

◊ The ledge is about 20' above the bottom of the fault floor. There are stalagmites and stalactites in this part of the fault, including on the ledge.
◊ Five copper ingots (**100sp each**) are on the ledge.

26. Ritual Chamber

Large chamber, the mother lode of the mine. A giant, ebony canine paw, the only visible part of some titanic statue embedded in the rock, emerges from the wall amid rock shards and scrapings. A young woman is spread across the paw, blood flowing eternally from her breast. A druidic figure stands above her, an elaborately decorated copper knife held high.

◊ Six frozen miners, tools discarded, are arranged around the druid with expressions of fear.
◊ Many pieces of discarded mining equipment, as well as raw lumber and ship repair apparatus.
◊ 3 copper ingots (**100sp each**).
◊ If either the druid or sacrifice is disturbed, the giant paw quivers and every miner in the mine collapses, as their spirits wail horribly, bouncing and flying around the mine before shooting upward into the rock.
  • *66 minor dæmons are released into the world above. This could impact a campaign in many ways. Perhaps there is now a 6% chance that each NPC encountered is possessed by a dæmon. Perhaps the dæmons begin to cause havoc by choosing one of the Mythic North's faction over another, lending fell power to their efforts. Perhaps there are fewer released, and the campaign becomes a hunt for the released spirits. Or maybe nothing happens. The choice is left to the referee.*

» A passage at the far end of the chamber leads to a small room with a copper ladder descending to the Place of Challenge and Atonement.

The Place of Challenge & Atonement



An enormous natural cave with a ceiling swallowed in darkness. An underground sea laps its edge. Enormous stone statues of animals lurk in alcoves.

◊ Strange white cave fish and numerous human skeletons are visible in the water.
◊ Boats of a strange, smooth, light-grey stone are pulled up on the sand. They are seaworthy, but too large to go up the ladder.
◊ An altar rises from the center of the stone floor.
◊ The statues depict the animal spirits from 11. The Buried Temple (p. 172).
◊ Placing one of the bronze animal statues from The Buried Temple on the altar summons the spirit of that animal to engage in ritual combat.
  • *The animal spirits share the same stats.*
  • *The spirits can only be damaged by the person who placed their statue on the altar, or by magic.*
  • *Defeating the spirit grants the victor a permanent +1 to the ability score corresponding to that animal as long as they keep the statue with them.*
  • *Each spirit can only be defeated once per statue.*
◊ What is beyond the underground sea is left up to the referee; but removing the boats and filling the sea with large dangerous creatures could discourage player exploration if so desired...

+Ancient animal spirit+

Cha +1 **Con** +0 **Dex** +0 **Int** +0 **Str** +0 **Wis** +1

AC 12 **HD** 4 **HP** 4d8 (20) **Save** +2 **Morale** 12

Move Charge 15' [3 squares]

Spirit attack
+4 to hit, 1d10 damage.

Vulnerability to its own nature
If players describe actions or attacks that make use of each animal's corresponding ability score, the referee should make those actions effective, rewarding player creativity.

Merish Landing

HUDDLED ON A SNOW-SWEPT SHORE on the northwestern coast lies Merish Landing. The waters near the town are rich with sea life, and, while some shepherds and farmers visit the town regularly to hawk their wares, most of the commerce comes from the fish.

The boats are well-kept, the docks well-guarded. Lying north of the Koud as it does, Merish Landing pays lip service to the Lord of Cleardor, but sends its taxes to Lady Violet Greystone of Utroat Castle. The town's wooden palisade is a bulwark against the stranger things that roam the heaths and woods of the north.

Town Notables

- **Albert Bentley** is the town factor, a puffed up hippopotamus of a man. He runs the town store, collects the taxes, and has a few tasks for outcasts. Bentley is under the thumb of the Cult of the Ram (p. 25) and secretive as a result.
- **Francis Gurd** is captain of the guard. A no-nonsense ox-like character, he is a veteran of the Crusades, takes his task seriously, is psychotically devout, and can offer some guard jobs.
- **Father John Morris** is the local parish priest, at Our Lady of Refuge church. Father John is a true believer, and wants no part of the political squabbling between St. Lewiston and Debrooken Abbey. He appreciates Francis' faith, but considers him a dangerous fanatic.

Quests from Father John Morris

The priest can offer these or similar tasks. Each of these jobs pays **1d6 gold coins per outcast:**

- Soldiers at **Cairn o' the Mouth [17]** are holding a shipment of slate for a new church roof. Go fetch the wagon and bring it back.
- Father John's parents live in the Kennish Isles near the town of **Dunser [4]**. They used to write John a few times a year but he hasn't heard from them this year. Go check on them?
- Without Francis knowing about it, go out on a fishing trip under the light of the full or new moon, and toss the contents of a bag (which contains a cow hoof, pig's ears, and a human little finger) into the water while chanting "piscium deus, nolite nocere nobis" six times.
- Convince Francis to leave town somehow. Maybe a promotion in a larger settlement?

Quests from Albert Bentley

Albert can offer these or similar tasks. Each of these jobs pays **1d6+1 gold coins per outcast:**

- Martha Morley hasn't been seen in weeks, and she owes three bags of wool in back taxes. Go visit her house in the woods to the north and collect.
- Everyone is afraid of an enormous wolf that's been seen outside the town walls at night. Find it and kill it and bring back its head.
- Something has been eating the limbs of the fisherfolk and sometimes swallowing them entirely. Find out what's going on.

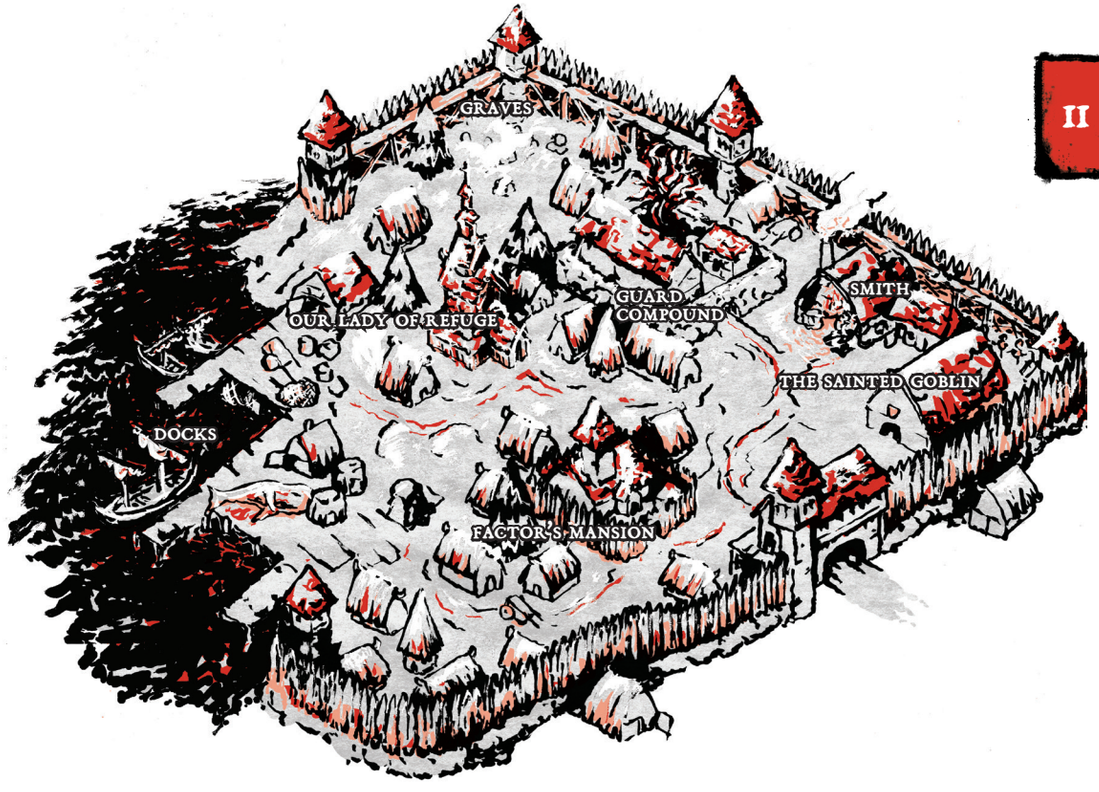
Once the outcasts have Albert's trust, he may ask them to assist or hinder the Cult of the Ram, paying them **6 gold per outcast** if they agree:

- Arrange for one of the town guards to have an accident, to allow Felicity Maddox (p. 25) to install one of her own people as a guard.
- Convince Felicity Maddox to leave Albert out of her activities once and for all.

Quests from Francis Gurd

Francis can offer simple guard duty tasks manning the walls or docks for a few nights (**1 gold coin per outcast**), and also more elaborate missions that pay **1d6 gold coins per outcast:**

- Escort a prisoner from the gaol in Merish Landing south to **Cleardor [1]** for judgment.
- A strange and un-Christian person has taken up an unwanted temporary residence at **The Sainted Goblin**. Convince them to depart.
- Escort a wagon full of supplies north to **Hulmane's Hermitage [16]**, and ensure it returns with Hulmane's special wise-key brew.



Local Rumors (1d10)

When drinking in the common room at **The Sainted Goblin**, playing dice with the guards, or chatting with the fisherfolk, rumors may come up:

1. Albert Bentley has had three wives. They're all still alive. He keeps one in his tower, one in his larder, and one in his bed betwixt the sheets.
2. Since Francis Gurd returned from the Crusades all full of Christian ardor, Father John has been unable to perform the usual sacrifices to the sea gods, and that right there is why the fisherfolk are being eaten again.
3. The town of Great Stocking is the home of a beautiful ancient goddess who will make any man's fantasies come true.
4. The widow Corley is doing us all a great service by throwing those fish scales on the graves each Saturday night, she is. Well if she didn't, them dead would come back, they would. All know the dead crave salt.
5. Peter wasn't the first red warlock in the tower to the east. No, that was old Edwin, and he's still alive he is, and more wise than Peter ever was.
6. Better than ale, better than wine, the best thing to drink is made by that old hermit, Hulmane, up there beyond the forest.
7. Martha Morley hasn't been to town in quite a while. Ain't right, her up there alone in them woods, haunted as they is.
8. Them woods is haunted, and the wolves there are huge, with strange eyes and wriggling fur. The water glows and the trees hum at night.
9. Someone's been killing in the farmhouses outside the town walls. Killing the farmers, and hanging them like Christ himself upon their own walls. They must be sinners, they must.
10. Go far enough north and you'll encounter the strange folk, the fae. But you don't want to. They'll ensorcell you, steal you away to their kingdom beneath the earth, forever.

Wrecked Longship



On the unsettled northern shore of the Koudloch lies the remains of a burnt longship. Its oars rowed from the frozen northlands 66 years ago, sailed by moonlight up the River Koud, and crossed the Koudloch lit only by the stars. It then brought fire and destruction to the prosperous Debrooken Abbey, now called Old Debrooken by the inhabitants of the north, following its abandonment after the sack.

None alive today know what became of the raiders after they burned, murdered, and looted. Their ship sailed out from the screams of the dying monks and plainfolk and disappeared into the inky black waters of the Koudloch.

Now their ship lies forgotten, broken in twain, a few hundred feet from the shore of the lake. None can say how the massive boat came to lie here, none know how it was broken in half. Most avoid it. The wind around the boat carries a curious scent of ash and fire. The air is full of the cawing of massive ravens.

Unknown to any alive today, the Viking raiders had a pact with an ancient battle goddess, Ulfhild. Believing her tale to be mere superstition, the raiders broke their agreement with the goddess and did not give her the blood and offal propitiations she desired. She descended in the form of a monstrous raven and, assisted by a swarm of carrion birds who came to her call, plucked the boat from the lake and cast it upon the shore, breaking it in half.

The Vikings battled the ravens and crows and blackbirds, killing many. For a few days, they were left in relative peace, though the cawing of birds was always audible. Amidst this backdrop, they built grave mounds for their fallen comrades and began to make prayers of atonement. But Ulfhild's rage was too great, and when not enough blood was offered, she sent an enormous flock of birds to hound them.

The surviving raiders took up what treasures they could and fled eastward. They slept little, swung arms as heavy as lead at the sky in a days-long pitched battle that saw them crossing the mountains, running directionless, until they finally sought shelter in an ancient cave (The Forgotten Barrow [20E]). There in that cave, all of them perished, but the goddess was not satisfied, and remains unsatisfied to this day.

General Information

The stink of ash, the cawing of crows on a desolate beach.

- The boat lies 300 feet from the shore of the lake.
- The boat is 50 feet long, broken in half, covered in a mound of stones at the midway point.
- Near the boat, 12 smaller mounds of stones.
  - *Ravens caw and circle around one of the mounds in particular, the Raven Mound.*
- Hidden in the Raven Mound are **runestones.**
- During the day the chance of encountering **Ulfhild, the Great Raven (Encounter 90)** is 1 in 10. At night, there is a 1 in 6 chance.

The Great Mound

20 feet of frigid stones covered in bird droppings.

- Disturbing the Great Mound in any significant way will awaken the **ghost of Brother Obart.**
- A maximum of 3 times, outcasts may spend 1 watch **excavating** the mound, each time finding a piece of Old Debrooken treasure **(300sp)**.

The Ghost of Brother Obart

Moaning monk, mad with pain, seeing blood and fire and a huge avian eye while a giant beak pecks at his living innards and he screams to God to save him.

- Obart was taken captive, his guts were pulled out as a sacrifice to Ulfhild, and he is trapped forever between past and present.
- If anyone touches or tries to help Obart, he will unwittingly attempt to **possess** them: the target must pass a **Charisma** save or be possessed.
- A possessed person will take on Obart's voice, attack any black birds, and try to flee quickly towards Old Debrooken Abbey, seeking sanctuary.
- The possessed player may make a **Charisma** check once per watch to drive out Obart. If successful, Obart will drift back to the ship ruins.
- Obart can be put to rest by a priest giving him last rites, or by performing an exorcism on his host.

Lesser Mounds

Smaller mounds like icy sores on the sandy ground.

- Outcasts may spend 1 hour **excavating** a mound, with a 1 in 6 chance of finding treasure within **(200sp each)**, otherwise the mound is empty.
- When a mound is excavated, whether empty or not, an undead Viking shambles from the mound wreckage 1 turn later and attacks whoever excavated the mound.

+Undead viking+

Cha -3 **Con** +2 **Dex** -1 **Int** -1 **Str** +1 **Wis** -2

AC 13 **HD** 1 **HP** 1d8+2 (7) **Save** +0 **Morale** 12

Move Shamble 10' [2 squares]

Bony punch

+2 to hit, 1d6+1 damage.

Reform

If destroyed, the undead viking has a 50% chance of reforming in 1 round, and will resume its attack unless the reforming roll fails.

The Raven Mound

Large black birds patrol and defend this mound.

- Inside this mound is a small bag of runestones. If scattered, the runestones will always point in the direction of The Forgotten Barrow [20E].
- If the mound is excavated, the birds go eerily silent, and within 10 minutes, **Ulfhild (Encounter 90)** will come from the sky in raven form.
- Ulfhild will send psychic visions of human disembowelment to a random outcast.
- If the outcasts offer her fresh human guts at least once a week, she will occasionally send a raven to offer them some small piece of aid.
- If Ulfhild is not propitiated to, she will descend from the sky and attack with a swarm of ravens.
- Ulfhild will haunt the outcasts until they find the Viking treasure or abandon the runestones.

The Warlock Towers

From the northern wastelands rise the terrible, beautiful Warlock Towers. Petitioned by the rich and powerful of the north to lend them his aid, Red Peter has used his riches to build a fantastical complex, with his white ivory tower rising in gleaming contrast to the ramshackle grey stone ruin beside it. Unknown to most, his mentor Edwin Morch is still alive, kept prisoner in what was originally the sole tower in this complex. The populace of the north holds these towers in hushed awe, and few dare approach their ivory gates.

General Features

- The yard is surrounded by a delicate **wall of white mossy stone**, meant for beauty, not for defense. Anyone touching the wall feels it crackle with energy that makes hair visibly stand up. Anyone who attempts to climb over it is struck by bolts of blue lightning, taking 2d4 damage (a successful **Dexterity** save halves this damage).
- 60 foot cliffs form the rear of the yard's wall, abutting the mountains beyond. Outcasts can climb down the cliffs to enter the yard, as they have no magical defenses, but this requires first traveling at least one hex into the mountains.
- The wall and the white tower **glow with an unearthly blue light** that is bright by day and creates a shadowfull illumination at night.
- **Visitors** can ring a large white bell hung from the middle of the gate to check in. This will summon the guards, who will ask the visitors for their business. If visitors are welcomed inside, they will be given rooms in the guest quarters, and warned not to enter **8. Forbidden Garden** or **either tower** unless invited.
- Acceptable invitations include:
  - *A personal invitation from Peter or his apprentices.*
  - *Proof of association with one of the power factions of the Mythic North.*
  - *Possession of a relic of exceeding strangeness that would be of interest to the warlock.*
- Red Peter employs a staff of 12 guards plus a captain named **Gage Hayward**, as well as 2 trusted servants named Charles and Anne. The guards make regular patrols of the yard, and two are always patrolling the wall near the gate. The guards do not enter the white tower unless an alarm horn is sounded. The guards will not enter **8. Forbidden Garden** or **9. Edwin's Tower**.
- Each hour spent exploring the yard, there is a 1 in 4 chance of an encounter. Roll 2d6 on the following table to see who is encountered:

2.	Escaped plasmid
3.	Flyta Greene
4.	Lillen Blake
5.	Gardener slave
6-8.	Pair of guards on patrol
9.	Laborer slave
10.	Apprentice of Red Peter
11.	Cushbert Tashe
12.	Red Peter or Projection

Escaped plasmid

One of Edwin Morch's experiments, escaped from the labyrinth and wandering the grounds. Plasmids take a great joy in causing confusion and mischief.

- Plasmids can become invisible at will, though the invisibility only lasts for 1d4 turns, after which they cannot become invisible again for another 1d4 turns. While invisible, they become very clumsy, with a propensity to crash into things.
- Plasmids can merge with elements like water, fire, and earth, by passing a **Wisdom** check.

+Escaped plasmid+

Cha +0 **Con** +0 **Dex** +2 **Int** -1 **Str** -1 **Wis** +2

AC * **HD** 1 **HP** 1d6 (4)* **Save** +0 **Morale** 12

**Can only be harmed by magical attacks.*

Move Flutterfly 25' [5 squares]

Elemental spouting

15' [3 squares], +2 to hit, 1d6 damage.

Flyta Greene

The ghost of an ancient champion who Red Peter has imprisoned in the body of a young girl. Flyta is torn between the power she used to have, and enjoying this young but frail new body.

- Very prideful and scornful, though also bashful and quite socially awkward.
- Worried that Red Peter is keeping her here for some fell purpose. Peter has warned her not to leave or her soul will depart her new body.
- If someone could find her a new, more powerful body, and a ritual to transfer her consciousness, she would reveal them the location of her tomb, with treasures worth **5000sp** inside.

+Flyta Greene+

Cha +1 **Con** -1 **Dex** +3 **Int** +1 **Str** -1 **Wis** +0

AC 15 **HD** 1 **HP** 1d6-1 (3) **Save** +0 **Morale** 4

Move Flit 15' [3 squares]

Blinding fast dagger

2 attacks, +5 to hit, 1d4+1 damage.

Flung dagger

15' [3 squares], +5 to hit, 1d4 damage.

Lillen Blake

A messenger from Lady Violet, sent to petition for Red Peter's guidance. Stays in the company of her three guards.

- Has **25 gold coins** in a pouch next to her heart.
- Has brought a cage with six homing pigeons.
- Awaiting a physical audience with Red Peter.
- Anxious to return to **Utroat Castle [15]**.

Slaves

Red Peter keeps an extensive staff of around 30 slaves to maintain his gardens, grounds, and herd of goats. They feed his giant, clean his tower, stock his larder, and cook his meals.

- Peter keeps the slaves ensorcelled with a potion that he slips into bricks of food that are their only sustenance. The potion leaves them compliant and vacant, and causes all their hair to fall out.
- Their rough brown robes are often askew, eyes unfocused, mouths hanging slightly open.
- The effects of the potion wear off after 1d4 days.
- The slaves will attack if commanded to by Red Peter or his apprentices.
- The guards can command the slaves to perform menial tasks, but not enter combat.
- The potion removes any thought of escape, and it is impossible to rouse a slave to any emotion.

+Slave+

Cha +0 **Con** -1 **Dex** +0 **Int** +0 **Str** -1 **Wis** +0

AC 11 **HD** 1 **HP** 1d6-1 (3) **Save** +0 **Morale** 4

Move Walk 15' [3 squares]

Feeble punch

-2 to hit, 1 damage.

Cushbert Tashe

A brewer accused of rape and murder in Cleardor. A fugitive from justice. Insists on his innocence. Desires to be taken in by Red Peter as an apprentice.

- Needs help getting Peter's attention; he has been performing manual labor for several weeks with no progress.
- Slightly foggy, as he is slowly being slipped the same poison that is put into the slaves' food.
- Insists he can help with the brewing of potions.
- Would be grateful if anyone could clear his name and can offer **10gp**, his life savings.
- Referee's discretion if he is guilty or not.

Warlock Tower Guards

Guards travel in pairs and carry horns in addition to their weapons, to raise the alarm in case of attack. Guards carry swords and short bows, and wear chainmail armor. The captain wears decorative half plate and carries a sword and shield.

- Instantly suspicious of outcasts who have not checked in and registered at the gatehouse.
- Red Peter pays very well, so they are very loyal.
- If attacked, guards will use their first combat action to blow their horns, raising the alarm across the complex and alerting Red Peter.

+Warlock Tower Guard+

Cha +0 **Con** +0 **Dex** +0 **Int** +0 **Str** +1 **Wis** +0

AC 15 **HD** 2 **HP** 2d8 (10) **Save** +1 **Morale** 7

Move Walk 15' [3 squares]

Sword attack

+3 to hit, 1d8+1 damage.

Shortbow attack

60' [12 squares], +2 to hit, 1d6 damage.

+Gage Hayward+

Cha +0 **Con** +1 **Dex** +0 **Int** +0 **Str** +1 **Wis** +0

AC 17 **HD** 3 **HP** 3d8+3 (18) **Save** +1 **Morale** 8

Move Walk 15' [3 squares]

Sword attack

+4 to hit, 1d8+1 damage.

Apprentice of Red Peter

Jealous of each other and hungering for power, they manage the slaves and the guards, perform rituals, and collect ingredients.

- ◊ 1d4 will be present in the complex at any given time, with the rest out running errands.
- ◊ See **Encounter 60** for more information.

+Apprentice of Red Peter+

Cha +1 **Con** +0 **Dex** +0 **Int** +2 **Str** +0 **Wis** +0

AC 12 **HD** 2 **HP** 2d8 (10) **Save** +1 **Morale** 6

Move Walk 15' [3 squares]

Dagger

+1 to hit, 1d4+1 damage.

Blood mist

The apprentice deals 2 damage to themselves, sprays a cloud of bloody mist, and vanishes for one round. A **Wisdom** check from a foe engaged in close combat will see through the mist.

Backstab

Once vanished, +6 to hit, 2d4+2 damage.

Poison blood spit

The apprentice bites their own wrist, dealing 3 damage to themselves, then can spit 2 times: +4 to hit, 1d6+1 damage, 20' [4 squares] range.

Red Peter or Projection

Red Peter is exceedingly proud, smug, and intelligent. He enjoys toying with and mocking his guests, though not to the point they become useless to him. He will often keep petitioners waiting for weeks.

- ◊ When encountering Red Peter, there is a 9 in 10 chance of encountering an **incorporeal projection** instead of his body.
- ◊ Magical attacks can dispel the projection.
- ◊ Red Peter is quite wealthy, and can offer fabulous rewards for performing favors.
  - *Some potential favors are described with his Apprentices (**Encounter 60**).*
  - *Peter has a need of odd and mystical components, and can thus be an excellent patron for sending outcasts to explore some of the stranger locations in the Mythic North, or finding some of the stranger denizens from the encounter list. He will usually pay between **5gp** and **10gp** each for these tasks.*

+Red Peter, the Warlock+

Cha +2 **Con** +0 **Dex** +0 **Int** +3 **Str** +0 **Wis** +1

AC 12 **HD** 10 **HP** 10d4 (30) **Save** +5 **Morale** 6

Move Walk 15' [3 squares], Levitate 10' [2 squares in any direction]

Flaming blood dart

30' [6 squares], +10 to hit, 2d4+2 damage.

Flaming blood arrows

1 in 4 chance to recharge each turn.
30' [6 squares], automatically hits up to 6 visible targets, causing 1d6+1 damage each, with the arrows split as equally as possible among them.

Flaming blood sphere

Takes 1 turn to charge up. If Peter takes more than 6 damage, the charge is interrupted.
All targets within 30' of a square Peter chooses (except his own) take 3d6+3 damage and must make a **Strength** save or be knocked down.

Armor of red flame

Peter gains a +6 bonus to his AC for 6 turns.

Crimson charm

One visible target must pass a **Wisdom** save or be controlled by Red Peter for 1d4+1 turns.



13



The Warlock Towers
Exterior

1. Gate

Tall gate of delicate white metal, large bell suspended from the center. Beyond, guards watch suspiciously.

- Two guards watch the gate and greet visitors.
- To open the gate safely requires the code word: "Ephphatha," known by guards and apprentices.
- Attempting to force the gate open without the code word results in being struck by bolts of blue lightning, taking 2d4 damage (a successful **Dexterity** save halves this damage).

2. Slave Quarters

Huts of mud brick with thatched roofs, well tended goats.

- Slaves sleep in these houses on straw mats.
- Extra robes are hung neatly from hooks.
- Stacks of food bricks are kept on wooden tables by the entrances, alongside buckets of water.
- During the day, 2d6 slaves will be here.
- At night, 5d6 slaves will be sleeping here.

3. Staff Quarters

Well-built stone buildings, slate roofs, flagstone floors.

- Guests will normally be housed in this area.
- Long **barracks** building contains:
  - *Beds for 12 guards, small storage chests (**1d20sp** in each, 1 in 10 chance of a **campaign object** (p. 28) in each, maximum of one for the barracks).*
  - *Four rooms for visitors, with beds, hooks, chamber pots, and windows.*
  - *One of the visitor rooms is in use by Cushbert Tashe. He does not have any notable belongings (unless he is guilty, and has with him some evidence of guilt).*
  - *Upstairs, 6 small apartments for apprentices. If in use currently, chests contain strange ritual ingredients, and have a 3 in 6 chance of containing a **campaign object**.*
  - *A mess hall and kitchen for guards and visitors.*
- **Private house** is for Gage, the guard captain.
  - *Extra set of half plate with Red Peter's sigil, extra sword, extra shield, **1d4gp** and **3d10sp**.*
- **The tower** is 30' high, used by the guards to watch the gate and grounds.
- The **house attached to the tower** contains two private apartments for distinguished guests.
  - *Apartments contain four comfortable beds, a dining and lounge area, and a private toilet chamber.*
  - *One apartment is currently in use by Lillen Blake and her three guards.*

4. Giant Pen

Overpowering smells of animal filth, a dirty young giant panting and slapping the mud inside an iron fence. Stables nearby, horses inside nervous from the smells.

- Inside a fence in a large pen, a nude young giant, covered in wounds from attempting to break through the barbed fence.
- Captured for Red Peter by a group of adventurers.
- For more on young giants, see **Encounter 98**.
- Kept as a curiosity and experimental subject.
- The fence is 20' tall and made of iron with barbed posts, unbreakable by human strength.
- The giant only knows a few intelligible words: "home!" and "mama!" and "broken bridge!"
- The attached building is a **horse stables**:
  - *Peter owns 8 horses.*
  - *Visitors have brought 5 additional horses.*
  - *Room for a total of 20 horses.*
  - *On one wall, **manacles and chains** of both human and giant dimensions.*
  - *Nearby, **strange implements** and leather straps used to draw blood from the giant.*

+Captured young giant+

Cha -2 **Con** +2 **Dex** -1 **Int** -3 **Str** +3 **Wis** -2

AC 11 **HD** 5 **HP** 5d8+10 (35) **Save** +3 **Morale** 4

Move Trudge 15' [3 squares]

Punch

+4 to hit, 1d8+3 damage.

Throw mud

30' [6 squares], +1 to hit, no damage, but target is blinded until they clear the mud from their eyes.

5. Garden

Familiar fruit trees and vegetable rows, exotic flowers, dangerous looking creeping vines, trees of strange shapes with stranger fruits, a whitestone gardener's shed.

◊ During the day, 2d6 slaves tend the gardens, commanded by the **master gardener**.
- *The master gardener is a slave with a very long beard who sleeps in the garden shed and has special powers of agricultural understanding.*

◊ Guards will **warn visitors** to stick to the paths and not pick the fruit or vegetables.

◊ Any time they stray from the path, visitors have a 1 in 4 chance of being attacked by creeping vines. If attacked, they must pass a **Wisdom** save or be ensnared, taking 1 damage each turn until the vines are chopped, or a check is passed to escape.
- *Slaves will make no attempt to assist those who are ensnared by the creeping vines.*

◊ Visitors can spend an hour on the path collecting regular fruits and vegetables for rations.

◊ If they attempt to **pick flowers**, visitors must make a **Dexterity** save or become pricked. This deals 1 damage, but the blood flows into the flowers, and 1d4 flowers swell, uproot from the ground, and leap at them, thirsting for blood.

◊ Eating any of the **strange fruits** might have a strange effect. The first time a fruit is eaten, there is a 1 in 2 chance the effect occurs, then a 1 in 4, then a 1 in 6, etc:
- ***Small red fruit:*** *Hear a chorus of unceasing, extremely distracting voices for 1 watch.*
- ***Spiky yellow fruit:*** *Fingers double in length for 1d4 watches.*
- ***Tiny clustered blue fruit:*** *Become very nauseated, but able to see in the dark for 1d4 watches.*
- ***Squashy orange fruit:*** *Exude a potent, appetizing scent, smellable within 60' for 1d4 watches.*
- ***Oozing purple fruit:*** *Shrink down to half size for 1 watch, all ability scores reduced by 4, hit points halved. Voice becomes high pitched and quiet.*
- ***Hollow green fruit:*** *See strange visions of someone from the random encounter table (p. 36) journeying to a random hidden location.*

◊ Inside the **gardener's shed**:
- *A straw pallet for the master gardener, who will hoot and holler if he is disturbed or if he sees anyone moving the barrels.*
- *Various gardening tools, buckets, bags of seeds.*
- *A set of four empty barrels, attached together, which can be moved to reveal a **hidden trapdoor** that leads to the ladder in 35. Maze.*

+Thirsting flower+

Cha -3 **Con** -1 **Dex** +1 **Int** -3 **Str** -2 **Wis** -3

AC 13 **HD** 1 **HP** 1d4-1 (2) **Save** +1 **Morale** 12

Move Waddleflutter 10' [2 squares]

Bloodthirsty leap

10' [2 squares], +0 to hit, 1 damage, and the flower attaches itself to the victim, dealing 1 damage per turn until it is detached.

6. Peter's White Tower

Beautiful, tall tower of elegant white stone. Topped by a strange glass orb. Hall with a red stone roof extending from the ground level.

◊ The tower is 90' high. Each level is 20' high, and the tower rests on a 10' high plinth.

◊ Smooth walls would be very hard to climb.

◊ The only door is wooden, worked with iron and bronze with a carving of a trumpeter. A brass bowl, the inside crusted with what looks like dried blood, extends from the door.
- *To open, the bowl must be fed 1hp of fresh blood.*
- *Attempting to enter without pouring blood in the bowl will cause the trumpeter to play a warning clarion, alerting everyone in the compound.*

» The door leads inside to **15. Peter's Grand Hall**.

7. Wellhouse

Delicate structure of white glass, white stone, and red slate; simple statuary, tinkling water.

◊ A crystal-clear pool below a statue of a strange, elegant figure with pointed ears above it.

◊ Peter uses this pool for scrying and rejuvenation.

◊ A silver mirror and spoon **(500sp, 2 slots)** lie on a marble table inside the doorway.

◊ Drinking the water heals 1d4 damage, once per person, per day.

8. Forbidden Garden

Imposing black wooden fence overgrown with wickedly thorned vines, gnarled trees, and rotted bushes. Paths obscured by overgrowth. Dark at all times of day. Something rustles in the bushes and trees. An enormous leafless tree with bones hanging from its branches rises in the center.

◊ Created by Edwin Morch, this garden was the extent of the original complex. Red Peter has left it to become overgrown.

◊ Surrounded by a wooden fence, ten feet high.

◊ In the center of the garden is a **clearing** with a smaller, white wooden fence. Inside this fence is an enormous white, leafless tree, hung with hundreds of bones and strips of stained cloth.
- *These bones can be fed to the extradimensional beast, allowing for safe passage.*
- *If broken, the bones glow for 1 watch, in a 30' radius. This magic fades after 1d8 days away from the tree.*

◊ Edges near the fence are completely overgrown with thick thorny vines. Passing through causes 1d4 damage, **Dexterity** save halves.

◊ Reaching the **bone tree** on purpose is impossible. The seeker must instead become lost (below).

◊ The garden is thickly wooded with many places that are dark at all times of day. Passing through without **getting lost** requires a check. If the check is failed, roll 1d6 for a consequence:
1. *Start back at the gate.*
2. *Find a small bridge, statue, or fountain. Next check to avoid getting lost will be at +1.*
3. *Hopelessly lost on winding garden paths, lose a watch and roll on this table again.*
4. *Pass a **Wisdom** save or be ensnared in choking vines, taking 1 damage each turn until the vines are chopped, or a check is passed to escape.*
5. *Find the **bone tree** clearing.*
6. *Encounter the **extradimensional garden beast**.*

Extradimensional garden beast

Swirling, shining, black plasmic starlight, shining with colored lights. Broken bones whirl through its odd mass. No head, no eyes, no hint of thought. Is it alive?

◊ Summoned by Edwin Morch to guard his garden, this is an entity from a different plane of reality.

◊ When first encountered, it creates a strange hooting thrum, felt in the bones and guts.
- *Everyone hearing the hooting thrum must pass an **Intelligence** save or be driven to their knees in despair for 1 turn.*

◊ The beast craves bones, and bones are the only way to pass by it safely.

◊ The beast will not attack unless attacked. It will wait one turn to see if it is offered a bone, and when it is not, it will thrum again.

◊ If offered a bone, the bone floats into the air, breaks in half (if it was taken from the **bone tree**, it glows brightly), and then the beast begins to swirl more rapidly, strange symbols and patterns appearing in bright colors within its dark mass.

+Extradimensional garden beast+

Cha -3 **Con** +2 **Dex** +2 **Int** +5 **Str** - **Wis** -3

AC 14 **HD** 4 **HP** 4d8+8 (28) **Save** +2 **Morale** 5

Move Flr'buar 20' [4 squares]

Suübarj

All hearing the hooting thrum must pass an **Intelligence** save or be driven to their knees in despair for 1 turn.

Grss 18.5

Bones fly in all directions. Everyone within 30' takes 1d6 damage, **Dexterity** save halves.

:ejec:x

One target drifts towards It, unless they pass a **Wisdom** save. If they drift towards It, the next turn, they are engulfed in a whirling mass of superheated bones, and they take 2d4 damage.

9. Edwin's Black Tower

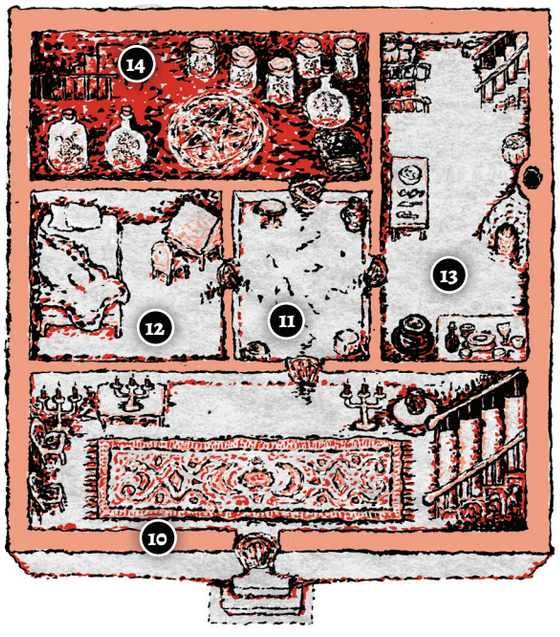
Crumbling tower of crenelated black stone, a newly constructed wooden walkway bolted to the outside between the second and third floors.

◊ The tower is 50' high. Each level is 15' high.

◊ The wooden walkway is 17' above the ground.

◊ There is only one entrance, the front gate, which is locked. The key is in **29. Peter's Bedroom**, unless Peter is currently visiting Edwin.

» Elaborate but aged wooden gate leads inside to **10. Edwin's Entrance Hall**.



The Warlock Towers

Ground levels

Encounters in Edwin's Tower

◊ Whenever entering a new floor, there is a 1 in 10 chance of the floor being occupied. Roll 1d4 to determine who is on that floor:

1. Charles (p. 195)
2. Anne (p. 195)
3. Escaped plasmid (p. 184)
4. Red Peter (p. 186)

10. Edwin's Entrance Hall

Sumptuous, ruined grandeur. Mold and rot infesting elaborate furniture. A rug unsullied with mud.

◊ Light throughout the tower is from slit windows.
◊ 3 large candelabras (**2 slots each, 200sp each**), can also be used for light, scarcity 1d8, 30' radius.
◊ There are muddy footprints avoiding the rug.
◊ The rug is cursed. If anyone steps on it and fails a **Dexterity** save, it rolls up on them and starts digesting the victim. They take 1d4 damage per turn until freed.

» Door to **11. Sitting Room**.
» Stairs up to **19. Ruined Great Hall**.

11. Sitting Room

Muddy footprints to the kitchen. A smooth brass door to the north, the hinges and frame completely battered.

◊ Large intact vase (**3 slots, 300sp**).
◊ The door to **14. Secret Lab** is locked, with no obvious keyhole or handle. Ample evidence of attempted forced entry by Red Peter.

» Doors to **10. Edwin's Entrance Hall**, **12. Guest Bedroom**, **13. Edwin's Kitchen**.
» Magically locked door to **14. Secret Lab**.

12. Guest Bedroom

An abandoned bedroom with a comfortable looking bed, an empty desk, and a sturdy door.

13. Edwin's Kitchen

Large tidy kitchen, with signs of recent use.

◊ Peter's servants prepare Edwin's food here.

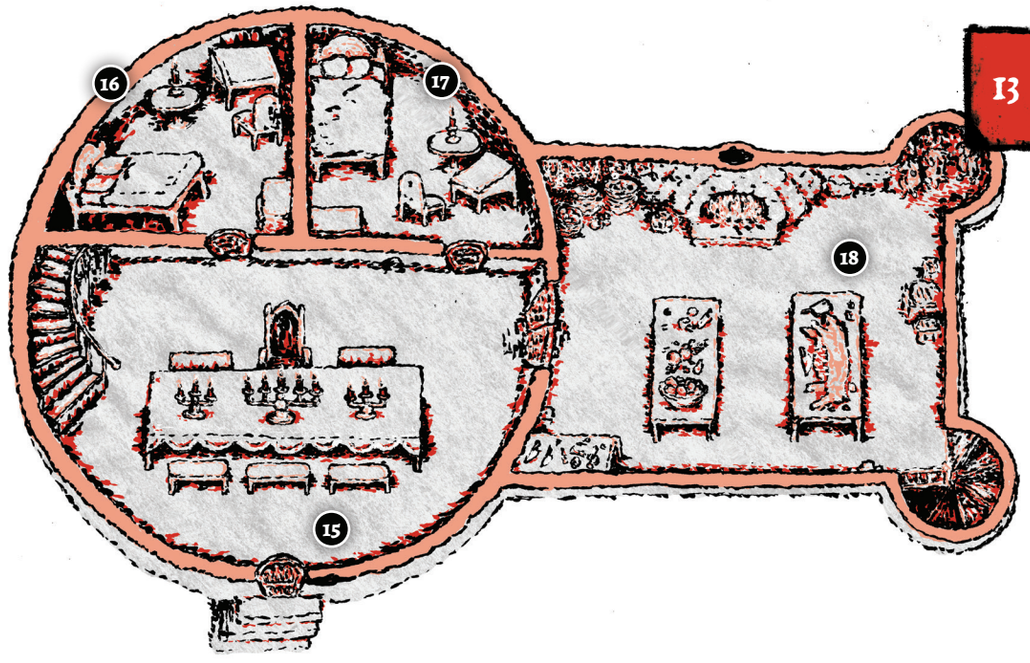
» Wooden stairs up to **21. Servants' Staircase**.

14. Secret Lab

Well-used ritual circle, blood red tiles. Swirling, colorful, blobby liquid imp-like beings trapped in glass containers.

◊ The beings are plasmids, Edwin's greatest discovery. Plasmids are beings of pure elemental magic, unassociated with dæmons. Each is aligned to a different substance (air, fire, water, earth, gold, silver, stone, etc.).
  - *Plasmids can draw their substances from reality around them, bringing them into being.*
  - *Plasmids are playful, amoral, and often destructive, without understanding the concept of destruction.*
  - *Edwin holds the secrets of controlling them.*
  - *See* **38. Plasmic Playground** *for more details.*

» Magically locked door to **11. Sitting Room**.
» Stairs down to **38. Plasmic Playground**.



Encounters in Peter's Tower

◊ Whenever entering a new floor, there is a 1 in 4 chance of the floor being occupied. Roll 1d6 to determine who is on that floor:

1. Charles (p. 195)
2. Anne (p. 195)
3. Flyta (p. 185)
4. Gage Hayward (p. 186)
5. Apprentice (p. 186)
6. Red Peter (p. 186)

15. Peter's Grand Hall

Grandeur writ large in white stone and red velvet. An elegant staircase rising to the other levels.

◊ Red Peter's tower has tall, elegant windows.
◊ 1 enormous candelabra (**3 slots, 500sp**).
◊ 2 small candelabras (**100sp** each).

» Mahogany doors to **16. Guest Bedroom** and **17. Flyta's Bedroom**.
» Double doors to **18. Peter's Kitchen**.
» Staircase up to **23. Peter's Library**.

16. Guest Bedroom

Empty, well appointed bedroom with elegant furnishings.

17. Flyta's Bedroom

Elegant bedroom, decorated and furnished for a girl. Toys and dresses and ribbons.

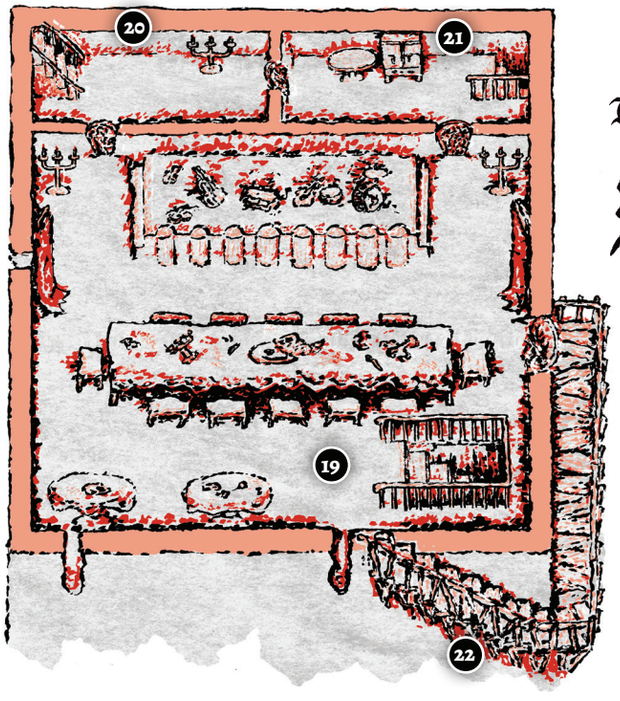
◊ Well-made wooden children's toys (**50sp**).
◊ A book under the bed: "Secretes ov Summoning et Bindinge of Thy Ghostes." If studied and a check is passed, the reader can learn the **Rite of Soul Interrogation** (RC, p. 70).

18. Peter's Kitchen

Sumptuous kitchen, meat and fruit on the tables. Butter, oil, water, wine of the finest quality. A cold storage corner. A staircase leading downwards.

◊ In addition to preparing meals for the Grand Hall, Peter's servants also create the bricks of ensorcelled food that are fed to the slaves.
◊ In the upper corner cold storage, **vials of controlling draught** that are used to make the slave bricks. Drinking one directly will knock someone unconscious for 1d4 hours, and they will be in a slave-like mental state for 1d4 hours after that. There are 1d6 bottles at any given time, each with 1d6 doses.
◊ Large stack of slave food bricks.

» Stone spiral staircase down to **32. Larder**.



The Warlock Towers

Second levels

19. Ruined Great Hall

Destroyed great hall. Smashed crockery. Collapsed benches. Raised minstrel platform with skeletons and broken instruments. Wind whips from a jagged hole where one of the windows has collapsed. Rotten tapestries flutter.

- ◊ Pass a **Wisdom** save or hear eerie music playing.
- ◊ Red Peter, Charles and Anne have keys to **22. External Staircase**. An extra key is stored in **24. Servants' Bedroom**.
- ◊ The collapsed window can be squeezed through, offering a dangerous jump to **22. External Staircase** (requiring a check or ingenuity).
- ◊ Rummaging through the instruments reveals a gold tuning fork (**150sp**).

» Doors to **20. Private Staircase**, **21. Servants' Staircase**.
» Locked door to **22. External Staircase**.

20. Private Staircase

Edwin's private staircase, leading up to his bedroom.

- ◊ The stairway is dangerously sagging and broken.

» Broken staircase to **25. Bedroom Staircase**.

21. Servants' Staircase

Muddy, ill-kept wooden staircase, originally for servants.

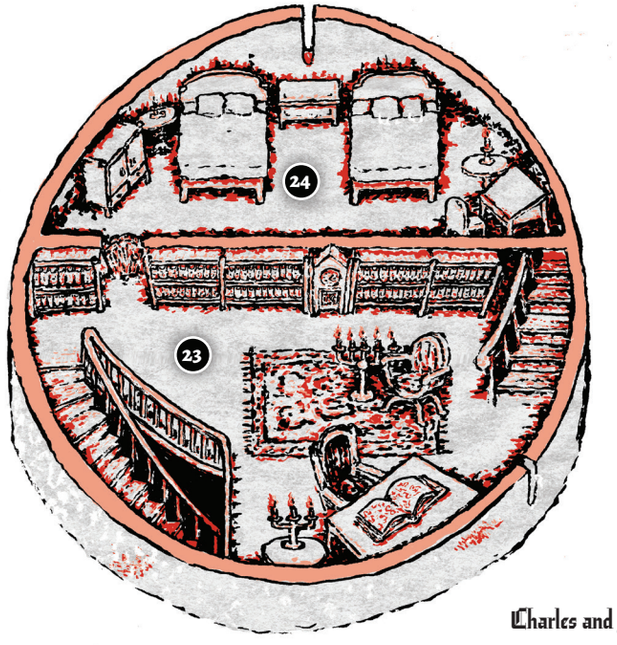
» Staircase down to **13. Edwin's Kitchen**.

22. External Staircase

Windy, rickety wooden steps, bolted to the side of the crumbling tower, leading upwards.

- ◊ Peter and his servants use this relatively recently constructed staircase to traverse to **30. Ruined Tower Roof**, skipping the intervening floor.

» Leads up to **30. Ruined Tower Roof**.



23. Peter's Library

Extravagant library. More books than the outcasts have ever seen in their lives. Rugs and comfortable chairs.

- ◊ Many of the books on Peter's shelves are trapped with spells. When choosing a book to look at, pass an **Intelligence** save or be zapped for 1d6 damage and sprayed with glowing pink ink that lasts for 2d4 days.
- ◊ Each book requires an hour to fully examine, and has a 1 in 6 chance of containing magical instruction. On a 1-2 this is a random ritual (RC, p. 52). On a 3-6, it contains a single use scroll (RC, p. 95) that replicates the effects of a random Divine Spell (RC, p. 139), or another effect of the referee's choosing.

» Door to **24. Servants' Bedroom**.
» Stairway up to **28. Peter's Bedroom Staircase**.

24. Servants' Bedroom

Sparse, comfortable room with two beds and a wardrobe.

- ◊ In the bottom of the wardrobe, a key to the door to **22. External Staircase**.

Charles and Anne

- ◊ Bear a disturbing resemblance to Red Peter, but with pale, sallow skin covered in pucker marks.
- ◊ Act like semi-autonomous robots.
- ◊ 50% chance to be encountered in an "error" state, bumping into a wall or repeating a menial action over and over without succeeding.
- ◊ Deeply afraid of Peter; refer to him as "The Lord."
- ◊ Believe Edwin has the power to make them "real," angry at him for not sharing his knowledge.
- ◊ Know that they must never say *B'shuob quanaa* in Edwin's presence (see **26. Ruined Bedroom**).
- ◊ Carry keys to the doors in Red Peter's tower.

+Peter's trusted servants+

Cha +0 **Con** +2 **Dex** +0 **Int** +0 **Str** +0 **Wis** +0

AC 12 **HD** 2 **HP** 2d8+4 (14) **Save** +1 **Morale** 6

Move Stagger 15' [3 squares]

Clockwork dagger

+2 to hit, 1d4 damage. If max damage is dealt, attack twice more.

Shattering scream

Everyone in earshot must pass a **Constitution** save or clutch their ears, unable to move.

Overload

After 4 rounds of combat, spend one round spinning and moving ineffectively, boost AC by +4.



Third levels

25. Bedroom Staircase

Edwin's private staircase, leading up to his bedroom.

◊ The stairway is dangerously sagging and broken.
◊ The door is locked, barricaded, and chained. The key is in a chest in **29. Red Peter's Bedroom**.

» Broken staircase down to **20. Private Staircase**.
» Locked, barricaded door to **26. Ruined Bedroom**.

26. Ruined Bedroom

Ruined grandeur and mouldering furniture. An ancient man chained in the center of a magic circle looks upwards towards a gaping hole in the shattered ceiling.

◊ **Edwin Morch**, Peter's mentor, is chained in the center of a circle of binding in this room.
  - *The circle of binding has been etched and painted into the floor. The circle prevents Edwin from using magic and prevents any objects larger than an apple from entering, bouncing off like a glass dome.*

◊ Methods of **breaking the circle**:
  - *Speaking the code word "B'shuob quanaa" and sacrificing at least 10 hit points worth of living blood from persons or animals to the dæmon that holds the circle fast.*
  - *A priest can perform an exorcism to banish the dæmon holding the circle fast.*
  - *The floor can be collapsed from below, physically destroying the circle and banishing its dæmon.*
  - *The Rite of Opening (RC, p. 68).*

◊ Edwin will desperately promise riches, power, and glory to those who can free him.
◊ If freed, Edwin would resume his study of plasmids, exploring a new form of magic that relied on elements and not dæmonic pacts. Dæmonic forces would wish to prevent this. To emulate Edwin's new system of magic, the referee could borrow from other roleplaying games or supplements, introducing potions, traditional spells, traditional magic items, and the rest... except all controlled by Edwin, who is as grasping and power hungry as Red Peter, but also vengeful and likely insane after his long imprisonment.

» Door to **27. Shattered Chamber**.
» Barricaded door to **25. Bedroom Staircase**.

27. Shattered Chamber

A private toilet and closet, now decayed and foul.

◊ A 15' ladder lies discarded on the floor.



28. Peter's Bedroom Staircase

Mahogany staircase to a locked mahogany door.

◊ Eastern statuette (2 slots, **500sp**).

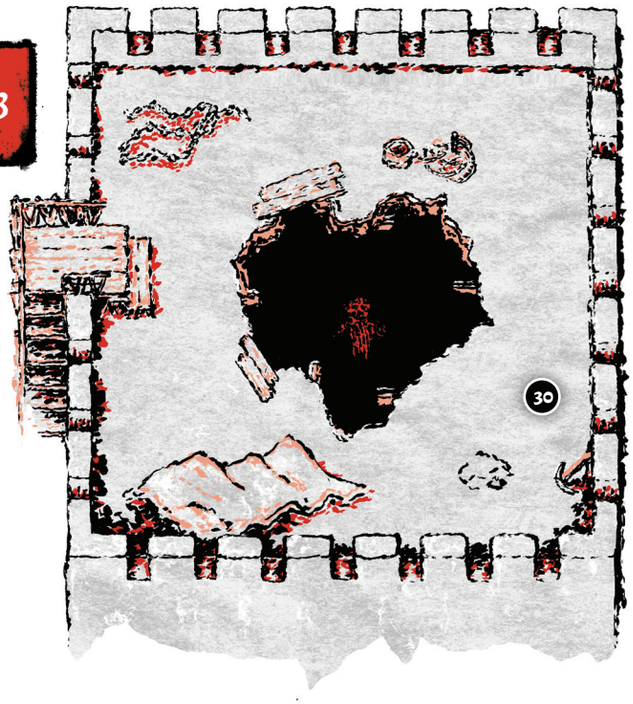
» Stairway down to **23. Peter's Library**.
» Locked door to **29. Red Peter's Bedroom**.

29. Red Peter's Bedroom

Princely furnishings in a luxurious, red-velvet bedroom.

◊ **The mirror** contains a daemon who will answer hypothetical questions about the viewer by altering their reflection (E.g., What if I had a beard? What if I had joined those mercenaries?).
◊ **Chamber pot** with decorative screen.
◊ **Wardrobe** leads to a pocket dimension.
  - *Icy landscape covered in strange red growths, pink snow, weird trees, strange howlings, an odd moon.*
  - *Each watch spent in the dimension has a 1 in 6 chance of an encounter with strange vicious beasts (use the stats for **Wolves, Encounter 63**) who attack immediately, hungry for flesh.*
  - *Peter is immediately made aware when someone enters his dimension, and will usually come immediately to the wardrobe to confront them.*
  - *Hanging from a stretched beast skeleton, several sets of luxurious red robes in different patterns.*
  - *In a chest in a copse of treegrowths, a wet flesh bag containing **3d6gp** and **4d100sp**.*
  - *An odd, fleshy tome, Peter's Book of Secrets, has veiny roots that form a pedestal beneath it and anchor it to the ground. It cannot be moved.*
  - *Inside the book are various magical effects Peter has learned and documented, including but not limited to: Flaming Blood Dart, Flaming Blood Arrows, Flaming Blood Sphere, Armor of Red Flame, Crimson Charm, Ritual of Binding used on Edwin Morch, Ritual of Avatar Creation used to make Charles and Anne, Slave Potion Creation Chant, Time Sphere Diary, Bestiary of Dæmons, and more.*
  - *Also: diary entries with secrets about freeing Edwin, about factions of the Mythic North.*
  - *Book is written in code. Each deciphering attempt requires 1d4 days and an **Arcana** check at -2. Each successful attempt reveals one of Peter's secrets.*
  - *The referee may want to ask the decipherer what they are searching for. If it is at all likely that Peter would know the information, it should be present.*

» Iron-wrought spiral staircase up to **31. The Time Chamber**.



Fourth levels

30. Ruined Tower Roof

Crenelated battlements on a dripping stone roof, an enormous hole gapes in the middle.

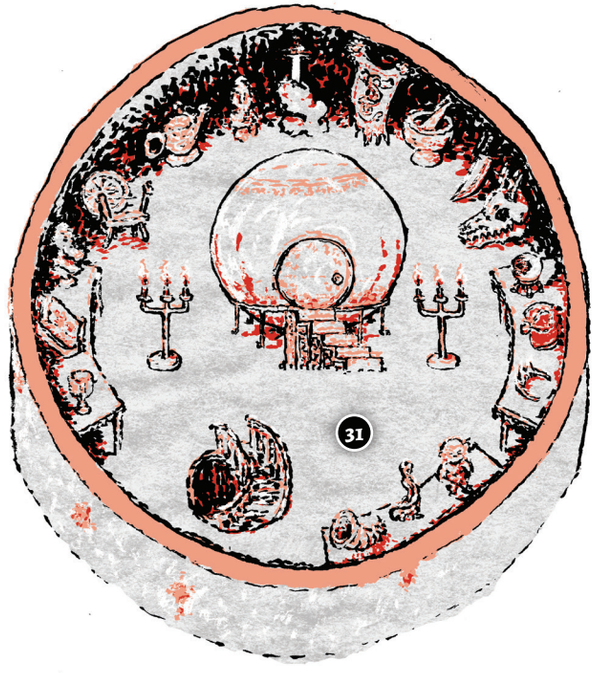
◊ Red Peter and his servants come here to drip slop into the mouth of Edwin Morch and torment him into revealing his secrets, including the password to his laboratory door.
◊ Edwin can be talked to from here. See **26. Ruined Bedroom** for more information.

» **22. External Staircase** connects to this level.

31. The Time Chamber

Chamber full of mysterious relics from different time periods. In the center, a bizarre, gigantic sphere of red glass.

◊ Peter uses the time sphere to travel through the lives of the ancestors and descendants of sacrificial victims. The inside of the clear glass sphere is coated in gore.
  • *To travel through time, Peter must perform a complicated ritual and sacrifice a victim inside the sphere, splashing its interior with their blood.*
  • *Peter can then visit one of their past or future lives, with imprecise targeting based on counting generations since the victim's ancestors first left Eden. By Peter's investigations, depending on the person, the current era is somewhere between the 70th and 80th generation. Peter has not yet discovered how to move past the 99th generation.*
  • *When visiting another person's life, Peter can only look through their eyes, listen with their ears, and decide when to end the visitation.*
  • *Peter does not understand much of what he sees and hears, but if the visited soul is holding an object when Peter breaks the contact, he has a 50% chance of bringing that object back with him.*
◊ The relics are carefully organized and notated, with the victim's name and the generation that was used, and what Peter saw there.
◊ Many relics are unknowable (e.g. several flat, palm-sized oblongs of black glass and metal), and thus have no value. Others are pots, bones, ancient statuary, and other non-valuable items.
◊ Salable items include a GORE-TEX™ winter coat (**250sp**), crystal decanter (**200sp**), porcelain teacup (**100sp**), fine child's toy (**50sp**), steel colander (**50sp**), and a sturdy plastic jug (**50sp**).
◊ There are several melee weapons from different eras: 3 sword analogs, 2 spear analogs, and one ancient wooden shield.
◊ A variety of modern and future ranged weaponry is cataloged. Operating each such weapon requires passing an **Intelligence** check. There is no extra ammunition available. The listed values are only if the buyer can have the weapon demonstrated to them first.
◊ Referees are encouraged to describe relics in physical terms. Rather than saying "a gun" one could say "a strange heavy cylinder of metal with a large mechanical contraption at one end, near a handle. There is a trigger near the contraption like that used to release a crossbow bolt."
◊ There may be other useful items here, at the referee's discretion. This room could even be the focus of a campaign quest ("go fetch the such and such from Red Peter's tower").



Name	Value (sp)	Slots	Damage	Notes
Grenade	0	1	2d10+4	*30' (6 squares) range, explodes in a 20' (4 squares) radius, damaging all.*
Laser pistol	1000	1	3d10+3	*Infinite range, 1d4 scarcity check per shot.*
Land mine	0	1	5d10	*Explodes when stepped on, causing damage in a 60' (12 squares) radius.*
Musket	0	2	2d10	*120' (24 squares) range. Single shot.*
Rocket launcher	0	3	4d8+8	*240' (48 squares) range, explodes in a 30' (6 squares) radius, damaging all. Single shot.*
Submachine gun	2000	1	6d6+6	*120' (24 squares) range, each 1d6+1 of damage can be assigned to a different target in range. Each target requires a separate attack roll. 1d4 scarcity check per attack.*

Labyrinth

32. Larder

Cool basement room stocked with wine, ale, meat, cheese.

- ◊ Outcasts can eat their fill many times over here.
- ◊ Searching the foodstuffs reveals human meat.
- ◊ One of the walls is covered in nicks and scratches. This is a secret entrance. Part of the wall magically vanishes if attacked with an edged weapon, reforming after 5 minutes.

» Secret door to passages leading to 33. Tunnels.

33. Tunnels

Smooth-carved dark stone tunnels run beneath the earth.

- ◊ The passage slopes down to 35. Maze and 36. Boiling Chamber, placing the Boiling Chamber directly beneath 34. Ceremonial Chamber.

34. Ceremonial Chamber

Enormous subterranean chamber where Red Peter makes sacrifices to Asmodeus. Dominated by an immense red-stone statue, full of chains, cauldrons, candles. Rich with the scent of spilled blood, semen, and offal.

- ◊ Stretched and pinned obscenely across one wall, a man's skin, skeleton mostly removed, with guts hanging, the head still alive, eyes lolling.
- ◊ Many ritual ingredients can be found here.
- ◊ The **ruby eyes** of the statue can be clawed out and are worth **350sp** each.

» Large vents on floor beneath the central cauldron lead straight down to 36. Boiling Chamber.
» Circular door to 37. Looping Passage.

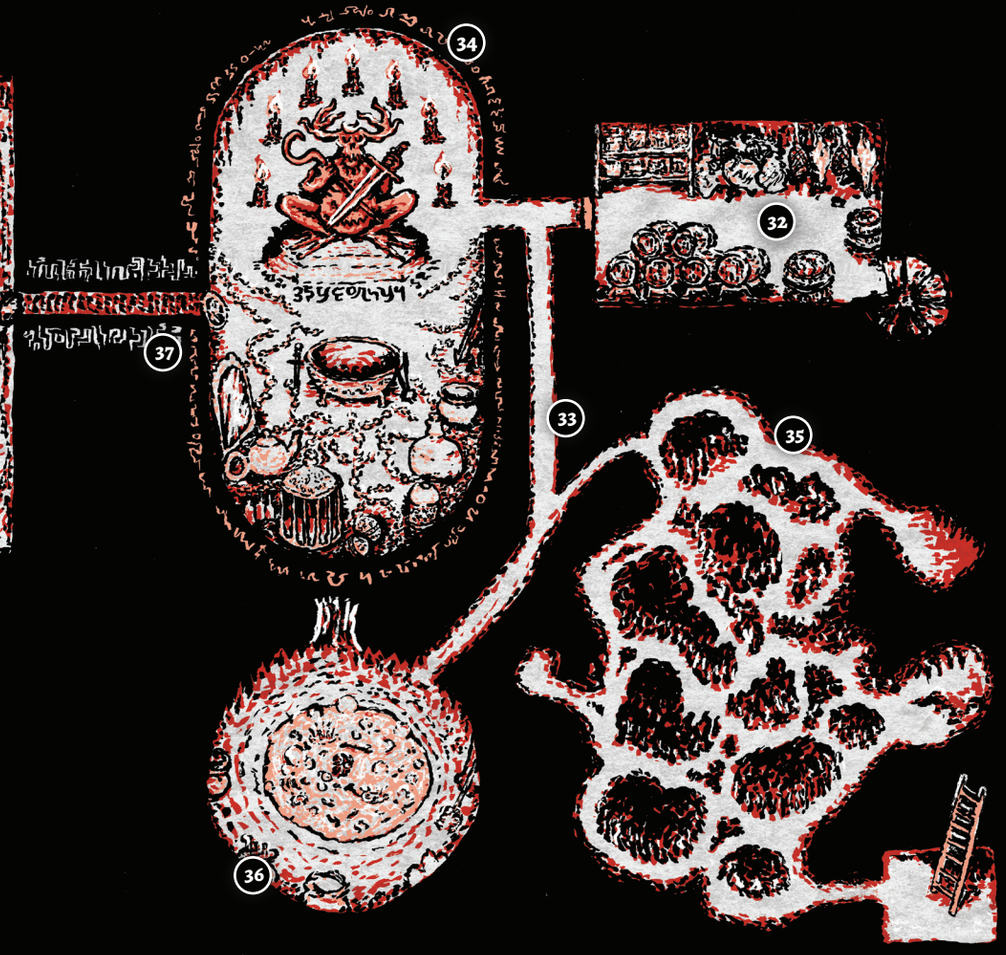
35. Maze

A confusing succession of natural chambers that lead up, down, around, and through tight passages and dead ends.

- ◊ The referee can have the outcasts make checks to not get lost in this maze, or have them follow the actual maze as it is pictured.

» Ladder leading up to the hidden trapdoor in the gardener's shed in 5. Garden.





36. Boiling Chamber

Carven pit of naturally superheated water, with bones visible through steam at the bottom.

- ◊ Peter performs the Rite of Years (RC, p. 73) using this hot spring, heated by the fires of hell. He collects the fumes in 34. Ceremonial Chamber above, where he (and occasionally his guests) consume them.

37. Looping Passage

Perfectly circular tunnel of smooth stone. At the end, a simple wooden door carved with a cross.

- ◊ This passage has infuriated Peter for years. He has tried all matter of magics on it, with no luck.
- ◊ The passage blocks the progress of all Sorcerers, anyone who uses blood magic, and anyone who has been affected by blood magic or the dæmonic in any way within the last 3 days.
- ◊ If a group contains any of the above people, they can make no progress down the passage.
  - *They walk (or run) forward, seeming to make progress, only to realize that the far end is no closer.*
  - *In the presence of the dæmonic, cackling can be heard from the door at the end of the passage. This cackling is silent if there is no one tainted with blood magic or dæmonic energies within 50' of the passage entrance.*

38. Plasmic Playground

Bizarre growths of minerals and metals, spouts of fire, columns of ice, floating globes of water, mushrooms of glass, strange-smelling steam, cavorting imps.

- ◊ Plasmids (see page 185 for stats) of water, fire, cold, steel, gold, zinc, and stone have been loose in this chamber for years.
- ◊ Whatever its original purpose, it has been turned into a shifting, chaotic, elemental realm.
- ◊ Plasmids are not aggressive, just amoral and chaotic. They will defend themselves if attacked.
- ◊ Plasmids fight amongst themselves constantly.
- ◊ Plasmids can communicate, but often choose to laugh, point, or cavort instead.
- ◊ Plasmids will not enter the stairs leading upwards, as they are afraid of the lab where they were once chained and forced to serve.
- ◊ Moving through the chamber is dangerous. Each person moving through has a 50% chance of encountering a hazard created by a cackling plasmid. Avoiding these requires saves, checks, or creativity, and each hazard will generally deal 1d8 damage if not mitigated in some way:
  1. *Explosion*
  2. *Gout of heat*
  3. *Blast of cold*
  4. *Floor evaporates, becoming a pit*
  5. *Air becomes jelly-like and hard to move through*
  6. *Noxious fumes choke and poison*

» Stairs lead up to 14. Secret Lab.

The abandoned town of Great Stocking

Once a small but prosperous town, Great Stocking has become an embattled warzone, where a lone mad woodsman holds back the attacks of an ancient goddess of love and lust. Most of the people of the town have vanished. The survivors have scattered across the north, spreading tales of their families disappearing and their homes being destroyed by living vines and gigantic spiders.

The goddess is named Achtland, a Celtic sex deity who was summoned by the town's misguided blacksmith. After manifesting on the material plane, Achtland proceeded to take over the minds of the people of the town. Those people inexorably felt a pull towards the town's keep, where they were ensorcelled to engage in orgiastic rituals, all of them completely unable to satisfy Achtland's preternatural hunger. Few people have emerged from the tower, and those who do stumble nude and incoherent, helpless as babes.

The spiders came from the woods to opportunistically feed on the confused, defenseless townsfolk.

Encounters in Great Stocking

- Whenever the outcasts enter a new building or spend a watch in an unguarded location in town, there is a **2 in 4 chance of an encounter** (unless otherwise superseded by the place description).
- During the **night**, the chance of an encounter rises to 3 in 4, as vines crawl actively across the ground and the spiders hunt.
- To determine the type of encounter, roll 1d8:

1-5. 1d4 living plants (see facing page).
6-7. Giant spider.
8. Nude, incoherent town resident.

1. The Bull's Horn

Fine travelers' inn, now covered with vines, the roof fallen in, the floor wet and rotting.

- 1d6+1 living plants lurk in the **main room**. They stay still until they are attacked or prey comes near.
- Small chest by the bar contains **320sp**.
- Upstairs are 6 guest rooms. In each room, there is a 50% chance of an encounter (as above), and 50% chance of finding small valuables worth **1d20sp**.
- **Stables** contain the mummified, webbed remains of a few horses and mules, and 1 giant spider.

2. Vine-choked Houses

Simple one- or two-room houses taken over by vines.

- In each house, there is a 50% chance of finding small valuables worth **1d20sp**.

+Giant Spider+

Cha -3 **Con** +1 **Dex** +2 **Int** -3 **Str** +2 **Wis** +0

AC 14 **HD** 3 **HP** 3d8+3 (18) **Save** +2 **Morale** 5

Move Sidle 20' [4 squares], Climb 15' [3 squares]

Giant spiders can easily climb walls and ceilings.

Bite

+5 to hit, 1d8+2 damage, and the victim must make a **Constitution** save. On a failure they take 1d4 poison damage each turn until they pass a **Constitution** save. If they are reduced to 0hp by this poison, they fall unconscious and stay stable at 0 hit points.

Clawed limbs

10' [2 squares] reach, +5 to hit, 1d8+2 damage.

Web fling

15' [3 squares], +5 to hit, victim is covered in webbing which reduces movement to 5', gives them a -2 to attack actions, and a -1 to other actions. Victims may use a combat action to make a **Strength** check to break free.

3. Mayor's Palace

Fine, large house of three storys, fewer vines than other houses, but the central den of the giant spiders.

- Nine giant spiders wait inside during the day, sleeping and relatively unaware (+1 to checks to surprise or stealth). At night, only 1d6 spiders will be inside, alert and likely feeding. The rest will be patrolling the town in search of prey.



- Ground floor: kitchen, hall, servants' bedroom. Three mummified corpses. One with chainmail armor and a great sword.
- Second floor: two bedrooms. In the larger one, a chest with **2d6gp**, **2d100sp**, and a ruby (**300sp**).
- Third floor: servants' bedroom. Six mummified bodies, including three children. One victim is still alive and can describe the coming of the goddess and all that followed. Then the **clutch of spider eggs** in the corner starts to hatch...

+Living Plant+

Cha -3 **Con** +0 **Dex** -1 **Int** -3 **Str** +0 **Wis** -2

AC 11 **HD** 1 **HP** 1d8 (5) **Save** +0 **Morale** 12

Move Creep 10' [2 squares]

Lashing vine

15' [2 squares] reach, +1 to hit, 1d6 damage and victim must pass a **Dexterity** save or become entangled. Entangled targets have -2 to their AC take 1d6 damage each round, and cannot move.

4. Hill of Stones

Spiked wooden palisade surrounds a hill of ancient standing stones. A makeshift wooden watch tower rises above.

- **Crawford** is a heretical hermit who follows an ancient religion that reveres the stones. He is engaged in defending the hill from the privations of Achtland's vines and the spiders.
- Crawford was not a member of the town before the incursion, only visiting occasionally on ancient feast days to propitiate the stones.
- He does not know how to banish the goddess.
- Crawford uses **holly branches** covered with a poultice of dried holly berries and secret plants to whip himself, pouring his blood out onto the stones and offering it to his ancestors. This gives him fell protection against the goddess.
  - *Outcasts may join in, offering 1d6 damage worth of blood to the stones in exchange for a +2 bonus to attack rolls, AC, and checks used to combat the goddess and her forces for the next 3 watches.*
- Crawford has **buckets of pitch** and creates torches at night to make a defensive perimeter, beating back the vines and spiders that become bold after the sun sets.
- Crawford can offer no gold or silver as payment, but will welcome help with several tasks:
  - *Setting up the torch perimeter.*
  - *Firing flaming arrows from the watchtower.*
  - *Fetching more pitch from the nearby woods.*
  - *Guarding the palisade while he fetches ritual ingredients from the woods during the day.*
  - *Driving off the goddess through parlay or combat.*

+Crawford of the Woods+

Cha -1 **Con** +1 **Dex** +0 **Int** +0 **Str** +1 **Wis** +1

AC 14 **HD** 3 **HP** 3d8+3 (18) **Save** +2 **Morale** 8

Move Walk 15' [3 squares]

Razored sickle

+4 to hit, 1d8+1 damage. Deals an extra 2 damage to plants.

Flaming arrows

60' range [12 squares], +3 to hit, 1d6 damage, target has a 1 in 4 chance of being set on fire, which deals 1d4 damage per turn until extinguished.

5. Blacksmith

Simple smithy, now cracked with vines and webs.

- Tog O'Keefe, the town's blacksmith, experimented with dark magics to imbue his creations with good fortune and power. In doing so, he inadvertently called to Achtland, mistaking her for a minor dæmon, and started this whole mess.
- Tog is still alive on the top floor of **6. Ensorcelled Tower**. He was Achtland's first victim.
- Behind a poorly hidden door, a small ritual room with a nearly scuffed-out pentagram on the floor.
  - *On the wall, a copy of the Rite of Imprisonment on a piece of vellum in a wooden frame, written in Gaelic (RC, p. 61).*
- 2 daggers, 1 mace, 1 quiver of arrows, 1 shovel, 1 crowbar, and enough bits and pieces to refill a climbing kit to 1d6 scarcity can be scrounged from around the working area of the smithy.
- On the wall in the bedroom, an enchanted sword. The sword is invested with a dæmon named **Bertlenaut** (more info below; for general information on artifacts, see RC, p. 84).
  - *When anyone picks up Bertlenaut, 1d4+1 living plants burst through the roof and walls and attack.*

Bertlenaut

- Speaks in a soft, menacing voice, explaining its desires and its love of blood and violence.
- Grants its wielder a +2 to their attack roll, and deals 1d8+1 base damage (plus any **Strength** or other melee damage bonus of the wielder).
- The first time Bertlenaut is used each hour, its wielder must roll 1d6. On a 1 or 2, the wielder or one of their friends must feed Bertlenaut 1d6 hit points of blood, or the referee rolls on the Ritual Mishaps table (RC, p. 74).
- Whispers constantly in their wielder's ear of their desire to make love to the Spider Queen, and glows faintly blood red when pointed in her direction (see **Lair of the Spider Kings [20G]**).
- If plunged hilt-deep into the body of the Spider Queen, Bertlenaut's blood thirst is sated for 100 days, though it still whispers menacingly of blood and violence, and often describes in upsetting detail how delicious the Spider Queen was.

6. Ensorcelled Tower

The town's defensive keep and attached meeting hall, completely overrun with vines, sparkling green spores floating through the air around it.

- **Note:** Achtland is based on an old Celtic legend. If referees do not want to include a sex goddess in their campaign, it is easy enough to change the details: Achtland has ensorcelled the people of the town because they were attacking the forest. She can be banished or convinced to leave in the same ways, and given her ancestral hatred of giants, could be convinced to go fight one.
- The **tower** is 3 stories tall, plus a roof. There are 24 ensorcelled townspeople and many living plants scattered throughout, all of them either engaged in orgiastic excess, or lying exhausted.
- On the top floor, in Achtland's boudoir, is the town's chest of valuables, with **55gp** and **650sp**.
- **If ensorcelled** by Achtland, outcasts will be brought here and slowly prepared to join in the festivities. Referees are encouraged to give their party members ample chances to rescue them.
- Achtland is an ancient and primordial spirit, gone completely feral as the near total decline of her worship has disconnected her from humanity.
- Achtland is a literal force of nature and does not think in human terms. She likely sees humans and their structures in the way humans see birds: perhaps momentarily diverting, but otherwise with needs completely subservient to our own, to displace, domesticate, and destroy as we please.
- Now that she has been summoned to the material plane, Achtland desires *something* for her trouble. She cannot get physical satisfaction as a spirit, and so seeks the highest possible physical joy.
- Achtland has taken over this tower to use as her boudoir, using blunt ensorcellment to charm and attract the townsfolk to join in congress with her.
- Unfortunately, no mere human mortal (especially one locked in a senseless stupor) can satisfy the hungers and appetites of a goddess.
- As Achtland has remained frustrated, she strikes out at the wretched reminders of humanity around her with the vines she controls, seeking to drag the town down with her.
- Achtland is a formidable foe in combat, summoning townspeople and living plants to attack on her behalf.
- Achtland could potentially be satisfied by a giant, whose enormous anatomy and bestial vigor might best the efforts of a normal sized human. If a giant is brought to her, or even described to her in a way she believes is not a lie, her fickle nature would likely cause her to depart the town to seek one out.
- Defeating a combination of 20 townspeople and/or living plants would be enough to convince Achtland to seek pleasure in a less difficult place.
- Achtland could potentially be banished, though this would take at least 3 experienced priests and/or druids working in concert.

+Achtland+

Cha +3 **Con** +2 **Dex** +2 **Int** +0 **Str** +0 **Wis** +1

AC 16 **HD** 10 **HP** 10d8+20 (70) **Save** +5 **Morale** 8

Move Glide 20' [4 squares]

Enchant

1 in 4 recharge. With a glance and a wave of her hand, Achtland can enchant anyone she looks at. The target must pass an **Intelligence** save or be ensorcelled, following Achtland's commands and otherwise living in a stupor unless taken at least a half mile away from the goddess and her sparkling spores.

Plant burst

Any target in sight, +10 to hit, plants fly forth and choke and strike the target, dealing 2d8 damage.

Summon plants

1 in 4 recharge. Summon 1d6 living plants.

+Ensorcelled Townsperson+

Cha +0 **Con** -1 **Dex** +0 **Int** +0 **Str** +0 **Wis** +0

AC 11 **HD** 1 **HP** 1d8 (4) **Save** +0 **Morale** 6

Move Walk 15' [3 squares]

Punch

+0 to hit, 1 damage.

Makeshift farm implement

+0 to hit, 1d4 damage.

Utroat Castle, the northern stronghold

Nestled like an eagle's nest on a solitary peak, Utroat Castle is the hereditary home of the Greystone family. Originally just a fortified family home, the town that takes its name from the castle has grown to become the largest settlement north of the Koudloch. Over two thousand northern souls take refuge within its ice-rimed walls. The town is situated on a steep, rocky cliffside, with stout walls covering any stretches not guarded by natural outcroppings.

In addition to the sizable population of commoners, several of the prominent families of the north have grand houses in town. In this time of heightened tension between north and south, many of those nobles now live in Utroat Castle year-round, making it the seat of the rebel government as well as a natural center for trade, travel, and commerce.

While perhaps figuring less grandly in the commoner's mind than Cleardor, Utroat has many of its own charms for travelers. Over its battlements are lofty and extensive views of the countryside. Within its inns are crackling fires and strong ales. And at night, one hears most often the howling of wolves, something which discomfits some travelers, but lets others know they are home in the stronghold of the north.

Locations of Note

Given its size and status, this is not an exhaustive list of every location in Utroat Castle, just a selection of the most notable locales. Referees should feel free to add other buildings as needed.

- The **south market** primarily sells foodstuffs, livestock, and other agricultural goods.
- The **east market** primarily sells tools, weapons, armor, and other manufactured goods.
- **Potter's Driver** is the commoner's inn, a jolly place full of music, ale, and dancing.
- The **wolf den** is a low pit surrounded by a spiked stone wall in which the city keeps a half-tame pack of wolves. They are used as mascots, for sport in The Ring, and sometimes even in war.
- The large parish **church** is in an old, Romanesque style, and is the main church building for commoners (nobles having private chapels). The priest is Father Lesley Caldwell, a serious, fiery man with a large beard and no other hair.
- The **wellhouse** is a fortified building, as it is key to the city's survival during any siege.
- Utroat Castle has a public stable, and waste-management writs must be signed (and taxes paid) before taking any animal through the city.
- **The Spotted Grouse** is a high end inn, serving imported wines, whiskies from **Hulmane's Hermitage [16]**, and fine foods.
- **The Ring** is the traditional spot for gladiatorial combats and duels, but is also used for theater entertainments and public spectacles.
- The **noble district** contains the great homes of the powerful old families of the northern marches, painted with their traditional banners.

Guards and Fortifications

The city is patrolled by a permanent force of professional soldiers, commanded by several knight-captains who are on duty round the clock.

- Access to the city is via a steep, narrow cobbed road that rises from the plain below. It takes most travelers an hour or two to make the trek.
- There is a single public gate, protected by a dry moat, portcullis, and stout doors. The gate is closed for three watches each day, from 8pm until 8am. The road is closed from 6pm until 6am.
- Any disturbances within the city will be answered within 1d4 ten-minute turns by 2d4 soldiers.
- Fighting, drunkenness, and other boisterous activities are not *usually* considered disturbances.
- There is a secret gate within Greystone Keep, known only to Lady Violet, a few members of her household, and the head of her guard. This leads to a tunnel which descends into the mountain and emerges over a mile away in an unremarkable (but remarkably well-guarded) farmhouse.



The Ring

The Ring is an ancient stone building that can fit many hundreds of people inside on wooden benches. It is used as a theater, as a place for local governmental meetings and announcements, a place for executions, and, most often, a place for dueling and gladiatorial combat.

Whether it is a battle between duelists or paid combatants, a crowd will inevitably gather, and gambling on the fights is brisk. Combats are not meant to be fought to the death, but plenty of inadvertent death and permanent injury does occur.

Common battles include honor duels between armored nobles, judiciary duels fought between someone accused of a crime and a champion representing justice, criminals fighting wolves, and wolves fighting each other.

Betting on fights

- Each fighter (or side in a group battle) in the arena is represented by a set of three dice. These dice are a 1d4, a 1d6, and a 1d8.
  - *The 1d4 represents each fighter's visible strength.*
  - *The 1d6 represents each fighter's hidden talents.*
  - *The 1d8 represents performance in the bout.*
- Players must decide before any dice are rolled how much coin they are going to bet on the bout. Minimum bet is usually **10sp**, maximum bet is usually **1gp** (though losing a lot may convince bookies to accept larger bets).
- The referee rolls the d4s in the open, and the d6s in secret. Once the dice are rolled, the outcasts decide who to place their bets on. Betting on the higher d4 gives a 1:1 return. Betting on the lower d4 gives a 3:1 return. If the dice are tied, betting on either fighter offers a 3:1 return.
  - *Outcasts who have some way of researching the fighters' capabilities (through espionage or rolling a check for example) may, at the referee's discretion, look at one or both of the d6 results before betting.*
- The referee then reveals the d6s for each fighter. Outcasts may double down on their initial bet after seeing these results.
- The referee finally rolls the d8s for each fighter in the open. The higher dice total (1d4 + 1d6 + 1d8) determines the winner of the bout.

Encounters in Utroat Castle (1d12)

For each watch the outcasts spend out and about in Utroat Castle, the referee should roll 1d6. On a 1, there will be a random encounter. Referees can roll on the regular encounters table (p. 36), or use the following list of Utroat encounters:

1. An agent of the Cult of the Ram (p. 25) sees that the outcasts are obviously capable people, and tries to recruit them for a job (use the list from The Ram's Den [20F]).
2. One of Lady Violet's captains has noticed the outcasts, and invites them to visit **Greystone Keep** for work with her ladyship.
3. Someone has fallen into the **wolf den** and the wolves are circling. People are yelling, a crowd has formed, the wolves are hungry.
4. One of the wolves from the **wolf den** is loose in the city. The wolves are sacred and should not be harmed, but are also dangerous. A crowd has the wolf penned in.
5. A brawl between two massive combatants has erupted onto the street. Onlookers are betting on the fight, and things could escalate quickly.
6. Two nobles in decorated plate armor, both wielding shields and battle axes, are roaring at each other and fighting a battle in the streets.
7. A well-to-do traveler in **The Spotted Grouse** has been accused of being a spy for Lord William, and the mob is about to take control.
8. A pair of orphans has been found living in the graveyard of the church. Nobody knows what to do with the pathetic pair, and rumors are that they are cursed and have been eating corpses.
9. A merchant selling dried fruits and herbs is being extorted by soldiers in the southern market, who accuse him of not paying the northern taxes.
10. A young giant (**Encounter 98**) meant for **The Ring** is being paraded through the city with chains around its neck. Challengers are needed!
11. There is a sudden and unexpected snowstorm. Visibility is greatly reduced, the streets are slippery, and commerce is disrupted. Any travelers outside the gates or on the road are in danger. The soldiery encourage people to get indoors, but some miscreants will undoubtedly want to take advantage of the chaos...
12. The outcasts have inadvertently offended the honor of someone's family. A beastly warrior demands their satisfaction with a duel in **The Ring** at next sunset.

Greystone Keep

The keep inside the city walls is the ancestral home of the Greystone family, rulers of the northern marches for over a hundred years before Violet's father was killed by King Edvard. Access to the keep is restricted to those trusted by Lady Violet's household.

- The **walls** are 15' high and 6' thick, with walkways between towers.
- The **gate** is open to invited and trusted visitors from sun-up to sun-down, and is barred at night.
- The **barracks** houses 30 well-trained soldiers who secure the keep, its grounds, and its walls.
- A **pack of semi-domesticated wolf-dog hybrids** roam the grounds as guardian beasts.
- Lady Violet's **gardens** contain exotic blue northern flowers, roses, vines, fruit trees, and a bush that grows red berries said to cause a berserk battle rage in those who eat them.
- The **cistern** provides water in case of siege, and is infested with a colony of enormous violent bats.
- The **chapel** contains the bones of Violet's ancestors, including the Head of Carnut, a skull upon which oaths of fealty to the realm have been traditionally sworn by kings in the north.
  - *The **head** is the subject of many fell rumors, including that it speaks wisdom to the current ruler. Its crown is worth **100gp**.*
- The **keep** includes lodgings, a kitchen, a library, and a great hall hung with the banners of the northern lords.
  - ***Lady Violet's quarters** are on the upper floors of the tower, guarded day and night.*
  - *A **mated pair of white wolves** lives within the keep, under bare control by Violet and her guards.*
  - *A **hidden door in the cellar** leads to a passage which runs to an empty but mysteriously well-guarded farmhouse a little over a mile away.*

Quests from Lady Greystone

Lady Greystone is fierce and proud. She wants her kingdom free from the southern interlopers, and would do almost anything to make this happen. She would love agents that could tip the balance of power in her favor.

When the outcasts first sign up for jobs with Lady Greystone, she will trust them with only basic jobs. Each of these jobs pays **1d6gp per outcast**:

- Escort a wagonload of war materiel to Cairn o' the Mouth [17].
- Investigate what is happening in the town of Great Stocking [14] and report back.
- Go to Cleardor [1], meet with a specific merchant in secret, and bring a package from them, unopened, back to Utroat Castle [15].

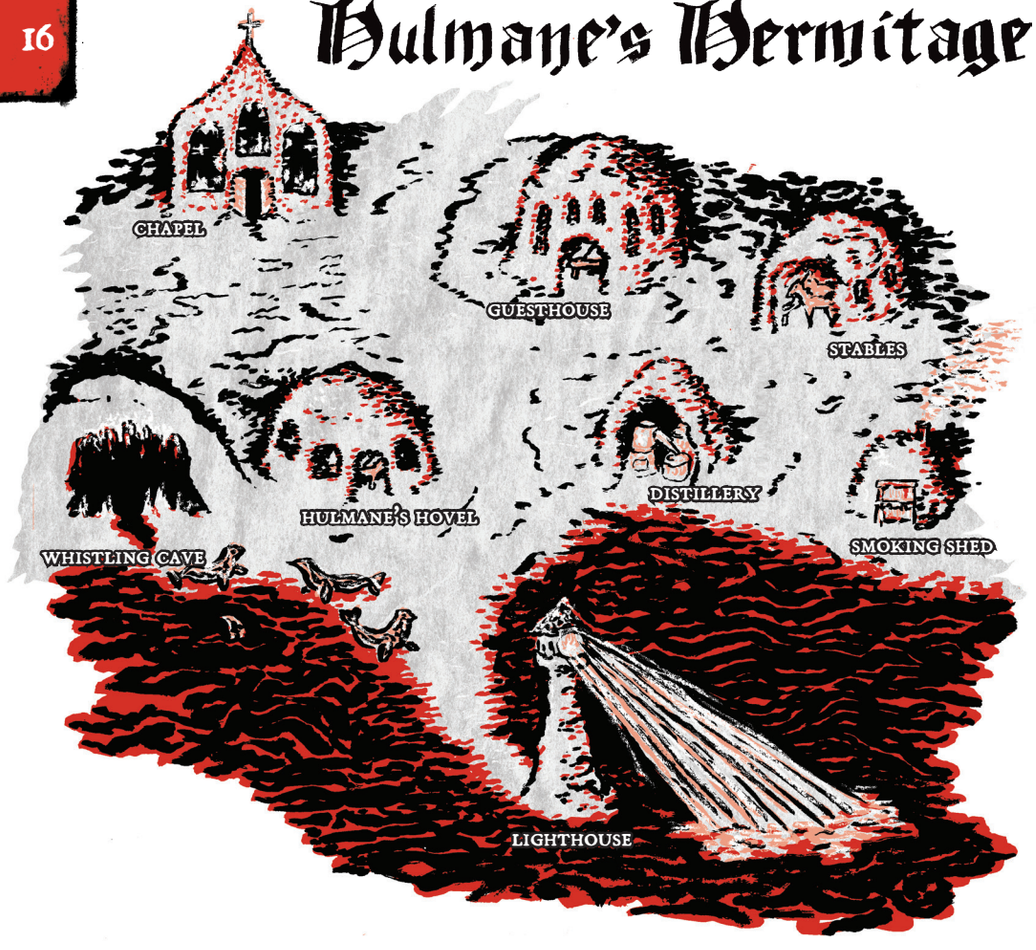
After the outcasts have completed a few jobs or are otherwise trusted, Lady Violet will give them more sensitive tasks of the following nature, each paying **2d6gp per outcast**:

- Investigate the Wrecked Longship [12] and recover the fabled Viking treasure.
- Journey to Broken Span [18] and drive off the giants that destroyed the village.
- Break a captive northern lord out of Banding Prison [19A].
- It is rumored that some of Saint Lewis' relics still lie beneath Old Debrooken Abbey [10]. Find and recover those relics.

Once the outcasts are deep in Lady Violet's confidences, they will be given highly sensitive tasks to enhance the war effort. These jobs pay **2d10gp per outcast**, or may be rewarded in other ways instead:

- Bring Sir Hayden (p. 22) over to the side of the northern rebels.
- Create and secure a breach in Sybil's Wall so that goods can flow to the north without paying Lord William's taxes.
- Take over Merish Bridge [8] in the name of the lords of the north.
- Journey into the frozen wastelands of the north, find the frost dragon (**Encounter 120**), and bring back its head and magic scales.

Hulmane's Hermitage



In the most desolate and frozen part of the Mythic North, on an icy windswept shore that is covered most of the year in salty rime, lives the religious hermit Kamden Hulmane. Called "Hulmane the Mad" or "Hulmane the Drunk," this wild-eyed ascetic lives alone in a desolate retreat where he is free to contemplate the mysteries of God without the distractions of civilization.

Hulmane also contemplates the mysteries of distillation, and dedicates himself to these mysteries just as diligently as (or perhaps even more diligently than) to his contemplation of the divine. Hulmane has no regular company, eschews most of the comforts of hearth and home, eats plain cold food, and exposes himself regularly to extreme cold in acts of self-flagellation. He also creates and drinks huge quantities of whisky.

Distillation is almost unknown in the Mythic North, with the vast majority of alcoholic beverages being ales of different strength or expensive imported wines. Hulmane sees his strong drink as a way to commune with God, opening up a mental pathway towards communication by inebriation.

Because of their rarity and high quality, Hulmane's creations are in constant demand in the north. In addition to whisky, he also distills strong alcohol for household and industrial uses. Traders come over land and sea to buy his wares, and, very occasionally, travelers crossing the ice fields of the far north stop in for food, shelter, and resupply.

Hulmane welcomes them all, with a sideways smile and a slurred "Hullo!"

Chapel

A small chapel of flat unmortared stone, with all its windows broken, and the door left open. The broken glass lies unswept on the floor. Hulmane prays here, kneeling amidst the shards of glass and throwing aside his cloak, letting the winds sweep over him.

- Hulmane is a true believer, and can provide other believers with **blessings** (+1 to all rolls for 1d6 watches) and **holy whisky** (effective against undead, dæmons, and other unholy creatures).

Guesthouse and Stables

While it is drafty and cold, Hulmane's guest quarters are open to all friendly travelers who love God and whisky. There is no charge to spend the night, though Hulmane does ask for donations for food, given the difficulty of securing it.

- Hulmane keeps two mules, Dora and Dumbo.
- For meals, Hulmane asks for a donation of **10sp**.
- For feeding mounts, the donation is **15sp**.

Whistling Cave

A small cave near the hermitage emits a queer whistling sound in when there is any appreciable wind. As the winds change, it almost sounds like music. Hulmane will tell any who he sees approaching that it is dangerous to go inside, that the sea water can unexpectedly fill the cave, making it difficult to escape.

- The **cave mouth** is jagged and close, dangerous to enter. Referees may require a check to enter, with the explorer taking 1d4 damage if they fail.
- An **even tighter passage** at the back of the cave leads to a large room with an enormous statue of the Babylonian goddess Ninkasi, patron of alcohol. The statue has its arms above its head and its mouth open. The open mouth causes the whistling.
- There is **recently rotted barley** and an ancient-looking wooden cup on the altar in front of the heretical statue, placed by Hulmane as tribute.
- Each turn inside the cave, there is a 1 in 6 chance that the cave **fills completely with sea water**, potentially trapping or drowning anyone inside.

Distillery

The only warm part of the hermitage, Hulmane uses the strange instrumentation in this hut to create the powerful whisky and industrial alcohol that has become a part of his religion.

- Hulmane will often be inside, tending his brews. He will not allow anyone to touch anything.
- The distillation machinery is arcane and strange, very difficult to understand. There are six barrels to age the whisky.
- Hulmane will sell up to 6 bottles of whiskey for **30sp**. Other people in the Mythic North will buy these bottles for **45sp** (this does not grant XP).

The Lighthouse

A simple structure of stacked stone with a rickety wooden shack at the top, Hulmane is supposed to use this lighthouse to guide ships to port.

- Each night at Hulmane's there is a 1 in 10 chance that a ship will attempt to call in at the port. Hulmane will be drunk, and the outcasts will have to choose between operating the lighthouse themselves, or letting the ship risk sinking on the rocky shore.
  - *One possibility for passengers is a group of savage but grateful lost **Vikings** (**Encounter 53**) who were blown off course, and may be interested in the whisky Hulmane creates.*
- Beneath the waves are the ruins of two small sailing vessels. One is an unsalvageable wreck. The other is a strangely finned Dunser ship, with 12 mostly rotted corpses, guarded by a **Summoned Sea Creature** (p. 149) which refuses to abandon its post. If the creature is dealt with and the ship explored, there is a chest with **500sp** and **10gp** in the hold.

The Selkie

One of the local seals is a selkie, a woman who can transform into a seal, though each version of her body shows evidence of the other.

This selkie has been driving Hulmane to distraction by stealing food and whisky at night when he is inebriated. Hulmane does not suspect a selkie, and would be very grateful if the mystery was solved.

Cairn o' the Mouth

As the only easily navigable northern pass through the Dergbarrow Mountains, Cairn o' the Mouth is an important military and trading station between the northern marches and the lowlands of the east, and one of the keys to Lady Greystone's power. Merchants and travelers who brave the snowy pass of Cairn o' the Mouth pay Lady Greystone's taxes, which are less expensive than taxes paid to the Lord of Cleardor by those passing below the mountains in the south. Situated in Dergbarrow Mouth, cliffs rise up on the north and south side of the pass, and the ancient builders erected sturdy gates to control transit east and west.

Cairn o' the Mouth is a military complex staffed by a rugged garrison of 30 men at arms and 10 knights. The outpost is led by Captain Harper Wymane, a tough greybeard veteran of battles with men, giants, and the beasts of the snowy northern reaches. The town has a constantly changing temporary population of itinerant merchants, travelers, pilgrims, and entertainers, but no facilities for permanent residents.

Town Notables

- **Captain Harper Wymane** is the gruff, bulldog-like military ruler of the town. He likes things to stay safe and sane, but is always ready to face the worst that the bitter winters have to offer.
- **Dennie Brown** is the jaded, jolly proprietor of the Cold Winds Inn, and is a source of both information and a warm bed to sleep in.
- **Tamoré Kruper** is the master mason, and in all ways that matter, second in command to Harper. The garrison relies on Kruper to keep their stronghold secure, and even Wymane follows his recommendations as gospel truth.
- **Brian Mac Cennec**, a soldier who went to seminary for a few years, is the town priest
- **Betsy Drake** is the baker for the garrison. She swears she has seen giant spiders lurking about at night, though few believe her (the spiders are real, see Lair of the Spider Kings [20G]).

Quests from Harper Wymane

Captain Wymane can offer these or similar tasks. Each pays **1d6+1gp per outcast:**

- Go on a supply run to Utroat Castle [15] and escort a few wagons of supplies back to the Cairn, avoiding predation by Southron agents.
- Assist a woman named Wren (**Encounter 78**), as she hunts a horrifically large frog (**Encounter 101**) that swallowed a guardsman whole.
- Wymane will pay gold for a giant's head. One has been seen recently near Broken Span [18].

Giant Attacks

Each day the outcasts spend in Cairn o' the Mouth, there is a cumulative 1 in 10 chance that 1d3 giants come roaring out of the mountains and attack the settlement, pounding the walls and flinging stones. After an attack, the cumulative chance resets. See **Encounter 97** for information on giants.

Local Rumors (1d6)

When drinking frigid beer or eating vegetable stew at the Cold Winds Inn, the outcasts may hear:

1. One of the merchants in the market chose to take the northern path because the southern mountains are infested with giant spiders.
2. Pepin, that old homesteader near the abbey, is more beast than man. The traveler stayed at his outpost one night and heard awful howling.
3. Abbot Ekardus is no true priest, and is actually an awful heretic hiding dark secrets. He worships devils and one of them walks the north in the guise of a man.
4. Father Linton of St. Lewiston is no true priest, and is actually an awful heretic hiding dark secrets. His church is a den of dæmons and sin.
5. Deep in the frozen wastes lairs a dragon of ice and snow, and one day it will come to destroy the north and perhaps the entire world.
6. The giant attacks have become more frequent. Something is driving them down from the wastes. It could be the dragon, or something far more sinister...



Broken Span

Once a small but thriving outpost in the northernmost reaches of the Dergbarrow Mountains, the village now known only as Broken Span was destroyed a generation ago. The village's most notable feature was the elegant, sturdy stone bridge that spanned a deep cleft in the mountains, offering access to a second pass. Rumor has it the pass was lower and easier to cross than the snow-choked Cairn o' the Mouth. None know who built the bridge, or the secrets of its construction. It lies in ruins, with the stones of its once proud body scattered in the canyon below like enormous rotted teeth.

Rumors haunt the broken bridge and the snow covered stone huts that are its companions. Most agree that giants destroyed the bridge. Some say that even the mighty giants could not have broken the bridge, and it must have been dæmons loosed by Red Peter's near-mythic mentor. The well may be holy or haunted depending on which rumors you believe. The ghosts of the dead villagers can either be trusted to tell secrets, or should be avoided lest they suck out your soul and drag your body down to the frozen layers of hell.

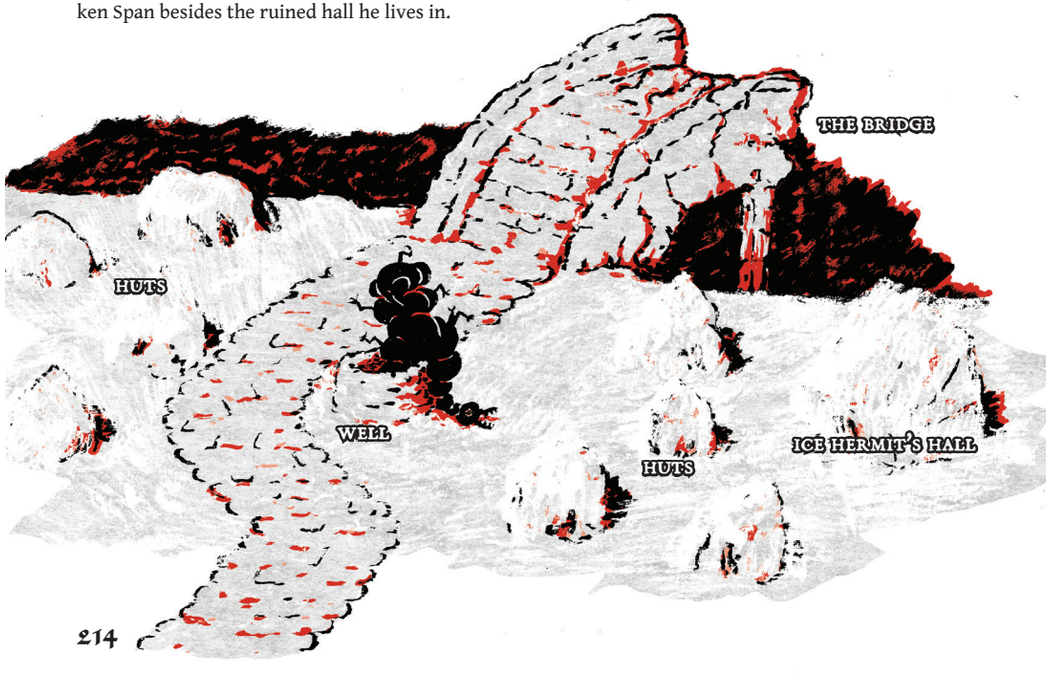
Regardless of which rumors they espouse or believe, the common people completely avoid Broken Span. Only crazed outcast adventurers would approach this misbegotten place.

The Ice Hermit's Hall

A silent hermit named Isaiah lives in the old village's drafty, frigid great hall. During the winter he creates an ice cave within the hall. He eats what game he can find, mushrooms, berries, and foraged wild plants such as wild garlic, nettles, brambles, and elderflower. Isaiah's tongue was torn out some time ago (some say by his own hand), and his vocal cords have atrophied. He is not meddlesome, but will wave visitors away from most features of Broken Span besides the ruined hall he lives in.

The Bellowing of Giants

While spending any time in Broken Span, visitors will often hear the bellowing of giants coming from the north. This family of giants lives in The Giant's Cave [20H:R1]. They have an excellent sense of smell, and will clumsily approach the village at night looking for meat. They are easily scared off and easily tracked back to their lair provided the outcasts can find a way past or around the chasm. See **Encounter 97** for information on giants.



Snow-covered Huts

There are 9 surviving stone huts in the village, covered in snow most of the year. There are holes in the roof and snowdrifts that have been blown in through the empty window frames. The huts are of simple construction with one or two rooms per hut. Searching a hut takes 1 watch, and there is only a 1 in 4 chance of finding something useful in each hut. If anything useful is found, the referee can roll on the following table:

Items in the huts (1d6)

1. Frozen ancient rations (single use).
2. Skeleton clutching a random weapon.
3. Rusty miner's pick.
4. Materials to refill a climber's kit to 1d6.
5. Weighted net.
6. Campaign object (p. 28).

The Well

The old village well is in excellent repair with a sturdy rope and clean bucket. The water is clear and crisp. If Isaiah sees anyone attempting to drink from it, he will shake his hands and head in attempt to warn them, but will not physically intervene.

The water is clear, cold, and clean. Anyone who drinks from it heals 1d6hp of damage, and has a +1 on all attack rolls and any physical checks for the next entire day after they drink.

However, if anyone drinks from the well, that night, a manifest dæmon (**Encounter 100**) comes roiling out of it, laughing. To discover the type of dæmon and what its wishes are, use the tables from **Encounter 99**. The dæmon demands obeisance from any who drank from the well, and assistance in carrying out its fell desires. If any who drank from the well refuse, the dæmon attacks them.

The Moon

Some of the features of Broken Span change depending on whether the moon is out or not. Unless the moon's phases are otherwise being tracked in the campaign, the moon has a 6 in 8 chance of being visible on any given night that the outcasts are staying in the village. If an 8 is rolled, it is a new moon, and the moon will not be visible for the next 3 days.

The Bridge

The massive bridge did indeed once span a gaping ravine between two mountains, and the trail beyond did lead to an easier, safer pass.

On moonlit nights, careful inspection of the bridge will show that snow falls on an invisible spectral span that still crosses the divide. The spectral bridge does not lead to the original end point of the stone bridge. It instead points towards the northwest, and the entrance to the Rishae Hive [20H].

Safely navigating the invisible bridge requires a check of some kind. Anyone attempting the crossing only by moonlight (as opposed to using a source of firelight) has a +1 bonus to their check.

This spectral bridge vanishes once the moon sets.

The Frozen Dead

On nights when the moon is hidden, the restless spirits of the frozen dead rise to shuffle through their frozen village. These spirits manifest as vague human-like shapes covered completely in a thick layer of snow. If the snow is cleared off of them, they disappear with a howl that seems to come from another plane of reality.

The dead will plead in broken speech for help with mundane tasks, like fixing roofs, carrying stones, gathering up ghostly wheat and the like. If they are helped, the dead will give relate small pieces of the following strange tale:

- We lived in this wretched frozen place, cowering in fear like dogs, a long, long time ago.
- Twas giants that broke the bridge, yes, but not giants alone.
- Those giants who broke the bridge were driven by the old ones. They who live beneath the earth.
- The old ones are fierce, powerful, and cruel.
- The old ones wield powerful weapons made of moonlight, and worship the moon.
- The old ones demanded tribute: slaves and silver. When our chieftain stopped paying, they shattered our bridge.
- Worse than the old ones are they born of dragons, who hunted the old ones the way the old ones hunted us.
- They lived yonder (the ghost points grudgingly towards the direction of the Rishae Hive [20H]).

Banding Island

Off the northwest coast lies Banding Island. This isle is no green idyll of sunwashed beaches. It was once the home of a peaceful monastery with a few farms and fishing homesteaders to support the ascetics. But after being terrorized one too many times by raiders from the sea, the monastery was abandoned, and its main complex converted to a more brutal use as an offshore prison.

With the departure of the monks and arrival of prisoners from throughout the North, most of the farmers and fishermen departed the chilly island for the relative sanctuary of the mainland.

Now all that remains are the overgrown ruins of old houses, a newly resurgent stretch of forest, and the monastery-turned-prison looming over it all.

The island is only about six miles from the closest shore on the mainland, but most routes are not a straight shot. Safe navigation will take about 10 miles of travel. Assuming normal weather:

- Rowboat: 10 hours; exhausting, dangerous labor
- Tiny sailing boat: 5 hours
- Small sailboat, longboat: 3 hours
- Medium or larger boats: 2 hours or less

The Fog

Fog occasionally grips many parts of the Mythic North, Banding Island included. But there is a special fog (called The Banding Fog by locals) which appears four times a year for six days surrounding the four primary solar events: the vernal equinox, summer solstice, autumnal equinox, and winter solstice.

Locals along the coast make signs of warding when they see the Banding Fog and there are many rumors about it: that it is made from the ghosts of slaughtered monks, that it comes for the damned souls of the prisoners on the island to choke and confuse them, that to sail in it means certain death.

The prison boats do not launch in the fog and the prison is often quieter when it grips the island. The smugglers do not approach their secret cave dock. Only extremely brave or motivated people from the mainland will approach while the fog is present.

This fog is the work of druids who travel in secret to the standing stones on the island to work druidic magic around these solar dates. The fog is thick, deep, and pregnant with occult energy.

Whether any of the rumors are true is left up to the referee, though certainly any sailing, navigation, or similar checks would be affected by such a thick fog.

Ideas for use in Play

The isolation and self-contained nature of Banding Island lends itself to specific uses in a campaign. The island has enough hexes that it can be used as a miniature setting itself and is easily dropped into many campaign worlds. To make it more interesting, the referee could adjust some of the features.

One example: keep the murdered family in the farmhouse, but confine the murderer to the island so their identity can be discovered.

Another example: create a crumbling wizard's tower and add it to one empty hex, and add a small village hamlet to use as a base camp in another empty hex, creating five small factions in tension with one another (prison guards, prisoners, villagers, wizard, and smugglers).

One of the playtest campaigns for this book started on Banding Island with the outcasts beginning their adventures as prisoners. They were given a chance to escape as part of a prison riot orchestrated by a randomly-generated NPC who became a major player in the campaign. The outcasts evaded capture by prison guards who roved the island for a few days searching for escapees, while the players learned the basic mechanics and pressures of eating, drinking, and sleeping. They eventually discovered a way to escape, traveling to the mainland and beginning hundreds of additional hours of play.

The last example demonstrates one of the gaming values of an island. There are built in goals (to find a way off), built in constraints (limited means of passage), and a necessarily limited cast of characters and locations, allowing for players to easily internalize them.



Banding Prison

A SALT-STRICKEN AND BITTERLY COLD HELLHOLE, Banding Prison is where Lord Dynaver of Cleardor sends his enemies to rot. The prison has been converted from an ancient fortified monastery that was abandoned after one too many bands of sea raiders came pillaging and burning.

Being assigned to guard duty in Banding Prison is a punishment only slightly better than being confined as a prisoner. The guard corps are full of vicious, violent men who were unsuitable to service in the regular infantry. Warden Eggbert Hoggard thus runs the prison with an iron hand, enforcing justice swiftly and harshly on prisoner and guard alike. It is a nasty place, brewing with dissatisfaction and revolt.

Architecture

- **Building walls:** 1 foot thick, stone blocks.
- **Curtain walls:** 6 feet thick, stone with sod core, wide enough to walk upon, 25 feet high.
- **Roofs:** Slate, dotted with slimy moss and algae.

Guards

THE PRISON HAS 20 guards, 4 guard lieutenants, 2 guard captains, 1 cook, 1 servant, the warden **Eggbert Hoggard**, and his wife **Edith**.

- Guards wear spotless sky blue uniforms.
- **During the day:** 12 guards, 2 lieutenants, and 1 captain are on active patrol duty.
- **During the night:** 8 guards, 2 lieutenants, and 1 captain are on active patrol duty.
- When not on duty, the regular guards sleep, gamble, or eat in their quarters inside the keep.
- Off-duty lieutenants and captains relax in their quarters in the gatehouse.

During the day shift:

- 3 guards and 1 captain patrol the **keep** (1 guard per floor, the captain stationed at the entryway on the ground floor).
- 2 guards patrol the **walls**.
- 1 lieutenant commands the **gatehouse** from the walls and oversees the yard.
- 3 guards patrol the **grounds**.
- 1 lieutenant commands the **docks**.
- 4 guards command **boats** on fishing duty.

During the night shift:

- 4 guards and 1 captain patrol the **keep** (1 guard per floor, 1 guard moving between floors in a regular circuit, and the captain stationed at the entryway on the ground floor).
- 1 guard and 1 lieutenant patrol the **walls**.
- 2 guards patrol the **grounds**.
- 1 guard and 1 lieutenant watch the **docks**.

Prisoners

AT ANY GIVEN TIME, the prison holds approximately 60 common prisoners and 1d4+2 noble prisoners.

- During the night, prisoners are locked in their cells and not released for any reason.
- Noble prisoners do not work and are given freedom to visit the chapel, read, and stroll the yard.
- During the day, around 40 common prisoners are put to work. The remainder might be confined to their cells for misbehavior, in the midst of being tortured, or recovering from torture.

Approximate work gang complements:

- 16 prisoners work on **fishing boats**, 4 prisoners to a boat.
- 8 prisoners work in the **salting and drying huts**.
- 4 prisoners tend to the **pigs**.
- 6 prisoners tend the **vegetable gardens**.
- 4 prisoners work on the **docks**, repairing the boats and the docks themselves.
- 4 prisoners work on miscellaneous repairs.

Raising the Alarm

ALL GUARDS, LIEUTENANTS, AND CAPTAINS at Banding Prison will use their first action in any combat to blow the horn they all carry at their hip.

- If blown inside the keep, the horn will alert all the guards within the keep and wake up any sleeping guards.
- If blown outside the keep (including on nearby boats), the horn will alert all the guards on the walls and within the grounds, but not in the keep.
- Once alerted, guards are trained to first secure entrances to the keep and the walls, then alert other guards, then assist their fellow guards.
- It will take 1d4+1 rounds for the first 2 guards to arrive, with 1d4 more arriving each round after.
- Guards will fall back if they are being slain en masse to mount prepared defenses elsewhere.
- Captains and lieutenants will stay back to command the other guards and secure entryways.
- Hoggard, Edith, the cook, and the servant will not fight except as a last resort or if threatened.

Prison Politics

REFEREES CAN USE THESE IDEAS to create a powder keg of tension within the prison walls:

- A guard officer wants the warden's job and is setting up a false flag riot to replace him.
- A guard wants power and better pay and is brewing discontent amongst his fellows.
- A devout lieutenant is horrified by Edith's experiments and wants them reported to the church authorities.
- A noble prisoner is paying off an officer to arrange to have them freed on a fishing vessel.
- One prisoner is plotting to have another killed.
- A common prisoner is organizing a prison riot, stashing makeshift weapons and making plans.

Reasons to Visit

OUTSIDE OF STUMBLING ON THE PRISON during an unrelated visit to Banding Island, here are a few ways referees could bring outcasts to the prison:

- The outcasts have been captured and locked inside the prison and must escape; either on their own, or as part of a prison riot.
- The outcasts have been hired to rescue a prisoner.
- The outcasts have been assigned to the prison on guard duty as part of a punishment and get embroiled in prison politics.
- The outcasts have heard of the treasure beneath the waves (7. Shipwreck) either as a rumor or from a treasure map and wish to claim it.

+Banding Prison guard+

Sky blue surcoat. Armed with a spear, crossbow, and armored with chainmail. Carries no valuables.

CHA -1 **CON** +1 **DEX** +0 **INT** -1 **STR** +1 **WIS** +0

AC 15 **HD** 1 **HP** 1d8+1 (6) **SAVE** +0 **MORALE** 6

MOVE Walk 15' [3 squares]

SPEAR ATTACK
+2 to hit, 1d6+1 damage.

CROSSBOW ATTACK
60' [12 squares], +1 to hit, 1d10 damage. Requires a combat action to reload.

+Banding Prison lieutenant+

Sky blue surcoat. Armed with a sword, shield, and armored with chainmail. Carries no valuables.

CHA -1 **CON** +1 **DEX** +1 **INT** +0 **STR** +1 **WIS** +0

AC 17 **HD** 2 **HP** 2d8+2 (12) **SAVE** +1 **MORALE** 8

MOVE Walk 15' [3 squares]

SWORD ATTACK
+3 to hit, 1d8+1 damage.

INSPIRING
Banding Prison Guards use a lieutenant's morale when a lieutenant is commanding them.

+Banding Prison guard captain+

Sky blue surcoat. Armed with a sword, shield, and armored with chainmail. Carries no valuables.

CHA +0 **CON** +1 **DEX** +1 **INT** +0 **STR** +2 **WIS** +0

AC 17 **HD** 4 **HP** 4d8+4 (24) **SAVE** +2 **MORALE** 9

MOVE Walk 15' [3 squares]

MIGHTY SWORD BLOW
+6 to hit, 1d8+2 damage.

SHIELD BASH
+6 to hit, 1d2+2 damage and victim must pass a **STRENGTH** save or be knocked down. The captain has +2 AC until the beginning of their next turn.

SWIFT STRIKES
2 attacks, +1 to hit each, 1d8 damage each.

INSPIRING
Banding Prison Guards use a captain's morale when a captain is commanding them.

Banding Prison
Exterior



1. Gate, Tower, and Walls

Sea-stained walls of clammy grey stone. Massive watch towers. Mouldering portcullis, mildewed gate. Weary guards watch dreary prisoners from above.

- The **gate** would be enormously difficult to break down. It is almost always secured with a large, thick wooden beam on the inside.
- Squeaky **portcullis** could be lifted by 3-4 people working together. Its hoist mechanism is accessible from the second floor of either tower.
- The layout of each **tower** is identical, with an internal staircase and a chimney connecting the floors. The rooms are lit by tallow candles:
  - *Floor 1: Common room with table, chairs, fireplace, and a few bottles of cheap wine.*
  - *Floor 2: Lieutenants' quarters with 2 beds, clothing, arms and armor (when not in use), and 2 chests with **300sp** of valuables each; connection to portcullis hoist room.*
  - *Floor 3: Captain's quarters with bed, clothing, arms and armor, and chest with **800sp** of valuables; connection to walls via passageway from the stairs.*
  - *Roof: 2 extra quivers of quarrels, alarm horn.*
- There is a **sally port** near the fish drying huts. It is locked with a key that the captains carry.

2. Warden's House

Slate roof above cleanly plastered, timbered walls. Single story building with peaked roof.

- An entrance hall, kitchen, and bedroom with **faded tapestries** on the walls (*5 total, **100sp** each, 3 slots each*) and reed mats on the floors.
- **Locked chest** (Hoggard has the key) in the bedroom contains: a potion of water breathing (RC, p. 95), **20gp**, **200sp**, and a fine sword in a gold-chased scabbard (**300sp**).

3. Keep Exterior

Hulking tower. Fist-sized windows. Guards patrol the balcony. Grey walls are stained with years of thrown waste.

- **Balcony** is 15 feet high, **roof** is 15 feet above the balcony, **tower** is 30 feet above the roof.
- 5 in 6 chance during the day and 1 in 6 during the night that there is a guard patrolling the balcony.

4. The Prison Farm

Snorting hogs root amidst a muddy sty behind the keep. Rough wooden stalls offer them shelter from the rain. A muddy but carefully tended vegetable garden is nearby.

- The keep maintains **a herd of around 30 pigs**.
- The **pig stalls** are about 3' high, 8' long, 4' wide.

5. Salting and Drying Huts

A foul-smelling collection of huts for processing fish. Cutting and gutting is done out in the open by prisoners with ruddy hands, using carefully counted dull-tipped knives.

- Many **barrels**: salt, fish, fermented fish guts.
- Other supplies include **charcoal** for smoking, **lines** for hanging fish, and a large, central **fire**.
- The **huts** can fit two people inside.

6. Docks

Carefully guarded, well-maintained stone docks with wooden piers. Fishing boats bob alongside, their catches handled by rudimentary cranes and other machinery.

- **6 fishing boats**, though only 4 are used at a time, each boat carries 1 guard and 4 prisoners.
- Boats are not used during **the Fog** (p. 216).
- **1 delivery boat**, only used by guards, for transport to the mainland.
- **Cranes** are operated by the fishing crews to move catches from the docks to the drying huts.

7. Shipwreck

Unknown to the prisoners, a shipwreck lies beneath the waves, kelp fronds and fish waving in the frigid darkness.

- On the shipwreck is a chest containing **50 cursed gold pieces**. Each gold piece is owned by a ghost.
- The ghosts are incorporeal until their gold is removed from the wreck, after which they will float slowly towards the holder of the piece and attack with ghostly hands. The victim must make an **Intelligence** saving throw or drop the gold piece and take 1d6 cold damage. The ghost will then pick up the gold piece and carry it back towards the sea bed, no matter how far that is.
- The ghosts can only be dispelled by magic, magical damage sources (such as sorcery), or via the exorcism of a devout priest.

Banding Prison

Keep level 1

General Features

- Keep **windows** are fist sized, barred with iron.
- On-duty guards, Warden Hoggard, Edith, and all lieutenants and captains carry a **master key** which unlocks most doors inside the keep. There is one spare in the 12. Storage room.
- **Secure doors** are made of iron-banded wood and are usually kept locked.
- **Regular doors** are made of thinner wooden planks and have no locks.
- **Cell doors** are made of iron-banded wood and have a small opening for food and observation.

8. Entrance

Foreboding double-banded door leads to torch-lit interior.

- Entrance is guarded night and day by a **Captain** who relaxes in the second locked room.
- **Exit door** is extra sturdy and is generally unlocked during the day and locked at night.

» A series of two rooms with secure doors provide access to 9. Central Staircase.
» Heavy external door leads to 3. Keep Exterior.

9. Central Staircase

Braziers burn in a damp central room with a spiral staircase up and down, and four doors.

- Lit by **braziers**. Frequently patrolled.

» Staircase goes up to 17. Upper Staircase and down to 22. Basement Staircase.
» Secure doors to 8. Entrance, 10. Chapel, 11. Guards' Quarters, and 15. Nobles' Cells.

10. Chapel

A stained glass window washes colored light over a mildewed Bible and mounds of the wax from old votives.

- Noble prisoners are allowed to come here under escort to pray up to twice per day.
- Bible worth **250sp** and takes up 2 slots.

» Secure door to 9. Central staircase.

11. Guards' Quarters

A smell of mildew and smoke and cooking stew, the rattle of dice, a best attempt at making a home for the guards.

- **Small secure room** provides access to the guards' quarters section, guarded by an off-duty guard on a shift that rotates once per watch.
- Guards sleep in **bunk beds** with wool blankets, and one shared **chest** per bedroom.
- Each bedroom has a 1 in 4 chance of being occupied by 1d2 guards.
  - *Chests contain spare clothes, worthless letters and mementos, and **2d100sp** in mixed valuables.*
  - *Each chest has a 1 in 6 chance of containing a **Campaign Object (p. 28)**.*

» Secure doors lead to the 9. Central Staircase and 12. Storage.
» Passageways lead to 13. Kitchen and 14. Guards' Dining Room.

12. Storage

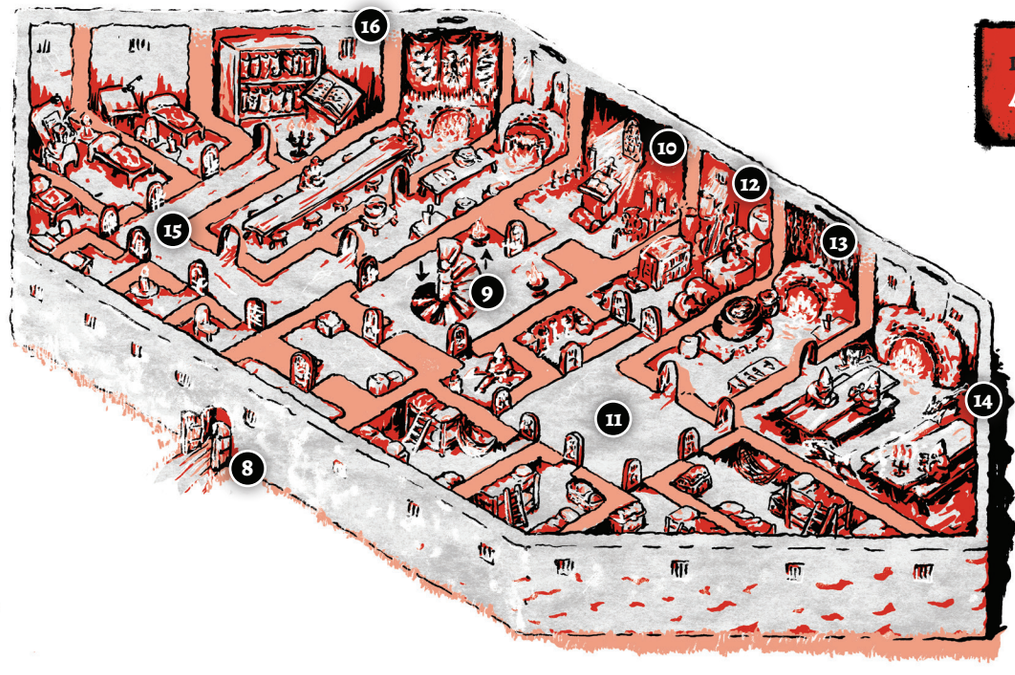
Assorted bric-a-brac from prisoners in haphazard piles and in chests, well picked over by the guards.

- Many items here are broken or worthless. The room is too small for more than one person to dig through at a time. For every ten minutes an outcast spends searching, roll 1d6 once on the following table (PG, p. 41):
  1. *Random miscellaneous item (1d24 or 2d12)*
  2. *Random melee weapon (1d12)*
  3. *Random ranged weapon (1d6)*
  4. *Campaign object (p. 28)*
  5. *Small piece of jewelry (**100sp**)*
  6. *Large piece of jewelry (**250sp**)*

13. Kitchen

Smoky fire, giant stewpot, stacked wooden bowls, trays, and spoons, smells of fish, pork, and cooking vegetables.

- The **cook Gransom** toils here, making food for the prisoners and guards alike. The stew for the prisoners only includes pork on Sundays, whereas the guards get to eat pork thrice a week.
- Guards use the trays and bowls to precariously deliver the food to prisoners in the morning and at night. It is an unpopular job.



» Passageways to 11. Guards' Quarters and 14. Guards' Dining Room.

14. Guards' Dining Room

Off-duty guards eat and gamble by candle and firelight.

- There are usually 1d6+1 guards here, with the rest in the bedrooms.

15. Nobles' Cells

Plastered white walls, sturdy furniture, writing desks, padded chairs, candles, musical instruments, and books.

- The servant, **Deft Poul**, serves the nobles here and sleeps in the smallest cell.
- The cell doors in this area are unlocked at most times, giving the nobles access to the amenities.
- The nobles have their own **kitchen** and **dining room** where meals are prepared and served by Deft Poul three times a day.
- Each noble cell contains a wooden bed frame with a straw mattress covered in furs, a candlestick, a chamber pot, and something frivolous of small value **(200sp)** such as an inlayed-oak inkwell, a silver candlestick, a set of oil paints, and the like.
- Guards patrol here once a watch or so, just to make sure the nobles are not plotting any escapes or digging through the walls.

16. Library

A single, well-stocked shelf of mostly illuminated volumes, along with an extra candelabra for extra light.

- 3 of the books are valuable, each worth **300sp**.
- The candelabra is worth **200sp**.
- When examining the books, there is a 1 in 6 chance of finding a random ritual (RC, p. 52).
- Curious players may want to know what's in these books. The books fall into one of a few categories, including:
  1. *Chivalrous stories of knights*
  2. *Stories of the lives of the saints*
  3. *Herbals and medical postulating*
  4. *Retellings of older myths*
  5. *Exaggerated travelogues*
  6. *Overwrought, clever poetry*
  7. *Military and combat theory*
  8. *Economic and agriculture discussions*

Banding Prison

Keep level II

General Features

- Keep **windows** are fist sized, barred with iron.
- On-duty guards, Warden Hoggard, Edith, and all lieutenants and captains carry a **master key** which unlocks most doors inside the keep. There is one spare in 12. Storage.
- **Secure doors** are made of iron-banded wood and are usually kept locked.
- **Cell doors** on this level are made of iron bars.

17. Upper Staircase

Torches burn in a damp central room with a spiral staircase and dimly lit, smoky passages.

- Lit by **torches**. Frequently patrolled.

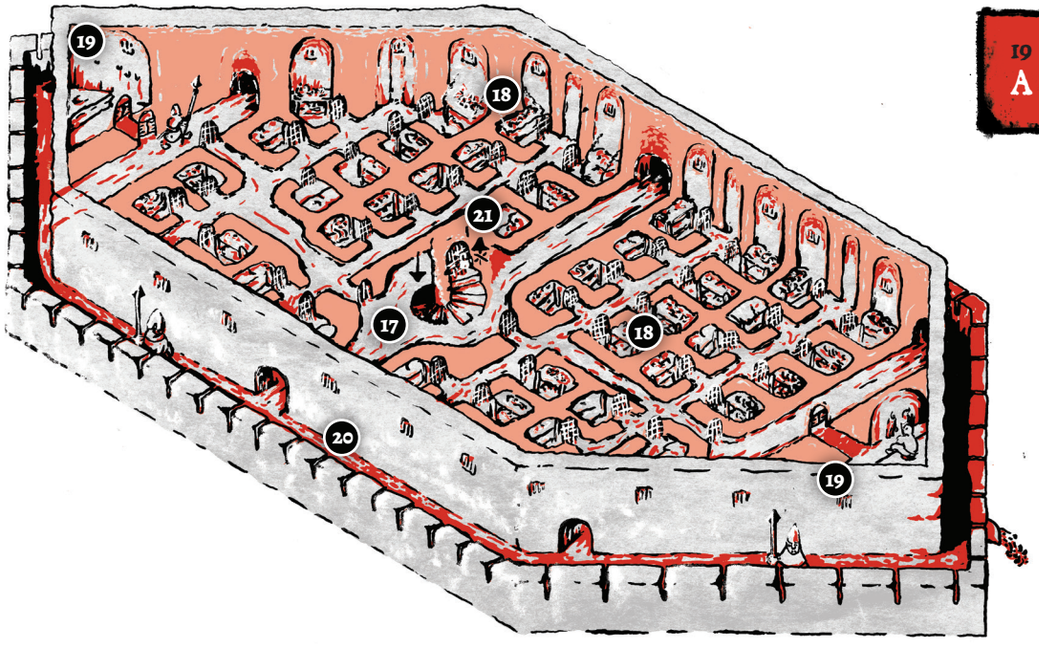
» Staircase goes down to 9. Central Staircase.
» Atop the staircase is a secure door that leads to 21. Tower, only Warden Hoggard has the key.
» Secure doors lead to 18. Commoners' Cells.
» Secure doors lead outdoors to 20. Balcony.

18. Commoners' Cells

Dark cells barely lit by the torches from the hallway. Grasping hands. Helpless men. The stink of bodies and excrement. Rats patrol soiled straw and dubious stains.

- **Torches** in the hallways but no separate lighting in cells leaving most of them dark. Exterior facing cells are desirable.
- Prisoners on medieval Earth would all be male (and there would be no institutional understanding of non-binary gender identities). It is up to the referee if their version of the Mythic North is more modernly egalitarian.
  - *If prisoners are of mixed genders, the prison layout offers the referee several ways of dividing the cells.*
- Prisoners are **fed** once in the morning (bread) and once at night (stew) by guards who bring the food up from the lower level.
- **During the day**, most prisoners will be outside the cells working (see information on Prisoners, p. 218). Any prisoners unfit to work for reasons of discipline, control, or health will be sent to the Keep Basement (p. 226).
- **During the night** approximately 40 prisoners will be housed here.
- **Cells contain** wooden cots with straw mattresses, wooden chamber pots (which the prisoners empty themselves off of the 20. Balcony before heading out to work each morning), and no other furniture.
- Prisoners have **very little of value**. If outcasts have the opportunity to exhaustively search through cells, each watch they spend searching turns up one of the following:
  1. *Filthy, worthless scraps*
  2. *Disgusting, stinking rags*
  3. *A carved religious charm*
  4. *A crude shiv (1d4 damage, -1 to hit)*
  5. ***1d10sp***
  6. *Campaign object (p. 28, re-roll any further results of 6 on this table)*
- Prisoners can be sent to Banding Prison at the whims of their lord, the church, or local magistrates who find them guilty of crimes. Roll 1d12 or pick from the list below to determine which crime they are accused of, which is in rough ascending order of seriousness:
  1. *Debt*
  2. *Laziness*
  3. *Petty theft*
  4. *Poaching game or crops*
  5. *Failure to tithe*
  6. *Adultery*
  7. *Protest or slander*
  8. *Blasphemy*
  9. *Arson*
  10. *Rape*
  11. *Rebellion*
  12. *Murder*

» Secure doors lead to 17. Upper Staircase.
» Secure double doors lead to 19. Isolation cells.
» Passageways lead outdoors to 20. Balcony.



19. Isolation Cells

Cold cells of odd shape, lit only by tiny barred windows.

- Two cells, accessible via a double set of secure doors, are **reserved for Warden Hoggard's** use. He has the only key to the second door.
- The prisoners here are often kept in **leg and arm irons** and are never taken out for work duty.
- When these prisoners are fed, their food is passed through an opening in the second set of doors, and the guards do not see the prisoners.
- These are ideal cells in which the referee might place a prisoner that the outcasts need to rescue or speak with. More important prisoners are kept here as these cells are more difficult to access and more secure than standard cells.
- Some ideas for the types of prisoners who may be kept here:
  - *Regular noble or common prisoners who have been violent towards the guards or other prisoners*
  - *Prisoners accused of witchcraft or sorcery*
  - *Guards who Warden Hoggard wishes to punish*
  - *Prisoners whose existence needs to be kept secret from other prisoners*
  - *Prisoners Eggbert Hoggard needs to keep away from the attentions of **Edith***

20. Balcony

Windswept and salt-sprayed. Crenelated walls of grey stone. Guards watch the yard below from this stone perch.

- During the day, the guards spend most of their time on the balcony, watching the yard below. There is a 5 in 6 chance that the guard assigned to this floor is on the balcony during the day.
- During the night, only a 1 in 6 chance the guard assigned to this floor is on the balcony.
- Every morning, before heading down to the yard to work, prisoners empty their chamber pots into one of the stone gutters that face the yard below.

21. Tower

A thick watch tower of rough stone perched atop the keep.

- This tower is only accessible via a secure door from 17. Upper Staircase. Only Warden Hoggard has the key to this door.
- The tower contains a cell that is a more private version of the 19. Isolation cells.
- The roof of the tower is open to the elements, hosts a pair of nesting eagles, and offers a view across the entire island and all the way to the mainland.

Banding Prison

Keep Basement

General Features

- On-duty guards, Warden Hoggard, Edith, and all lieutenants and captains carry a **master key** which unlocks most doors inside the keep. There is one spare in 12. Storage.
- **Secure doors** are made of iron-banded wood and are usually kept locked.
- **Cell doors** on this level are made of iron bars.
- The floor on this level is of salty mud and sand.

Edith Hoggard

An aged, decrepit crone, whose lank brown hair and sagging black robe hide the scales and bony protuberances that have started growing out of her flesh.

Edith, wife of Eggbert Hoggard, has free reign on this level. This is her realm. She freely selects from the prisoners on this level to torture and perform experiments upon. Many do not survive.

Edith communes with a being named Cythroplax, who encourages her experiments. Cythroplax has explained that there is a secret method to extract positive qualities from a human body, decant them, and ingest them to gain those qualities for oneself. Edith desires to use this supposed power to make herself young, beautiful, and strong.

So far she has been unsuccessful.

Edith is a coward, and if confronted, will call for the guards and attempt to flee.

22. Basement Staircase

Torches burn in a damp central room with a spiral staircase and dimly lit, smoky passages.

- Lit by **torches**. Frequently patrolled.

» Staircase goes up to 9. Central Staircase.
» An iron cell door leads to 23. Lower Cells.
» A passageway leads to the latrines of 23. Lower cells.
» A secure door leads to 24. Torture Chamber.
» A passageway leads to 25. Hospital.
» A narrow passage snakes to 27. Seawater Sewer.

23. Lower Cells

Muddy, putrid, filthy warrens of half-empty cells inhabited by the forgotten, lit only by acrid central firepits.

- **Pit fires** at some of the passageway intersections, and torches carried by guards offer the only light.
- Most cells are **empty**. There are only ever about **20 prisoners** on this level at any one time. Being sent to the lower cells is akin to a death sentence and is the final punishment for violent, disobedient, blasphemous, or otherwise recalcitrant prisoners.
- 50% chance any prisoner encountered on this level is injured or debilitated in some way due to attention from Edith.
- Being assigned to the lower cells is the least desirable guard post and is used as a threat by captains to keep their staff in line.
- Cells here have no chamber pots. Instead there is a **shared latrine**, which prisoners are forced to empty daily at 27. Seawater Sewer.
- See 18. Commoners' Cells from the previous page for ideas on crimes the prisoners may be accused of and rules for searching the cells.

24. Torture Chamber

A rack, an iron maiden, hot pokers, thumb screws, buckets of sea water, the stink of blood and excrement.

- Sometimes prisoners (or rarely, guards) simply need punishment. That is the purpose of this room, which can handle one victim at a time.
- Edith often leaves the door open while torturing, so that the rest of the keep has a better chance of hearing the screams and groans.

25. Hospital

Shelves of unguents, jars of swimming leeches, strangely stained instruments, groaning prisoners lashed to tables.

- Prisoners and guards who are injured or sick are sent here. This place inspires great terror in its patients, even though its purpose is supposedly benign compared to the torture chamber.



- 1 in 4 chance a prisoner is lashed to a table here.
- 1 in 10 chance a guard is waiting to be seen by Edith for an injury or illness.
- Even when Edith wants to help a victim, she only has a 2 in 6 chance of improving their symptoms, with any other result causing 1d4 damage to the unfortunate target of her ministrations.
- Outcasts can scavenge supplies to create a medical kit with 1d6 scarcity that gives +1 on First Aid checks.

» A **secret** door for which only Edith has the key leads to 26. Edith's Lab.

26. Edith's Lab

Bubbling cauldron, miniature forge, glassblowing equipment, syringes, bottles containing blood and organs, lambskin tubes, rare feathers, weird reagents.

- One outcast in the party may make a single Arcana check to discover any one or two specific small reagents needed for one ritual, in value up to **500sp**.
- A mirror on the wall is inhabited by the dæmon **Cythroplax**, and will show any who look into it an idealized version of themselves.
  - *Cythroplax cannot directly affect the physical world, but will attempt to lure those who look into the mirror to cause pain and suffering. It promises to make what they see in the mirror true if only they disembowel, dismember, and generally bring misery to an increasing number of victims.*
  - *Cythroplax begins with simple requests, becoming ever more unreasonable as their demands are met.*
  - *Breaking the mirror will banish Cythroplax back to Hell; the next time the outcasts encounter a physical dæmon, it will be the manifestation of Cythroplax, looking to take revenge.*

27. Seawater Sewer

Rough, salty, slimy underground sea cave, full of the stench of human offal and brine.

- Broken pots, decomposing human remains.
- The corpses of most dead prisoners are disposed of here, and their bones are scattered across the sea floor.
- An underwater tunnel here leads out to the ocean; its exit is near 7. Shipwreck.
  - *The passage is approximately 100 feet long, and requires either a* **Constitution** *check (hold breath) or* **Strength** *check (swim quickly) to pass through safely.*
  - *Others in the Mythic North may know of this passage, at the referee's discretion.*

19 B

Ruined farmhouse

An abandoned farmhouse crumbles on a desolate rocky shore. Samuel Fitzchrist (**Encounter 77**) visited this isolated family and ritually slaughtered them, leaving their grain to rot and their animals to wander. The buildings are made of wood, half-fossilized from years of being sprayed by salt. There is an unmortared stone wall surrounding the property. A few sheep and a mule eat the grain from the fallen storage shack.

Boathouse

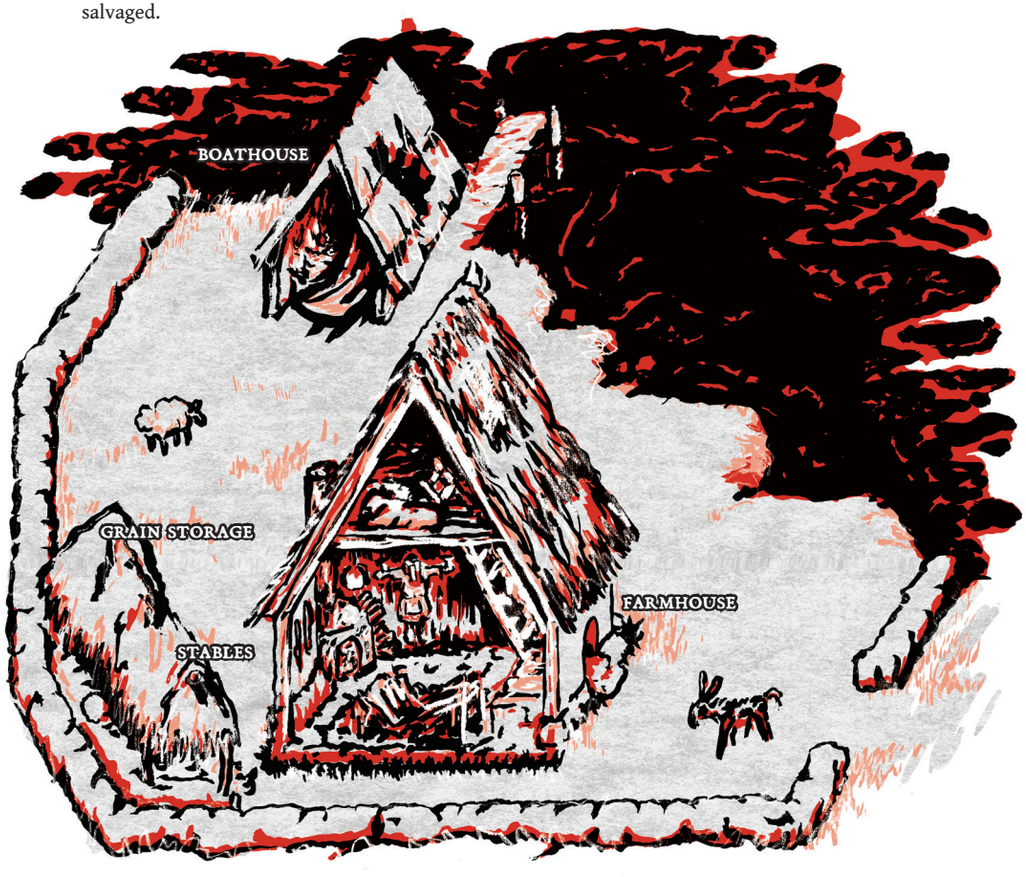
The clack of wood against wood as the sea slides in and out. A small boat in disrepair. Ropes and nets on the walls.

- **The tiny sailing boat** is in need of repair. It floats, but is otherwise barely seaworthy. It has oars and can be rowed safely, but its hull needs patching and it's sail and lines are rotting. If it is sailed without repair, there is a 1 in 8 chance it will sink during the voyage.
- 25 feet of rope, a net, and fishing gear can be salvaged.

Farmhouse

The stench of death, broken furniture, a cold fireplace. An atmosphere of tragedy, sorrow, and violent death.

- In the main room, a **woman's rotting body** has been nailed to the wall in a mockery of crucifixion. One of Samuel's golden crosses (worth **100sp**) hangs around her neck.
- In the **bedroom**, there are signs of violent struggle and blood stains on the wrecked bed.
- The **rotted remains of 2 children** are in the loft.



Ragwey's Cave

19 C

A hidden cliffside dock used by the Cult of the Ram. Felicity Maddox found this cave after escaping from Banding Prison. She quickly realized it would be a useful staging ground for shipments off of the mainland. Here, the goods could be organized away from prying eyes and sent off to further destinations.

- The **staircase** is cut into the rock, hidden if you don't know what you're looking for. If someone knows it's there, they can find it quickly. If not, it takes a **Wisdom** check at +1 to notice.
- There will be 2d8 barrels and crates stacked here at any given time. Each contains smuggled goods, mostly wool and hides. Rarer are containers of worked iron (nails, horseshoes, etc.), grain, and ore. Each container contains goods worth **100sp**.
- A spare **rowboat** and pair of oars are kept inside the cave.
- The **firepit** is well-used, with old damp hides nearby to quickly quench the flames if necessary.
- There is a 1 in 4 chance that the cave is currently occupied by 2d4 smugglers (**Encounter 50**).
  - *Smugglers will be extremely wary if encountered in the cave.*
  - *Smugglers encountered will be more sympathetic to escaped prisoners, as their leader was once a prisoner herself.*
- Boats only approach at night. Each night there is a 1 in 6 cumulative chance that a boat will drop anchor to load and unload cargo, sending a rowboat to the cave for this purpose. After a boat approaches, the cumulative chance of a boat appearing resets.
  - *Boats do not approach during the Banding Island Fog (p. 216).*
- The other factions in the Mythic North would be deeply interested in the location of this cave.



Banding Circle



ANCIENT PEOPLES ASSEMBLED these standing stones, which loom on the edge of a windswept cliff. In the center of the stones rises a mound. Beneath the mound is a tomb. Its graves have been dug up, but the treasures remain unspoilt due to the curse placed upon them. In the rear of the tomb, there is a strange door made of a blueish metal... or there may not be.

The Stones

THE ARRANGEMENT of the standing stones has special significance at the usual times of year. During the solstices and equinoxes, light passes directly through the stones and illuminates the mound.

- During each solar event, the light changes color. Dancing in the light will provide a specific benefit to the dancers, which lasts for 13 days.
  - *Vernal equinox: Green light; dancers heal all damage and gain +6 hit points.*
  - *Summer solstice: Yellow light; dancers do not have to eat, and gain +2 to* **STRENGTH**.
  - *Autumnal equinox: Red light; dancers gain +1 to their AC and +1 to* **CHARISMA**.
  - *Winter solstice: Blue light; dancers gain +3 to* **WISDOM** *and +1 to* **INTELLIGENCE**.
- 6 days before each solar event, 1d4 Exiled Druids (**Encounter 113** for stats and details on potential tasks for outcasts) gather to make preparations and partake in the light-dancing ritual.
- These druids will be hostile to outsiders and demand that they leave, unless they can somehow prove they are open to becoming lifelong adherents of their strange druidic religion (or at least offer assistance in gathering ritual components).
- Those who annoy or threaten the druids, or refuse to leave, will be attacked without mercy as this site is holy to their religion.
- The first step the druids take is to conduct a weather ritual which shrouds the island in a heavy fog until the solar event. This is the cause of the Banding Island Fog.

The Tomb

BENEATH THE MOUND is an ancient passage tomb with three graves within. In the back of the tomb there might be a door (see The Door below).

- **The entrance** is not obvious, but anyone searching the area of the stones will find it with no check required.
- **The entrance tunnel** is narrow and low, requiring crawling and squeezing to navigate.
- The three graves inside have been disturbed. Three **skeletons** lie peacefully in the dug up rubble, entwined with **dark vines** that grow from the earth:
  - *One clutches a jeweled bronze sword (**250sp**).*
  - *One wears a set of jeweled bronze torcs (**500sp**).*
  - *One wears a jeweled bronze crown (**750sp**).*

Stolen treasures

- If a treasure is taken, the vines will slowly coil around the feet of the person holding it. They must make a **WISDOM** saving throw to notice.
  - *Those tangled in the vines cannot move normally, and are at a -2 to their AC.*
  - *Breaking free requires a* **STRENGTH** *or* **DEXTERITY** *check.*
- The skeleton from whom the treasure was taken will immediately start to slowly fill with vines. After ten minutes, it will rise, animated by the vines, and start to attack the thief.
- If destroyed, the skeleton will fall to pieces, vines breaking off from inside it, but it will immediately begin to slowly reform.
- Moving the pieces of the skeleton further away will delay the reformation, but not stop it. Even if the bones are smashed to powder and thrown into the sea or buried deep underground, the eldritch power that animates the skeletons will continue to work, inexorably dragging the skeleton towards its treasure.
- Once the skeleton has retrieved its treasure, it will return to this grave and lay back down.
- Outcasts may be able to take and sell these treasures, but the buyers will inevitably be upset about being sold cursed goods, This might affect the outcasts' reputation or even cause a witch hunt or other mob scene.
- The origin of this magic is ancient and mysterious, from another time, another culture. The druids can feel its power but do not understand it.

+Skeletal stalker+

CHA -3 **CON** +0 **DEX** -1 **INT** -2 **STR** +1 **WIS** -2

AC 13 **HD** 1 **HP** 1d8 (5) **SAVE** +0 **MORALE** 12

MOVE Shamble 10' [2 squares]

BONY PUNCH

+2 to hit, 1d6 damage.

REFORM

If destroyed, the skeleton's pieces will crawl together and the skeleton will reform. This will take at least ten minutes, but could take longer if its pieces are scattered further. It will *always* eventually reform, however. The only way to completely stop the skeleton is to sprinkle holy water on it, or otherwise banish undead.

The Door

IN THE BACK OF THE TOMB, the map illustration shows a strange door of mysterious blue metal covered in unknown scrawlings and symbols.

The provenance of this door, whether or not it even exists at all, and how to open it, are all left up to the individual referee to decide. Some ideas:

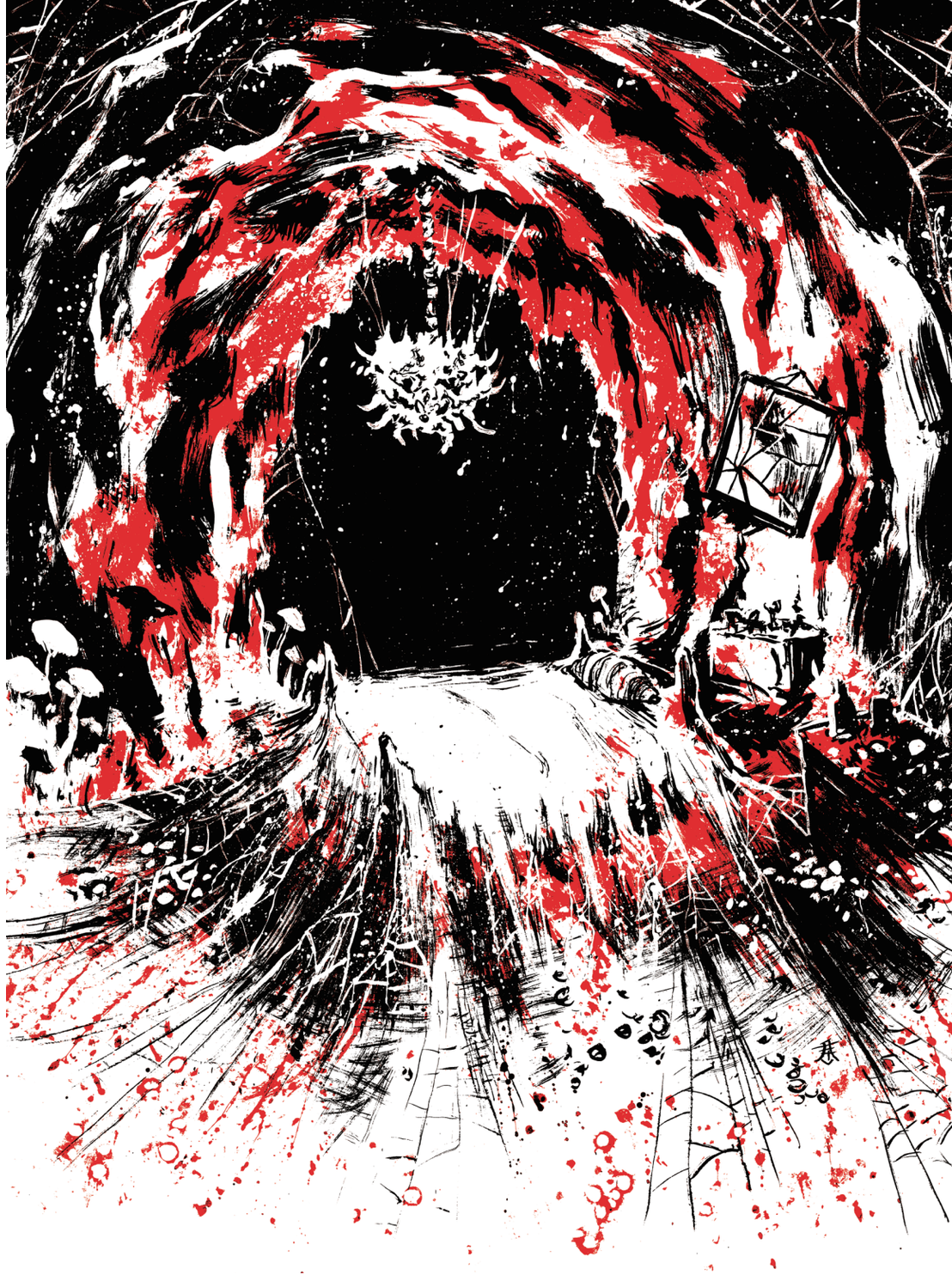
- *The entrance point for another dungeon. This could be one of the many independently published dungeons; something for* Labyrinth Lord, Old School Essentials, Lamentations of the Flame Princess, MÖRKBORG, Dungeon Crawl Classics, *another old school style game, or even one of the classic dungeons for* Dungeons & Dragons.
- *A portal to an entirely different world, if the referee wanted to link a very different campaign setting.*
- *Another possible location for the* Rishae Hive [20H] *in case the referee wants a different entrance from the Giant's Cave.*
- *In the original campaign playtested for this book, it was another rishae settlement underground, and required a two-piece key to open. The keyhole had a distinctive shape that the outcasts could recognize when they found key pieces around the world.*

20

Hidden Locations

Ware ye who would seek in woods
in salted swamps
in mountains cold,
for treasures lost
for gods forgotten
moldered bones
and buried gold.

Ware what ye may find there.
Ask why ye should seek.
For sometimes should not hidden things
stay buried
dark
and deep?



Black Mountain

From the south-western forest of the northern marches rises a peak shrouded in near constant twilight. A group of 12 especially effective bandits (use the stats from **Encounter 48** with +2 to Stealth checks) have made their lair in this dark place. The bandits dress in dark cloaks and rob travelers, taking advantage of the preternatural stealth they have been blessed with since they moved into this mountain. Unknown to them, a dæmon makes the mountain its home. It gifts the bandits with stealth when they drink from the spring that pumps from the heart of the mountain, and, in return, it eats the treasure they stash.

The bandits' leader is named Peter. He once had another name, but no longer remembers it. The rest of the bandits are named James, John, Andrea, Phillip, Iscariot, Matthew, Thomasina, Jamie, Bart, Thad, and Simone. Iscariot is jealous of Peter's leadership, and is constantly vying to remove him and take his place.

When the outcasts approach, there is a 3 in 6 chance the bandits are home. If they are gone, none of the areas described will be occupied. Instead, the bandits will return 1d4 hours after the outcasts arrive.

1. Watchtower

A watchtower, occasionally staffed, is perched 50' above the ground, hidden in the trees.

◊ If the bandits are home, there is a 4 in 6 chance the watchtower is manned.

2. Disguised Stables

Stables hidden beneath soft branches of trees, the horses' hooves wrapped in black cloth to stifle their footfalls.

◊ The bandits currently own **8 horses**.

3. Firepit

A simple firepit with a pile of bones and benches nearby.

◊ If the bandits are home, **4 of them** will be roasting meat at the firepit.

» A cave mouth leads to a locked door granting access to the interior of Black Mountain.

4. Barracks

Bunks and hammocks for 11 people, along with weapons and tools in a cozy but unfinished cave room.

◊ If the bandits are home, **3 of them** will be relaxing or sleeping here.

◊ Searching this room takes a watch and garners two nets, three pouches, a backpack, two extra bedrolls, 2 torches, a set of leather barding, a set of leather armor, 2 daggers, 1 sword, a shortbow, a quiver of arrows, **250sp** and **10gp**.

5. Dining Hall

A cheery feasting hall with a pool of sparkling, slightly effervescent water spilling from the wall at one end. A small storage parlor holds perishable foods.

◊ If the bandits are home, **4 of them** will be here preparing food, eating, or drinking.

◊ Drinking from **the spring** gains the bandits +2 to Stealth checks for 3 watches.

◊ The number of bandits must always be 12 exactly, and nobody can gain the Stealth benefit while 12 of the bandits are alive. If any bandits have been killed, anyone who drinks it becomes extremely sympathetic to the bandit cause, demands to be called by one of the dead bandits' names, and feels an addictive pull to drink from this spring.

◊ After gaining the stealth benefit from the spring, anyone who does not then drink from it again suffers **withdrawal** for 2d6 days. Per each day of withdrawal, hit points and all ability scores drop cumulatively by 1, and movement is halved. After withdrawal ends, if the character surivives, HP and ability scores go back up by 1 each day until they reach their previous maximums.

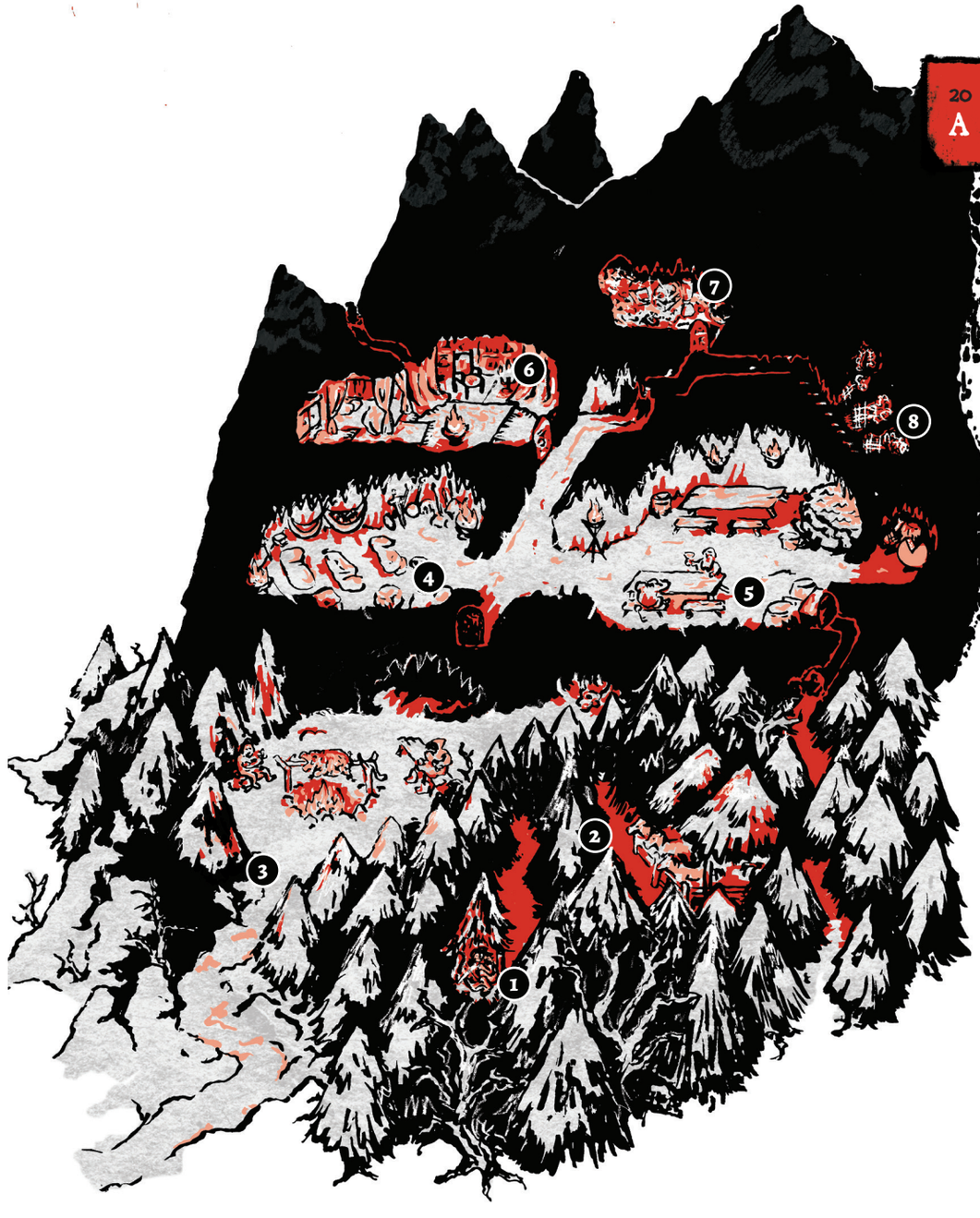
» A **secret passage** leads out to the forest.

6. Peter's Bedroom

A sumptuous bedroom with silks and fine clothing.

◊ There are two sets of expensive clothes (**200sp** each) and 2 valuable books (**150sp** each) here.

◊ Peter has the key to the treasure room.



7. Treasure Room

A strong, locked door guards a room of valuables.

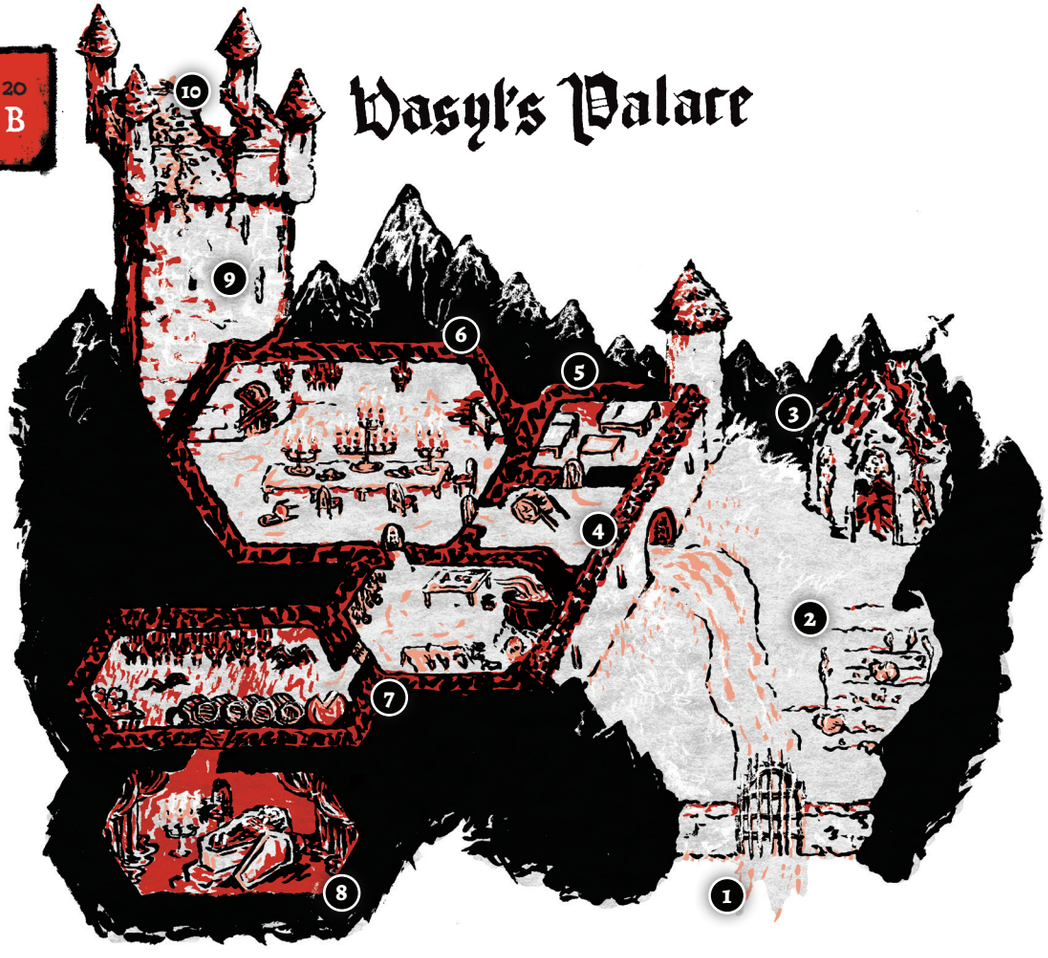
◊ Much of the treasure stashed in here has been eaten by the dæmon. There are still 3d6 valuable objects that take up 1 slot each and are worth **2d100sp** per object.

8. Dungeon

Three rusting cells with several skeletons inside, dressed in dark robes that match the robes the bandits wear.

◊ None of the bandits can remember who these prisoners were. If any bandits die, the others silently bring their bodies here.

Vasyl's Palace



THE HALF-RUINED TOWER HOME of **Vasyl the Bloody (Encounter 86)**, a foreign man cursed with blood-drinking immortal life. There is a 4 in 6 chance Vasyl is at home. The house is also occupied by servants: **Cherim**, the cook; **Lasilov**, the housekeeper; **Timothy** and **Holda**, the groundskeepers; and their young son **Gules**. The servants are welcoming to outsiders, but Vasyl's glamour holds them in thrall. While he lives, they act strangely listless, with no desire to depart. The tower's walls are of stone with mostly chipped-off plaster, the roof is of slate tiles, the cobwebbed interior is lit with old-style candelabras and infested with bats.

1. Gate

Forbidding, crumbling walls of stone (15' high) nestled in jagged mountain rocks, an ancient bronze, spiked gate, a tower and attached buildings in a rocky yard.

- ◊ During the day, **Timothy**, **Holda**, and **Gules** will be outside taking care of the vegetable garden, grounds, and **hounds**, and will see any visitors.
- ◊ The gate is unlocked but extremely heavy, and **creaks noisily** if opened.

2. Tower Grounds

Meager vegetable garden guarded by massive hounds. Small, empty look-out tower in the northwest corner.

- ◊ Two **massive black hounds**, fed almost entirely on blood, patrol at all times, savagely unfriendly unless controlled by one of the servants.
- ◊ Vegetable patch contains up to **8 regular rations**, though any such looting will upset the servants.

+Vasyl's hounds+

CHA -2 **CON** +1 **DEX** +2 **INT** -2 **STR** +1 **WIS** +1

AC 15 **HD** 2 **HP** 2d8+2 (12) **SAVE** +1 **MORALE** 8

MOVE Lope, 20' [4 squares]

SAVAGE BITE

+2 to hit, 1d6+2 damage.

3. Ruined Chapel

Small, circular, pre-Romanesque chapel, apparently struck by lightning in the distant past. Inside, a skeleton in ancient priest's robes stands above an altar.

- ◊ Servants are forbidden to enter, and will try to stop any visitors entering, violently if necessary.
- ◊ Held dormant by magic, the **priestly skeleton** (stats opposite) will animate if disturbed, and, in a dusty voice, try to convince the outcasts to defeat Vasyl once and for all, offering its assistance.
- ◊ Golden cross on the altar (**300sp**).

4. Entrance Hall

Chilly, dry air, faded tapestries, groundskeeping equipment, unused fur wraps hanging on wooden hooks.

5. Servants' Quarters

Three adult-sized beds, plus a small cot for Gules. Cold and damp, smells of old herbs.

- ◊ A chest of worn out peasant clothes also hides an illustrated Bible in old Russian (**200sp**).

6. Great Hall

Grand hall, smells of guano, hung with stained and faded Eastern-style tapestries of a forgotten artistic style.

- ◊ Unused unless Vasyl is home, then the fire is stoked, the candles all lit, and the servants feast as Vasyl greedily watches them eat.

» Barricaded entrance to the 9. Lord's Tower.

7. Kitchen

Bubbling stew pot, hanging herbs and bats. A basement of guano, casks of ale, wheels of cheese, ancient sour wines.

» Half-concealed behind an empty cask of ale, a sturdy wooden door, barred from within if Vasyl is sleeping in it, to 8. Sumptuous Crypt.

+Priestly skeleton+

CHA +1 **CON** +2 **DEX** -1 **INT** +1 **STR** +0 **WIS** +1

AC 14 **HD** 5 **HP** 5d8+10 (50) **SAVE** +2 **MORALE** 9

MOVE Stagger, 10' [2 squares]

BONY PUNCH

+4 to hit, 1d6 damage.

HOLY FLARE

Uses at the beginning of any combat, then has a 1 in 8 chance of recharging each turn. 2d10+4 damage in a 15' cone, **CHARISMA** save halves damage.

8. Sumptuous Crypt

Cave walls concealed by purple velvet curtains, the smell of incense, golden candlelight, comfortable chair, a beautiful wooden coffin on a dais in the room's center.

- ◊ Vasyl sleeps here during the day, and is completely helpless when asleep.
- ◊ Chest of coins at the foot of the coffin contains **500sp** and **2d6gp**.
- ◊ Servants (normal human stats, RC p. 32) will die to defend Vasyl in his crypt while he still lives.
- ◊ If Vasyl is slain, the servants will awake as if from a long, strange, confusing dream, and will depart.

9. Lord's Tower

Dusty, mouldering, three floors (office, dressing room, bedroom) of ancient finery covered in sheets of rough cloth, clotted with spiderwebs and guano. 6 portraits of the same woman, faded to near-anonymity.

- ◊ Office has papers in old Russian including a random **ritual** (RC, p. 52), requires translation.
- ◊ 6 portraits, take up 2 slots each (**250sp** each).
- ◊ Dressing room has old style attire, a fur wrap (**200sp**), and a copper mirror (2 slots, **500sp**).

» Small spiral staircase of finely carved marble leads up from the bedroom to 10. Roof Garden.

10. Roof Garden

The dessicated corpses of plants, vines lying like husks across a shattered rooftop with sad, eroded statues. A small skeleton in a ruined dress lies on a stone plinth.

- ◊ On the skeleton's neck, a silver cross (**200sp**). If any inhabitants see it, they will kill to recover it.

Samuel Fitzchrist's Lair

An elegant, expensive house hidden deep in the woods, commissioned by Ekardus, the Black Bishop (p. 24) to house his wayward bastard son, Samuel Fitzchrist (**Encounter 77**). There is a 50% chance that Samuel and Edgar are at home. The house is situated situated near, but not on, the shore, with a thin path through the wood leading to the shore in one direction, and east towards the main road in the other direction.

The house's walls are of finely plastered stone, dressed with columns.

1. Exterior

Beautiful house of white plaster in a small clearing in thick woods. Windows are all of stained glass.

- ◊ The house is 12' tall, except for the chapel area, which has a peaked roof 24' high. The roof is of slate.
- ◊ Each **stained glass window** depicts the messy death of a different martyr: hanging, drawing and quartering, torturing, burning, gouging of eyes, pulling of guts, all manner of horrors.
- ◊ The front door is locked. Edgar carries the key.

2. Kitchen

Well-kept kitchen stocked with non-perishable food stuffs, and (if the residents are at home) fresh game.

- ◊ Edgar prepares Samuel's meals here.
- ◊ There are several buckets of water.

3. Edgar's Bedroom

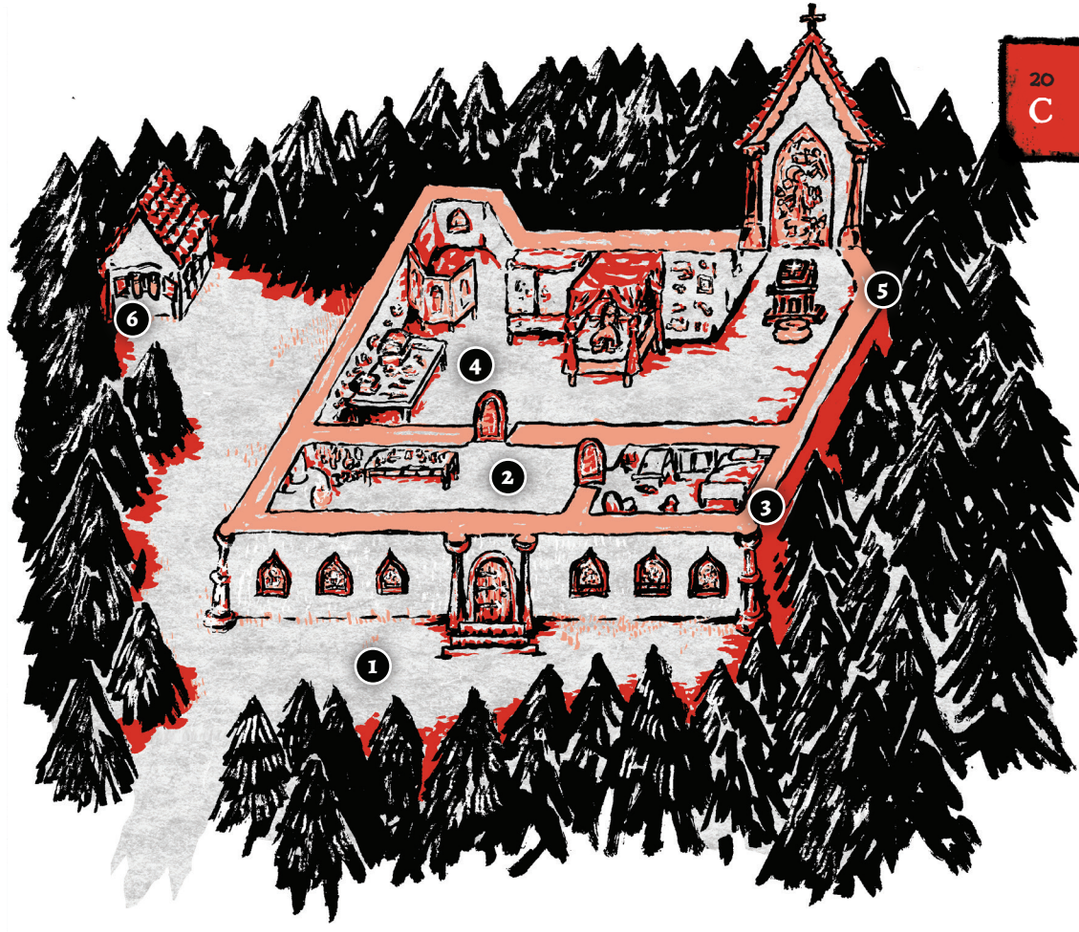
Simple, tidy bedroom with spartan bed, chair, desk, and wardrobe.

- ◊ 2 gold crucifixes in the wardrobe (**100sp each**).
- ◊ 1 set of gigantic black chain armor in the wardrobe, along with rough robes to fit Edgar.
- ◊ In the locked desk drawer, Edgar's diary:
  - *Edgar was brought from the distant north and east by Viking sea raiders as a slave. He escaped, and was thrown by the tides onto the shore of Banding Island. He crawled to the gates of Banding Prison to beg for his life, but was imprisoned instead.*
  - *Having lost much of his sanity during his ordeal, Edgar would babble curses upon his oppressors while he fished and worked in the yards. Eventually, tiring of his constant diatribe, the guards had his tongue burned out.*
  - *Abbot Ekardus visited on some other errand and, seeing the physical potential of the giant prisoner, paid for his release.*
  - *Ekardus educated Edgar in the ways of Christ, and Edgar became a fervent, merciless believer and follower of the Bishop. He was a former enforcer for the Bishop's Inquisition for several years.*
  - *Now Edgar guards Samuel, seeing him (as Ekardus has explained) as an avenging angel, who strikes the fear of God into the sinful and the unworthy. He believes Samuel is creating a Great Work which will open a bloody gate between Hell and Earth, and allow mankind to engage in a physical battle with Satan, defeating him once and for all.*
  - *Edgar will die for the Bishop, or for Samuel and his perverse cause.*

4. Samuel's Bedroom

Elegant bedroom festooned with lockets, fingerbones, crosses, necklaces, jawbones, bracelets, skullcaps, rings, and other trophies from the slain. Expensive furnishings and an awful smell of rotting death.

- ◊ On the **four-poster bed,** a woman's slowly rotting body, embalmed, stuffed with herbs, her arms crossed over her chest in a position of holy repose.
- ◊ **Wardrobe** contains five expensive, tight-fitting black outfits (**200sp each**, but hard to sell because of their strangeness and association with the murders committed by Samuel).
- ◊ **Table** holds knives of various sizes, small torture implements, a travel Bible, and a small, locked jeweled box.
  - *The box can contain something important to the campaign plot (perhaps a letter confirming Samuel as the Bishop's son, signed by the Bishop?), or more simply* **10gp**.



- ◊ **Toilet alcove** with a decorative screen showing desert saints in various stages of privation and passion: bleeding, starving, dying of thirst, having their guts torn out by vultures, dying of diarrhea on a blasted sandy plain.
  - *Chamber pot is missing from behind this screen.*

5. Samuel's Chapel

Chapel attached to the bedroom. Altar faces a large stained glass window depicting Saint Cassian, who was martyred by being hacked to death by children wielding stylii and clay tablets.

- ◊ The **Bible** on the altar has a bloody handprint on the first 186 pages, and the book is bloated and misshapen from having soaked up so much blood.
- ◊ Situated directly in front of the altar, a stained, well-used chamber pot.
- ◊ Underneath the Bible, Latin copies of two rituals: the **Rite of Translation** and the **Rite of Protection** (RC, p. 52).

6. Shed

A beautifully crafted large outbuilding with elegant columns, white plastered walls, and a slate roof. An awful stench emanates from within.

- ◊ The remains of three horses, carefully and thoroughly dissected, likely while they were still alive and tied down in their stables. Mostly bones, hung in strange patterns from bridle and saddle straps, with some meat and rotting skin hanging from the pieces.
- ◊ A beautifully filigreed well, crawling with flies.
- ◊ A small store of supplies: lime for making plaster, woodworking tools, other miscellaneous household supplies.

The Sunken Chapel

Somewhere out in the Merish marshes west of Merish Bridge, the canted belltower of a Romanesque church breaks the surface of the boggy waters. The church was built many years ago on unsolid ground, and has slowly slid down into the marsh. Somehow, the small Byzantine-styled stained glass windows have resisted the pressure of the bog and remain unburst. The church lies beneath the bog, intact.

Within this odd domain dwells **Frederick**, originally of Dunser. Frederick has his home town's odd look: hollow eyes, a too-wide mouth, and somewhat moist skin. Frederick is the priest of this wet place of mud and muck; he serves not the Lord of the world above, but an enormous, swollen frog deity who called him here. This large being is Frederick's wife as well as his goddess. They slap and flop together beneath the mire, copulating and worshiping in damp ecstasy.

Inside the Chapel

Slime drips from the galleries, where froggy eyes lurk in darkness. Slime slides across the canted, pitted flagstones of the floors, filling in the eyes and mouths of the sainted dead whose carvings lie here and there.

- The only visible entrance to the chapel is through the belltower. The topmost design has fallen from one of the stained glass windows leaving a large opening above the water-line.
- There is an attachment point for the bell, but the chain is broken. The bell lies shattered and half sunken into the ground below.
- Ledges, windowsills, balconies, and the iconostas could allow slippery, rickety passage to the floor.
- The entire inside of the chapel has been overrun by frogs. Small frogs, medium frogs, and some enormous frogs with strangely human eyes leap and hop across the various surfaces.
- The faces of Jesus, Mary, and the saints on the carved wooden pulpitum are covered in algae and have taken on a froggy appearance.
- Treasures of the chapel: 3 bell fragments (2 slots each, **250sp each**), slimy crucifix (**320sp**), slimy chalice (**150sp**), silver spoon (**50sp**).

The Crypt of the Frog Goddess

The bloated queen of the sunken chapel, ensconced in putrid glory, surrounded by her eggs and young, attended by her priest. Bones poke up from the soft mud.

- The frog goddess hungers for human flesh, which her children (**Encounter 101**) provide by bringing victims from the land in their mouths.
- The frog goddess can communicate telepathically with Frederick and the frogs. Others hear only croaks and guttural ribbits.
- The goddess has **50hp**, and cannot move or defend herself in any meaningful way.
- She is attended at all times by 1d4 **Bloated Frogs**.
- Frederick loves his life and wife, does not want to return to Dunser, and is jealous of any invaders.
- Scattered in her lair, the stolen finery of travelers: a **campaign object** (p. 28), **244sp**, **11gp,** a fine necklace (**100sp**), a silver pipe (**100sp**).

+Bloated frog+

Cha -3 **Con** +2 **Dex** -2 **Int** -3 **Str** +2 **Wis** -2

AC 10 **HD** 4 **HP** 4d8+8 (26) **Save** +2 **Morale** 6

Move Hop 10' [2 squares]

Big hop

+0 to hit. The frog attempts to hop on top of a target within 10' [2 squares]. If successful, the target takes 1d8+2 damage and is pushed to one side.

Tongue slap

Reach, +6 to hit, 1d6+1 damage and the victim is stuck to the tongue. In two rounds they will be pulled close enough to be swallowed. Stuck targets can escape by passing a **Strength** save.

Swallow

+2 to hit against a target stuck to its tongue. If the attack hits, the target is swallowed into the frog. Upon being swallowed and for each round they spend inside the frog, victims must make a **Constitution** save. If they fail, they fall unconscious. If they pass, they take 1d4 damage.

+Frederick, Froggy Priest+

Cha -2 **Con** +0 **Dex** +0 **Int** -1 **Str** +1 **Wis** +2

AC 12 **HD** 2 **HP** 2d6 (8) **Save** +1 **Morale** 5

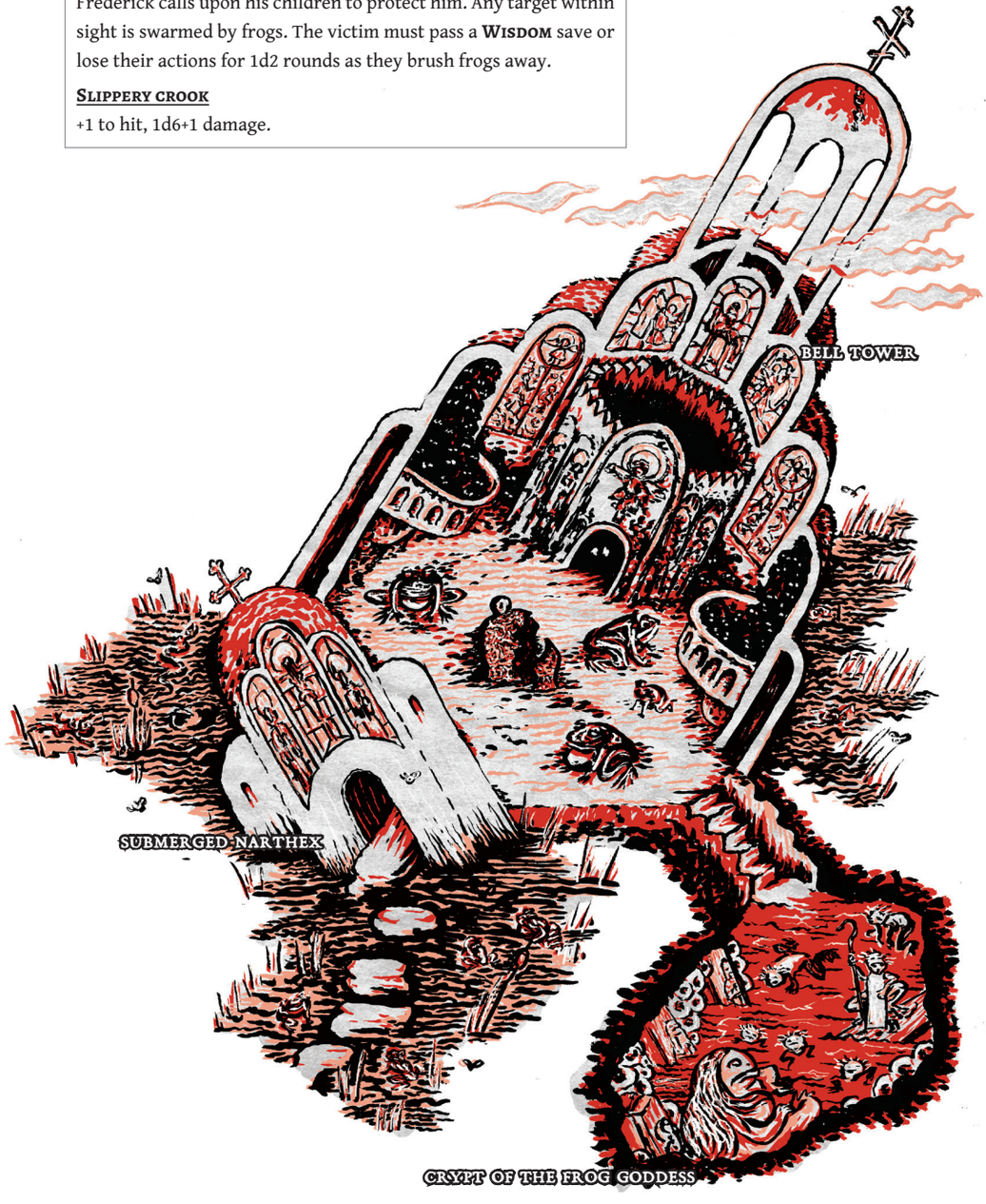
Move Walk 15' [2 squares]

Call upon frogs

Frederick calls upon his children to protect him. Any target within sight is swarmed by frogs. The victim must pass a **Wisdom** save or lose their actions for 1d2 rounds as they brush frogs away.

Slippery crook

+1 to hit, 1d6+1 damage.



The Forgotten Barrow

In ancient times, a civilization built this barrow deep in the mountains as the burial place for some of their most sacred heroes. Thousands of years later, a group of Vikings who had angered their goddess (see Wrecked Longship [12]) took shelter inside and eventually died. The Vikings left behind their bones, their arms and armor, and a large collection of runes carved into the walls as they went mad and starved to death. Now the tomb is home only to an enormous cave bear.

The Runes

Carved all along the inside of the tomb, up to the highest point a person's arms could reach, are runes. Carvings lower down and closer to the simple chamber are simple boastful viking graffiti. Examples might include things like:

- "Ragnarr is the most brave of all men."
- "Thorni fucked Helga, the fairest in the land."
- "These runes were carved by Snorri."
- "Erlinger killed three ravens, and made twice as many widows."

As the vikings waited inside the tomb, they carved further up the walls with phrases like:

- "We beseech the great Raven for peace."
- "I saw Horngar moving, though he is dead."
- "Disturb not the dead here, though their tombs hold great treasure."

Entrance

An enormous round stone lies broken before a long, low entrance formed from flat stones. Claw marks on stone.

- The **entrance passage** is only ~3 feet tall.
- In a side passage, a skeleton lies in a fetal crouch.
- The portal to the central chamber is of massive lintel stones carved with plant and solar motifs.

Central Chamber

Bones and ancient weapons scattered amidst the filth of a bear's den.

- The corbeled roof rises 30 feet above the floor.
- Searching the detritus yields **466sp**, 6 rusted but usable **viking axes** (2d4+1 damage, 1 shock, 1 in 12 chance of breaking with every attack), and 1 usable **shield**.
- The bear will defend its home from intruders.

+Cave bear+

Cha -3 **Con** +3 **Dex** +1 **Int** -2 **Str** +4 **Wis** +0

AC 13 **HD** 5 **HP** 5d8+15 (40) **Save** +3 **Morale** 8

Move Lumber 20' [4 squares]

Massive claws

+7 to hit, 1d10+4 damage, and victim must pass a **Dexterity** save or be grappled.

Terrible bite

If a bear has grappled a target, it may bite them. +10 to hit, 2d6+6 damage.

Chambers of the Sky and of Stones

Two chambers carved with natural motifs of sky and stone respectively, a heavy stone tomb in each one.

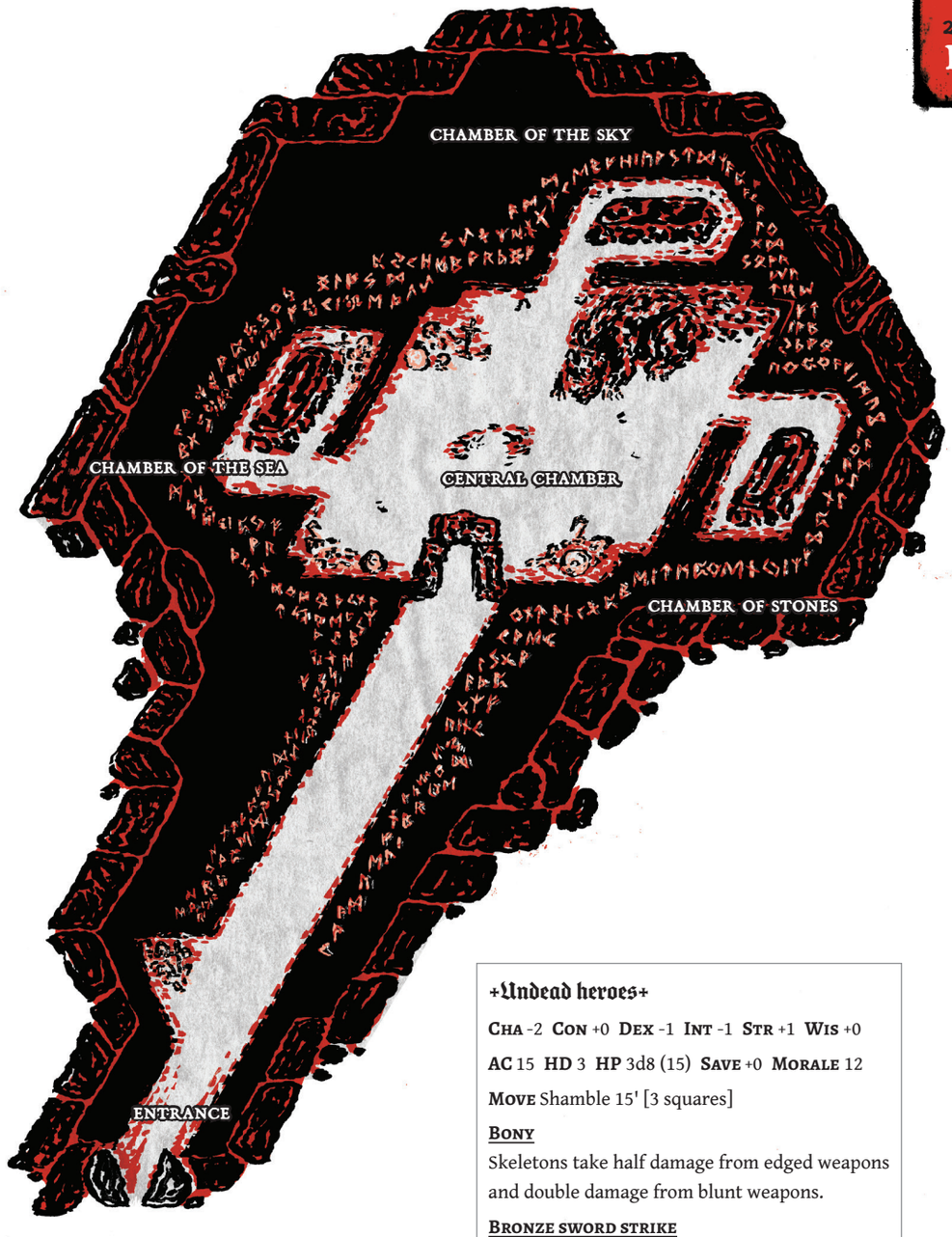
- Each tomb lid weighs several hundred pounds and requires a check to move.
- Each tomb contains a skeleton clad in armor and holding a ceremonial bronze sword. Each skeleton wears golden torcs, one at the neck, and one on each arm. Each torc is worth **500sp**.
- If they are disturbed, the occupants of the tombs rise and attack (see **Undead Heroes**, facing page).

Chamber of the Sea

A chamber carved with nautical motifs. The massive tomb has been ransacked. Bones are everywhere.

- On the floor, a jumble of bones including seven skulls and a mix of rusted viking weaponry and ceremonial bronze armor and a bronze sword.
- The bones show signs of violence upon them.
- Inside the tomb, the vikings' treasure: 3 torcs worth **500sp each**, 2 silver chalices worth **150sp each**, a gold chalice worth **300sp**, a gold crucifix worth **500sp**, and an incense box worth **300sp**.

20 E



+Undead heroes+

Cha -2 **Con** +0 **Dex** -1 **Int** -1 **Str** +1 **Wis** +0

AC 15 **HD** 3 **HP** 3d8 (15) **Save** +0 **Morale** 12

Move Shamble 15' [3 squares]

Bony

Skeletons take half damage from edged weapons and double damage from blunt weapons.

Bronze sword strike

+4 to hit, 1d8+1 damage.

Reform

On the turn after they drop to 0 hp, each undead hero has a 4 in 6 chance of reassembling at full health.

The Ram's Den

One of several docks and supply stations the Cult of the Ram have hidden around the north, this one happens to be their unassuming headquarters. Felicity Maddox has an office here, and major decisions flow in and out of this hidden redoubt. The Ram's Den is also their largest mainland port, with the most traffic in untaxed, illegal goods flowing through its winding caves. The location of The Ram's Den is a closely guarded secret, and one that most smugglers would rather die than reveal.

1. Hidden Entrance

Large door artfully hidden in the grasses. When opened, it is large enough to admit a pair of horses pulling a wagon.

- When the entrance is opened, several thin but strong cords pull bells in **2. Warehouse**.

» Gentle ramp down to **2. Warehouse**.

2. Warehouse

Cavernous chamber full of illicit goods, wagons, horses. Smells of hay, wet wool, and perspiration. Lit by lanterns.

- Guarded at all times by 4 smugglers.
- Contains **1d12 x 1000sp** worth of trade goods (mostly bundles of wool), split across 3d20 slots.

» Gentle ramp up to **1. Hidden Entrance**.
» Ladder up to **3. Lighthouse**.
» Steep stone steps down to the central passage.

3. Lighthouse

Shining beacon of light and sound hidden in the cliffside.

- Staffed at all times by 2 smugglers, tasked with guiding in ships with blackened sails.
- An enormous mirror focuses lantern light.
- 3 large, melancholy bells create a choir full of longing that calls the smugglers' ships to port.
- 3 jars of oil that can refill a flask 4 times each.
- Bells are worth **400sp** and take 3 slots each.

» Ladder down to **2. Warehouse**.

4. Maintenance Smithy

Horseshoes, ships' rigging, ropes, tackle, ash, and coke.

- **Toby Boulé** is the blacksmith for the Ram's Den, and works tirelessly to maintain boats, wagons, horses, and the gear of fellow smugglers.
- Tools, riding gear, and ship supplies abound...

5. Quarters

Bunkbeds and hammocks crowd against cooking supplies and a carefully disguised chimney in a messy room.

- Most of the residents of these quarters are temporary, excepting **Toby** the blacksmith and **Roger**, the head of the Ram's Den security.
- 1d6 smugglers.
- 2d4 preserved rations, 3 waterskins.

6. Felicity's Office

Chaotic mess of paperwork, calendars, tide charts, and maps. A spartan bed and small wardrobe crowd the desk.

- The door to this chamber is guarded day and night by 2 smugglers.
- The humble quarters and office of the powerful leader of the Cult of the Ram, Felicity Maddox.
- **66gp** and **666sp** in a locked chest under the bed.
- For more on Felicity, see page 25.
- Rather than executing or torturing intruders, if they look skilled or dangerous, Felicity may offer them a chance to work for the Cult.

Quests for the Cult of the Ram

Initial jobs that Felicity trusts to outsiders will pay **1d6gp per outcast**:

- Accompany a wagon full of illicit goods from one location to another (roll for locations, rear cover) without being detained or searched.
- A merchant in a random location owes protection. Don't kill them, but make them a messy example of what happens if you don't pay the Cult.
- Find and infiltrate the Cult's HQ in **Cleardor [1]** without being detected as a test of skill.

After the outcasts have completed a few jobs or are otherwise trusted, Felicity will give them more sensitive tasks of the following nature, each paying **2d6gp per outcast**:

- Intimidate a priest to give their tithes to the Cult.
- Kill a major leader in a random settlement (rear cover) but make it look like another faction did it.
- Sabotage a legitimate shipping operation in a random settlement. A quiet job, no witnesses.
- Giants have been interrupting trade and we suspect they've been coming out of **Broken Span [18]**. Investigate and stop the tide of enormity.

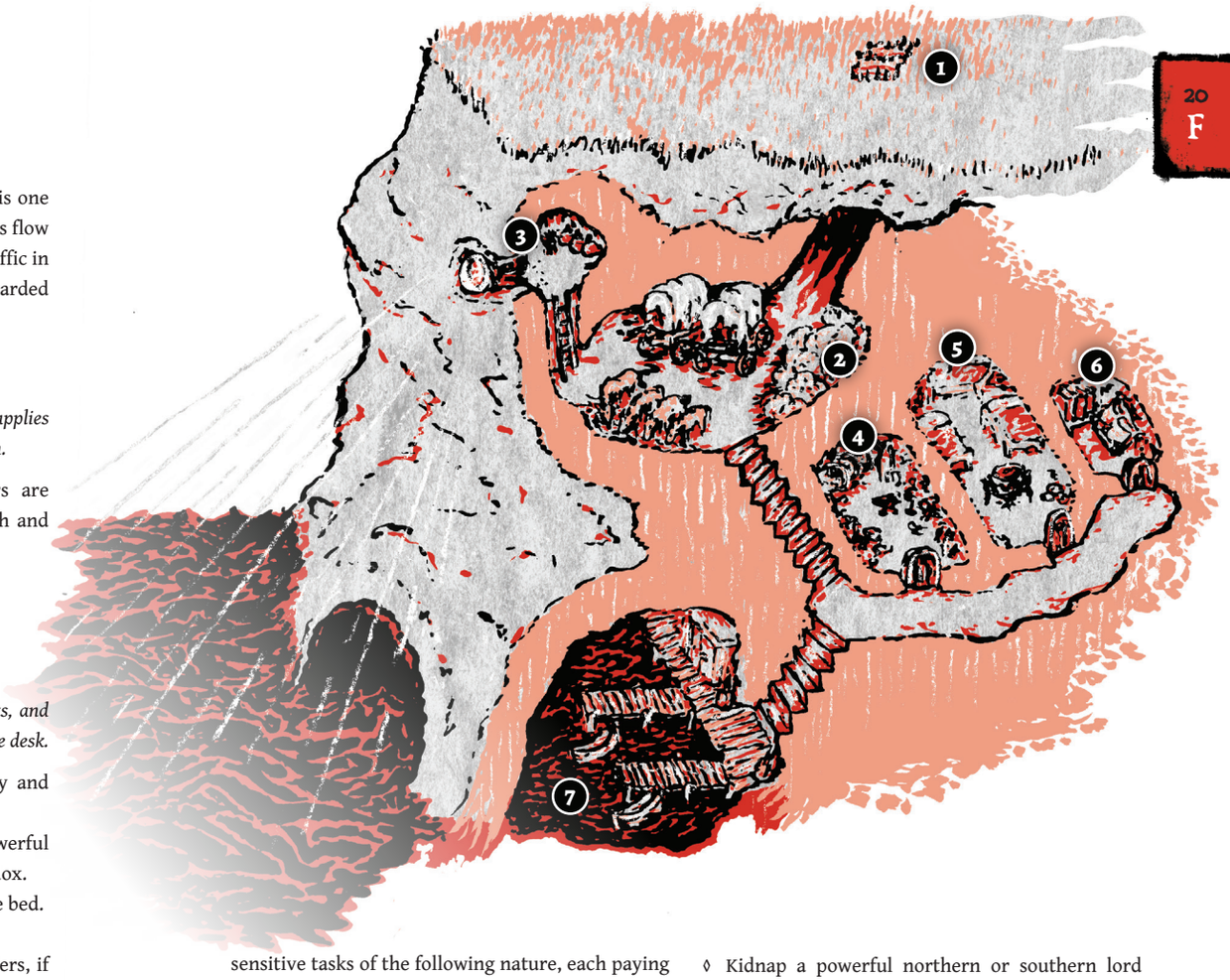
Once the outcasts are deeply trusted by the Cult, they will be given highly sensitive tasks. These jobs pay **2d10gp per outcast**, or may be rewarded in other ways instead:

- Assassinate the head of the guard or equivalent in **Cleardor [1]**, **Merish Landing [11]**, or **Utroat Castle [15]**, but make it look like a suicide.
- Kidnap a powerful northern or southern lord (50% chance of either one).
- A group of bandits have become too effective. We have information they are based out of the approximate area of **Black Mountain [20A]**. Find and neutralize this group.
- Incite mutiny in the security forces of **Cleardor [1]** or **Utroat Castle [15]** without any witnesses.

7. Hidden Docks

Wooden, creaking docks inside a large waterline cave. Ship maintenance supplies are stored in a large shed.

- At any given time there will be 1d4-1 small boats tied up at these docks.
- The docks have a 50% chance of being guarded by 1d4 smugglers.
- The shed is large enough for 2 people to hide in.



20
G

Lair of the Spider Kings

Three generations ago, Redraven Cross was a prosperous copper mine deep in the Dergbarrow Mountains. But something happened. The people disappeared. The town died. The paths through the mountains were covered in snow and ice. Now Redraven Cross is a half-forgotten memory for the oldest denizens of the north, a legend spoken of through toothless lips over a cup of hot wine, quickly disregarded by the young.

But Redraven Cross did exist, and for longer than any alive today remember. It was built initially by the rishae, then, when that race began fading into ever deeper reaches beneath the earth, taken over by humanity. When the human miners delved too deep, they opened subterranean paths into the horrific lair of the spider kings, whose minions quickly overwhelmed the town and captured the miners.

Most giant spiders are no more intelligent than animals. As a result of ancient rishae breeding and magics, the spiders that live in this forgotten place are born as dumb beasts, but mature into a human level of intelligence with huge tusks like mammoths. Their three kings maintain a bickering sort of equilibrium beneath the earth, occasionally sending out raiding parties to harvest more human chattel.

To Speak or Not To Speak

The Lair of the Spider Kings can be run as a dungeon full of horrors, in which the outcasts do not know the reasons and reasonings behind the things that they see. Referees can also run this dungeon as a place of horror, but with more potential for intrigue, instead of stealth interspersed with combat.

The chief differences between these two approaches will be if the outcasts can communicate with the spiders or not. If referees choose to have the spiders speak a language the outcasts can understand, they will be able to immerse themselves in the dangerous intrigues of the spider court.

If referees choose to have the spiders unintelligible to the outcasts, communication will be difficult or impossible, and encounters between these two alien cultures will almost inevitably end in death on one side or the other.

The Spider Queen

The Spider Queen is an enormous mutated being whose body has fused with her underground chamber. The male spiders of the lair battle to prove themselves worthy of fertilizing a crop of her eggs, which then must be implanted into still-living mammalian bodies (of any species, but the spiders find humans the most numerous and easiest to capture and breed). The queen has no means of communicating anything to anyone, and plays no part in the intrigues of the lair.

Skalthos, the Warrior Spider King

Skalthos is a serious, martial-minded spider. He performs regular troop inspections and keeps his section of the hive neat and orderly.

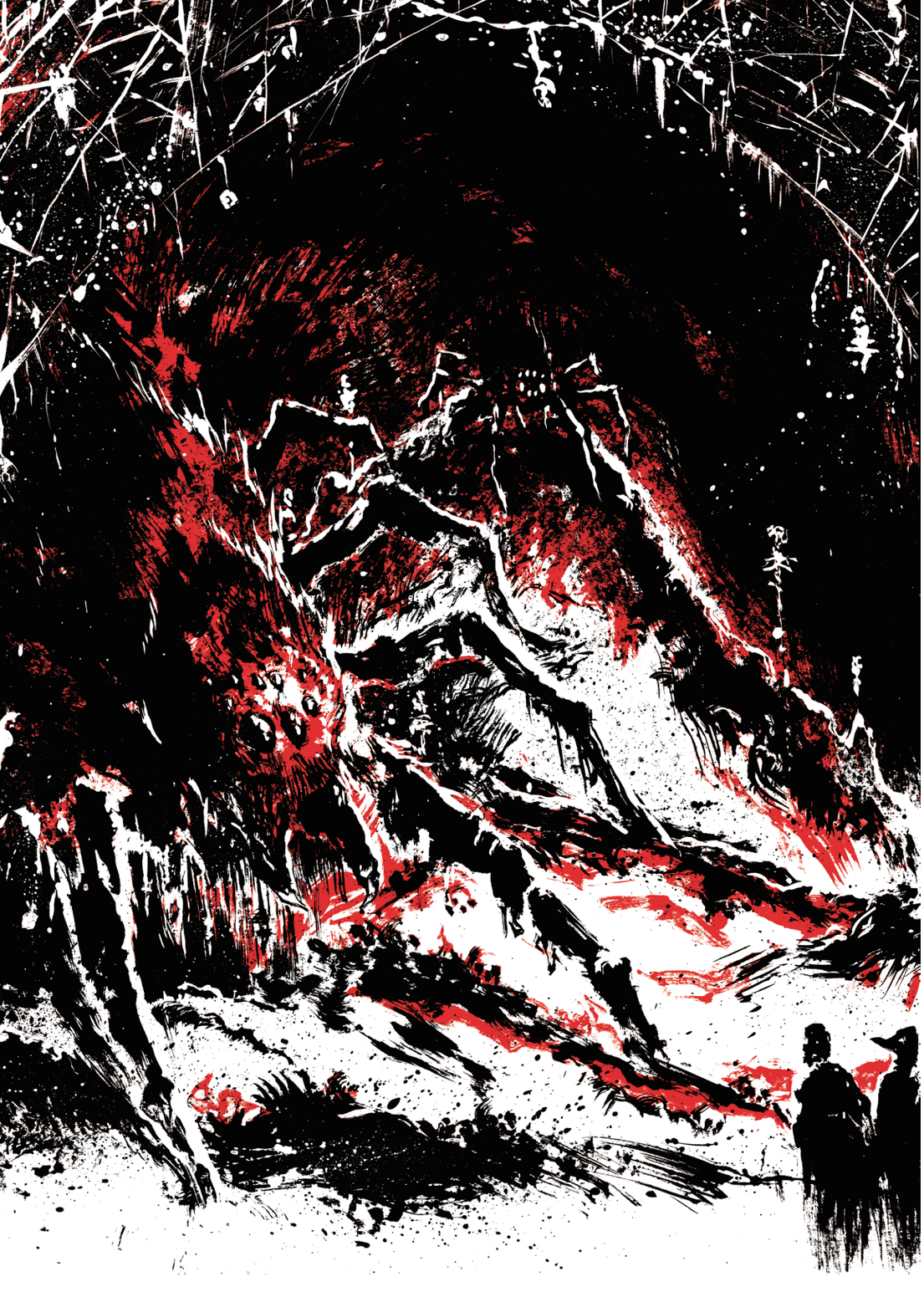
- Skalthos loves to hunt great cave beasts.
- Skalthos respects prowess in battle.
- Skalthos is devout to the spider religion.
- **Yossin** is the chief of Skalthos' secret police.
- **Warblade Oxsplitter** is the largest spider in the hive, the most frequent victor in the proving grounds, and head of Skalthos' spider forces.

Pruya, the Wasted Spider King

Pruya is physically weak and mentally decrepit. He is kept in a state of fogged bliss by the spore mist released from mushrooms that **Brully**, his lieutenant, keeps in his chambers. Brully is the power behind the throne, a conniving, simpering spider.

- Pruya mumbles constantly about the glory days of his youth, when he was strong and hale.
- Pruya would be furious with Brully if the mushroom mist was cleared from his mind, but is too physically weak to face him in combat.
- Brully wishes to one day proclaim himself king, but needs the approval of Uuttu, who currently has no respect for the unscrupulous vizier.
- The spiders in Pruya's hive are split between older ones loyal to Pruya and his throne, and younger spiders who support Brully's designs.





Terminad, the Lovelorn Spider King

Terminad, while old, is still powerful, but completely lost in his obsession with a human woman. He is distracted from his duties as king in preparing an abode for this princess he wishes to some day bring to the spider lair.

- Terminad is interested in humanity, their cares, their minds, the things they like.
- The object of Terminad's affections is **Betsy Drake**, the baker at **Cairn o' the Mouth [17]**. Terminad found her by random chance when using his scrying mirror. He sends spies out to watch her at night from time to time. She has done absolutely nothing to deserve this attention.
- Terminad will eventually send out an elite cadre of spiders to capture Betsy, sedate her with non-lethal venom, and bring her to his chambers.

Uuttu, the Spider Priest

Uuttu is the devout head priest of the spider religion. This hive worships an ancient spider god who will be birthed some day to lead the spiders into the sunlit world and conquer all other beings.

- The spider religion is trinitarian, and requires there always be three kings, who represent different aspects of the spider god.
- Uuttu believes that only the largest, oldest, and worthiest spiders should become kings.
- Uuttu frequently takes strong psychedelics, and administers the drugs to other members of the hive, including the kings and the queen.
- The scriptures state that the spider god will come when a perfect egg fertilized by all three kings gestates inside the live body of a giant.

+Young Redraven Spider+

Cha -3 **Con** +1 **Dex** +1 **Int** -2 **Str** +1 **Wis** -1

AC 13 **HD** 1 **HP** 1d8+1 (6) **Save** +0 **Morale** 4

Move Sidle 15' [3 squares], Climb 15' [13 squares]*

**Giant spiders can climb vertically and upside down.*

Bite

+2 to hit, 1d6+1 damage.

Clawed limbs

+2 to hit, 1d6+1 damage.

+Giant Redraven Spider+

Cha -2 **Con** +1 **Dex** +2 **Int** +0 **Str** +2 **Wis** +0

AC 14 **HD** 3 **HP** 3d8+3 (18) **Save** +2 **Morale** 5*

Move Sidle 20' [4 squares], Climb 15' [13 squares]†

**Giant spiders have +1 morale for each other giant spider in the same room as them, but -1 morale for each giant spider corpse in the same room as them.*

† Giant spiders can climb vertically and upside down.

Bite

+5 to hit, 1d8+2 damage, and the victim must make a **Constitution** save. On a failure they take 1d4 poison damage each turn until they pass a **Constitution** save. If they are reduced to 0hp by this poison, they fall unconscious and stay stable at 0 hit points.

Clawed limbs

10' [2 squares] reach, +5 to hit, 1d8+2 damage.

Web fling

15' [3 squares], +5 to hit, victim is covered in webbing which reduces movement to 5', gives them a -2 to attack actions, and a -1 to other actions. Victims may use a combat action to make a **Strength** check to break free.

+Warblade, the Oxsplitter+

Cha -2 **Con** +1 **Dex** +2 **Int** +0 **Str** +3 **Wis** +0

AC 14 **HD** 6 **HP** 6d8+6 (36) **Save** +3 **Morale** 8

Move Sidle 20' [4 squares], Climb 15' [13 squares]*

**Giant spiders can climb vertically and upside down.*

Bite

+8 to hit, 1d8+3 damage, and the victim must make a **Constitution** save. On a failure, they take 1d4 poison damage each turn until they pass a **Constitution** save. If they are reduced to 0 health by this poison, they fall unconscious, stable at 0 hit points.

Iron-tipped limbs

2 attacks, reach, +5 to hit, 1d8+3 damage.

Venom spit

30' range, +7 to hit, 1d10 damage.

Web fling

As a last resort, Warblade can use web fling (as a giant spider, above), but only before retreating.

Redraven Cross

Redraven Cross is abandoned and covered in snow. There is only a 1 in 6 chance on any given day that heavy snow is *not* falling. The town is located high in the Dergbarrow Mountains, several thousand feet above sea level. Most of the town's buildings lie in ruins with the roofs long ago rotted away, cloaked in spider webbing.

- The principal peak above the ruins is perpetually wreathed in blowing snow. Careful inspection reveals a far-away staircase carved into the mountainside (see **22. Cliffside Forest**).
- The cliffs leading to **19. Sleeping Chambers** are 150' high, and show signs of being carved out. They are scalable with some dedicated effort.

Encounters in Redraven Cross

For each watch spent exploring the town, there is a 1 in 10 chance of an encounter (1d6):

1. Young giant spider (unintelligent).
2. Giant spider loyal to Skalthos.
3. Giant spider loyal to Brully.
4. Giant spider loyal to Terminad.
5. Giant eagle.
6. A loose human slave (see **6. Goat Pen** facing).

+Giant eagle+

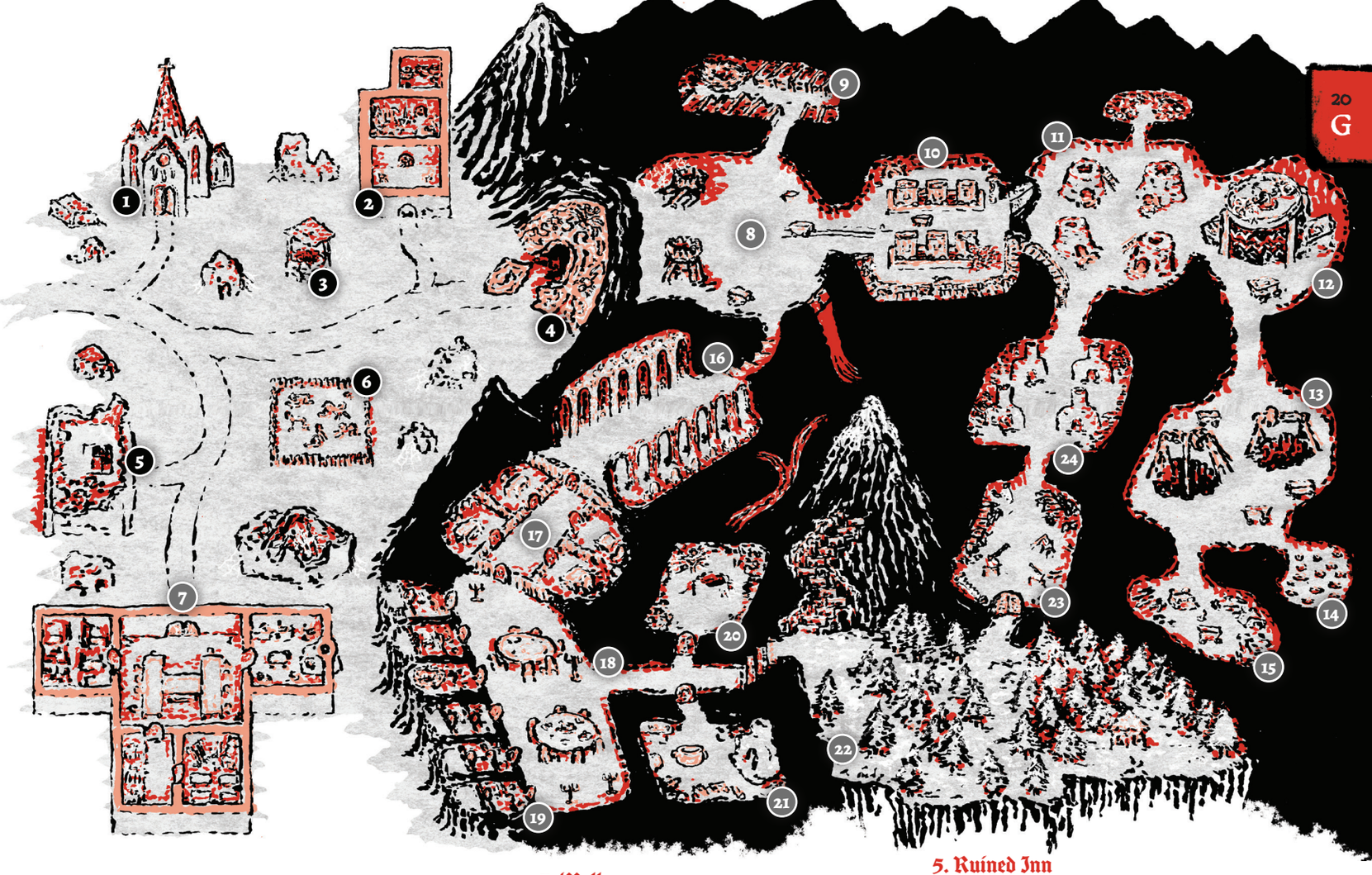
Cha +0 **Con** +0 **Dex** +3 **Int** -2 **Str** +0 **Wis** +2

AC 16 **HD** 2 **HP** 2d6 (8) **Save** +1 **Morale** 5

Move Fly 60' [12 squares]

Swoop

+3 to hit, 1d6 damage.



20 G

1. Abandoned Church

A small, elegant, neatly intact church.

- **Windows** are of simple dirty glass.
- **Front door** is barred from the inside.
- **Side door** is locked, easily broken down.
- Inside is dusty but intact. On the altar, a gold cross (**500sp**) and a silver chalice (**300sp**).

2. Tool Storage

Spartan stone building with an intact slate roof.

- **Front room** is an old guard post with cots, seating, and a small fireplace. There is a locked door leading to the middle storage room.
- **Middle storage room** is locked. Contains racks, shelves, storage bins with 18 pick axes, 2 coils of rope (50' each), a broken lantern, 3 pairs of rusty iron manacles, mouldering cloth, 4 smith's hammers, 4 wheelbarrows, 20 empty mildewed sacks, piles of rotten cloth, and 6 whips.
- **Rear room** contains several barrels of lantern oil. Some of the barrels have leaked away, but enough remains to fill a flask of oil 6 times. There are also 3 torches.

3. Well

Old covered well with the bucket missing.

» The well shaft leads down to the underground river that connects after several hundred feet of cold, wet passageway to the well in **20. Pantry**.

4. Copper Gateway

The mine entrance is a large, solid wall of copper carved with strange writing and embedded into the cliffside. In its center are two gigantic doors, fifteen feet high, eight feet wide each, that have been torn asunder, and are lying on the ground, bent. On the side is a smaller door, human-sized, which is intact. The wind makes an awful low humming sound from within the mine.

5. Ruined Inn

A crumbling old inn, full of snow and spiderwebs.

- The floor of the inn is intact, with stairs leading down into the **cellar**.

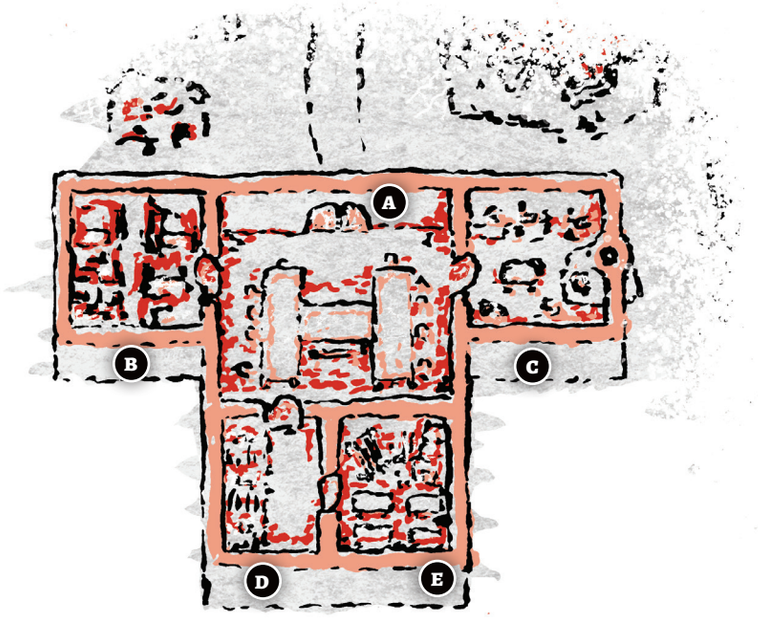
» A long tunnel in the cellar leads to **39. Yossin's Office** via tight squeezes and vertical drops.

6. Goat Pen

An old goat pen filled with moaning naked human slaves.

- The slaves have parasites implanted on the backs of their necks. They are bestial and can only communicate in spiderlike chitters and shrieks.
- The spiders use the slaves for feeding and breeding. The parasites give the spiders telekinetic, jerking control over the slaves' bodies.

The Overseers' House



The Overseers' House was built long ago by rishae. The exterior is stunningly beautiful, made of a pure white stone carved to look as if it is rising naturally from the snow drifts, growing into curling vines and trees. Unfortunately, there is some cruel magic within the secrets of its beautiful construction that warps the mind of anyone who lives within it. The overseers of the mine at Redraven Cross were thus always prone to cruelty, greed, and madness.

7A. Dining Hall

Grand hallway with vaulted ceilings, wooden tables, un-verdigrised copper braziers in two of the corners.

- Anyone who sits and eats at the table feels a strong sense of camaraderie and hears jolly voices speaking in a strange tongue. The first time someone dines at this table they do not need to eat for the next day.
- Anyone dining more than once must make an **Intelligence** saving throw or be tempted to stay for far too long, spending an additional 1d4 watches enjoying the camaraderie of the hall.
- The braziers are very heavy (2 people to carry), but if they could be moved, are worth **500sp** each.

» The door leading to 7D. Prison is locked.

7B. Barracks

Close, stuffy room separated into 6 distinct sleeping areas with thick black velvet curtains.

- Each sleeping area contains a bunk bed and a small chest. One area contains a single bed.
- Searching the room takes 1 hour and reveals a gold nugget (**500sp**), a ring of keys, and 2 whips.
  - *The ring of keys contains many keys. Checking them all takes some time, but every locked door on the first level (areas 1-24) of the Lair of the Spider Kings can be opened by one of the keys on this ring.*
- The chest in the sleeping area with the larger, single bed contains the **diary of a torturer** written in English (see facing page).

Diary of a torturer

- A list of experiments carried out on subjects' bodies. Each subject is numbered, not named.
- Most seem like adult males from the descriptions.
- Torturer obsessed with opening gates to other planes by inflicting pain on others.
- Torturer purchased a magic knife from a trader.
- Describes experiments using the knife to create a gate to another realm inside a human body.
- Unfortunately, the corpse gate only served to birth a hideous, scabby creature.
- When freed from the corpse, the creature was friendly towards the author. Others found the creature disgusting, and killed it.
- Another entry describes a ritual to open a gate to another realm of blasted, greenish stone.
- In this realm, an angry mob of nearly naked humanoids with blue skin yelled at the author and chased him with spears and arrows.
- The author thus fled and closed the gate by scattering the magic circle holding it open.

The ritual: Create a circle of crushed green stone, and inside that circle place two people, one male, and one female, who were born within 6 days of each other. Let six fanged serpents bite onto the flesh of the sacrifices, then bind the necks of each sacrifice to the other using a 6-foot length of silver rope. Recite then the incantation: *ochten'ka la'mia en ro en ro en ra ka la'mia; tren'dech-succuth en ro en ro; tren'dech succa, car co car sa; tren-dech succonth car co car sa, ochten'ka, car co, car sa.*

The author notes that the victims of this ritual need not be killed, for instance if the serpents have been devenomed, or are not venomous.

7C. Kitchen

Beautiful kitchen of intricately carven stone, left in a mess, with the fireplace full of ash.

7D. Prison

Three cells closed with copper bars. Inside each, a skeleton. A deathly cold wind seems to blow from nowhere.

- Trapped within this room is an angry spirit. If possible, it will wait for someone to enter one of the cells, at which point it will slam all the doors shut, trapping anyone it can inside the cells. It will throw bones, howl, and shriek.
- The spirit cannot be harmed by anything except magic or magical weapons.
- To banish the spirit, a sigil carved into the floor beneath a puddle of black goo under one of the skeletons in the middle cell must be erased.
- Once banished, the **Rite of Haunting** (RC, p. 59) will appear written on the rear wall of the cell.

+Angry prison spirit+

Cha -2 **Con** +0 **Dex** +3 **Int** -2 **Str** +1 **Wis** -1

AC 18 **HD** 2 **HP** 2d8 (10) **Save** +2 **Morale** 12

Move Float 20' [4 squares]

Throw bones

+2 to hit, 1d4+1 damage.

7E. Torture Chamber

Blood-stained stone beds, fitted with adjustable shackles. A wooden rack, a copper oven, rusty pokers, charcoal, pincers, and various other torturous implements.

- Within the torture implements is the **Goblin-birthing knife** described in the torturer's diary.

Goblin-birthing knife

Rusty, bloodstained knife with a leaf-shaped blade.

- +1 to hit, 1d4+1 (**+Str mod**) damage.
- If a person is killed with the knife, the corpse's belly will swell hideously, with some being obviously growing inside. In 1d4 turns, a scabby, oozing goblin will burst out of the corpse. If the goblin is freed first, it is friendly to its liberator and obeys their commands, albeit in a deeply stupid fashion. If the goblin is forced to burst out, it will attack anyone who comes near it.

+Knife goblin+

Cha -3 **Con** +0 **Dex** +0 **Int** -2 **Str** +0 **Wis** -2

AC 12 **HD** 1 **HP** 1d6 (4) **Save** +3 **Morale** 5

Move Scrabble 15' [3 squares]

Vicious claws

+2 to hit, 1d6 damage.

Abandoned Mine

Encounters in the Mine

For each watch spent exploring the mine, there is a 1 in 10 chance of an encounter (1d6):

1. Young giant spider (unintelligent).
2. Young giant spider (unintelligent).
3. Giant spider loyal to Skalthos.
4. Giant spider loyal to Brully.
5. Giant spider loyal to Terminad.
6. Feral rishae assassin.

The feral rishae is mute and mad, with filed teeth and pale white skin drawn tight across an elongated skull. It wears rags and a jeweled bracelet (**350sp**).

The rishae will wait until an outcast is alone and then try to **Dominate** them. If the victim fails their save, they will be commanded to go into the forest and sleep, where they will then be dragged off to be eaten. If the attempt fails, the rishae will retreat and hide. Once hidden, they will try to attack from a position of stealth, then grapple and drag their target away into a secret passage.

+Feral rishae assassin+

Cha +0 **Con** +0 **Dex** +2 **Int** +1 **Str** +0 **Wis** +0

AC 14 **HD** 2 **HP** 2d6 (8) **Save** +1 **Morale** 7

Move Walk 15' [3 squares]

Teeth and claws

+2 to hit, 1d8 damage.

Dominate

Makes eye contact with target and gives a mental command of up to five words, which cannot be used to directly harm the victim. Victim must pass a **Wisdom** save or obey for 1 watch.

8. Entrance Hall

A massive chamber, 100' high, with rough-hewn walls of stone. Within are two wooden guard towers, the northern one in burnt ruins. An old mine track with a cart on it leads further into the murky depths.

◊ The **intact tower** contains a pair of rishae dice (**100sp**) and a torch that lasts for a single watch.

» To the north, a wide passage to **9. Stables**.
» To the east, an enormous passage to **10. Weights and Measures**.
» To the south east, a **secret door** leading to a passage to the underground river connecting **3. Well**, **20. Pantry**, and **25. Feeding Area**.
» To the south west, an elegant carven staircase leading to **locked** copper double doors, flanked by enormous copper-tipped spider tusks. The doors open to **16. Grand Colonnade**.

9. Stables

15' high ceilings, rough hewn walls. Twenty stalls, now full of mold, rot, and the smell of decaying meat.

◊ In a corner, the feral rishae has created a foul nest full of bits of rotting human and spider parts.

10. Weights and Measures

30' high ceilings, rough hewn walls. Enormous copper chased wooden boxes. A mine cart track. A 10' high raised walkway on the south wall continues to the next room.

◊ The **wooden boxes** are chased with copper, set into depressions in the floor. Used to weigh ore.
- *One of them contains a huge quantity of iron filings.*
- *One has split open, spilling iron on the floor.*
- *One contains 6 copper ingots worth **150sp** each.*

◊ There is an **abandoned mine cart** with copper chased wheels set on a rusted track.
◊ On the **raised walkway** are several heavy barrels full of slag and rock.

» On the northern part of the eastern wall, a large set of copper doors leads to **11. Smelter**.
» On the southern part of the eastern wall, the raised walkway continues to **11. Smelter**.

11. Smelter

60' high ceilings, rough hewn walls. Four huge smelting kilns and associated equipment. Slag and broken stone.

◊ Spending a watch searching the ruins will yield a copper ingot (**150sp**). This can be done 5 times before the ruins are exhausted.
◊ The small room to the north is a jagged **slag pit**.



» To the south, **24. Charcoal Kilns** is visible.
» To the east, machinery and strange dessicated husks in **12. Ore Crushing Chamber** are visible.

12. Ore Crushing Chamber

40' high ceilings, rough hewn walls. A giant machine for crushing ore. Two tusked spider corpses lie atop it.

◊ In the center of the room, a huge set of thick black stones mounted on a large wooden corkscrew, which moved up and down to crush stone.
◊ A **rusted grate** at the western end of the machine allowed small crushed pieces to fall through.
◊ A **hopper** on the eastern side of the room contains huge chunks of ore, ready to be crushed.
◊ The machine was driven by **chained spiders**. Their husks are still chained to the machines.

» To the south, a tunnel slopes downwards towards **13. Mine Shafts**.

13. Mine Shafts

20' high ceilings. Large room full of detritus, with raggedy hoists above mine shafts dominating the center.

◊ **Mineshafts** are 15' across, with creaking wooden mechanisms at the top of each one to raise and lower mine carts.
- ***Mine shaft 1** is 70' deep. Ropes are in place for mine shaft 1, but are weak and frayed. Each time they are used, there is a 50% chance of them breaking.*
- ***Mine shaft 2** is 100' deep. Whatever ropes were once attached have broken or rotted away.*

◊ At the bottom of the shafts is a confusion of **mining tunnels and chambers**. See the next page for more information on navigation within these passages.

» Passages to **14. Latrine Pits**, **15. Cart Storage**.
» Via the mining tunnels, **36. Brully's Chamber**.

14. Latrine Pits

Stinking room with latrine pits, some seething with squishy arthropod parasites.

◊ The spiders breed the parasites used to subdue human slaves in these pits.

15. Cart Storage

A large room full of leftover lumber, strips of iron, and several mine carts in various states of repair.

Exploring the Mining Tunnels

The mines are entered via **13. Mine Shafts**. Explorers can enter the mines via mine shaft 1 (70' deep, with a weak rope in place) or mine shaft 2 (100' deep, no rope in place).

This area is not mapped, and instead, the referee dynamically generates encounters using the mechanics described below. However, each mine shaft presents a different scene at its bottom.

Mine shaft 1

- Dozens of skeletons are arranged in a variety of different positions at the bottom of the mine shaft, as if they all died down here. Most of the skeletons are wearing rotted brown sackcloth that smells vaguely smoky.
- One skeleton lies by itself, holding a rotted whip, wearing faded blue silks.
- A snapped, frayed rope with a cracked signal bell.
- Several mine carts, pick-axes, and wheelbarrows.

Mine shaft 2

- At the bottom of this shaft is the shattered remains of a mine cart, broken on top of several skeletons.
- The skeletons look as if they were likely slain by the falling mine cart.
- The rope at the bottom, if inspected, looks like it was gnawed through by some animal.

Sir Brennan's Party

Another adventuring party, led by Sir Brennan, a knight errant, has gotten lost in these tunnels. Sir Brennan came here on the rumor that the mine was once prosperous, and wished to restart the operation for himself.

Sir Brennan's party consisted of himself and 7 others, including a guide from a tiny northern hamlet. The guide knew of a tunnel (see entry #15 on the mine encounters list) in the eastern side of the mountain, but had never been to Redraven Cross.

The first night spent in the mines, two members of the party disappeared, including the guide. The party got lost, and the next time they slept, they found another one of their party moaning and incoherent, cocooned in spiderwebs. They tried to save them, but they died a day later.

The remaining party members have separated and each wanders the tunnels alone. If the outcasts find them, they will be desperate for assistance, offering any help they can give. Their primary objective will be to leave the mine and they will be horrified if the party wants to continue deeper, unless they are given strong assurances that the outcasts are knowledgeable about the caves.

If Sir Brennan survives, the mines are made safe from the spiders, and the outcasts assist him in restarting mining operations, he will pay them **50gp** each after 2 months of operation.

Rules for navigating the mines

- Every ten-minute turn the outcasts spend navigating the tunnels requires a check (**Search**, **Survival**, **Intelligence**, or **Wisdom** could all be appropriate checks, the referee decides).
- After four successful checks, the party will find a steeply sloping shaft, choked with spider webs, leading down to **36. Brully's Chamber**.
- A member of the party drawing a map (in world, requiring ink, parchment, and light) adds a +1 to these navigation checks.
- Actively marking tunnels in some way adds another +1 to these checks.
- If they fail a check, they become lost, spend a turn wandering, and have an encounter from the table below.

Mine encounters (1d20)

Encounters 1 through 6 can be repeated, but encounters 7 through 20 are unique. The referee should cross out these encounters once they have happened the first time, and re-roll those results if they come up a second time.

1. Young giant spider (unintelligent).
2. A giant spider loyal to Brully.
3. A knife goblin, starved and wandering. See **7E. Torture Chamber** for more information on the origin of knife goblins.
4. A poisonous normal-sized spider. Randomly pick one party member. They must pass a **Wisdom** save to notice the spider. If they fail, they are bitten by the spider, and must make a **Constitution** save. On a failure, they take 1d4 damage and fall unconscious for 1d4 turns. When they awaken, their leg swells up, and for 1d6 watches they are at -3 **Constitution** and half movement. On a success, they take 1d4 damage and are at half movement for 1d3 watches.
5. Cave-in. Everyone in the party must pass a **Dexterity** save or take 1d6 damage. Regardless, the next check to navigate the tunnels is at -2.
6. The Curse Dog (**Encounter 66**), which will do something horrible, then run off into the mine.
7. Three skeletons, one of a woman, two of children, locked in an embrace. The woman has a locket with an icon of Mary and Jesus in it, worth **200sp**.
8. After a sharp bend, over the remains of a cave-in, a ragged tent. Inside, a bedroll, preserved rations, a lantern, two flasks of lantern oil, a whip, a coil of rope, a pick-axe, and a bucket.
9. An underground spring gurgling out of the wall, with crisp, clean water.
10. The remains of a magic circle, carved in the dust, now scuffed out. Nearby are the twisted bones of some large, strange, seven-legged creature, which appear to be half-embedded in the cave wall.
11. A skeleton, wearing rags, with a pick-axe, burned out torch, and **8sp** in a pouch.
12. Two skeletons near a wheelbarrow full of copper ore, one with a bashed-in head, the other with a shattered leg. Dried blood is on the ground. One skeleton has a whip and a silver chain (**150sp**).
13. An underground pond with four pale white fish swimming in it. The fish can be eaten.
14. A shrine, with pagan symbols, dried up food leavings, detritus, and a bronze bangle (**75sp**).
15. A route out of the side of the mountain on the next hex to the east. This is the route that Sir Brennan's party took to enter the mines. A member of that party aiding the outcasts adds +1 to their navigation checks to reach this exit.
16. Theodore McLennan, one of Sir Brennan's guards. There is a 50% chance he will be dead. Theodore has leather armor, a waterskin, a sword, and **10sp**.
17. Roscoe Cullen, one of Sir Brennan's guards. There is a 50% chance he is dead. Roscoe has leather armor, a waterskin, a shortbow, a quiver of arrows (1d4 scarcity), and **12sp**.
18. Darrin Orme, a dead 12-year-old boy, with a hugely swollen leg, a lantern, two flasks of oil, a full waterskin, and 2 preserved rations.
19. Bartholomew Bacon, Sir Brennan's chef. His clothes are all loose-fitting. He is huddled near a frigid stream, starving to death. Bartholomew has his clothes and an elaborate cooking kit.
20. Sir Brennan, Knight Errant (use stats for **Encounter 56**, minus the horse). Sir Brennan is wearing chainmail, has a shield, a sword, a lantern, one flask of oil (1d4 scarcity), a waterskin, two bedrolls, and a pouch with **266sp** and **4gp**.

+Knife goblin+

Cha -3 **Con** +0 **Dex** +0 **Int** -2 **Str** +0 **Wis** -2

AC 12 **HD** 1 **HP** 1d6 (4) **Save** +3 **Morale** 5

Move Scrabble 15' [3 squares]

Vicious claws

+2 to hit, 1d6 damage.

+Theodore McLennan+

Cha +0 **Con** +0 **Dex** +0 **Int** +0 **Str** +1 **Wis** +0

AC 14 **HD** 2 **HP** 2d8 (10) **Save** +0 **Morale** 7

Move Walk 15' [3 squares]

Sword

+2 to hit, 1d8+1 damage.

+Roscoe Cullen+

Cha +0 **Con** +0 **Dex** +1 **Int** +0 **Str** +0 **Wis** +0

AC 14 **HD** 1 **HP** 1d8 (5) **Save** +0 **Morale** 7

Move Walk 15' [3 squares]

Shortbow

+2 to hit, 1d6+1 damage.

16. Grand Colonnade

A 60' high, beautiful room with nature and spider motifs carved across its entire colonnaded surface.

◊ Artfully carved wooden chairs are bolted to the floor between each set of columns with corroded copper mechanisms. The chairs are large and heavy, but worth **200sp** if moved.

» Locked doors (the latch is located on this side of the doors) lead to **8. Entrance Hall**.
» Small copper door leads to **17. Clerks' Offices**.

17. Clerks' Offices

Four small chambers separated by screens of a dark, luxuriant carved wood, with copper doors between.

◊ In Latin, **paperwork** talking about capturing more serfs to work the mines, figures about shipments, prices of selling copper.
  • *Outcasts successfully searching here for a watch can find a map of the mine tunnels below **13. Mine Shafts** that marks the entrance tunnel to **36. Brully's Chamber** with a red 'X'.*
◊ In one office, a decorative golden quill pen lost in the detritus (**250sp**).

» Small copper doors lead to **16. Grand Colonnade** and **18. Great Hall**.

18. Great Hall

60' high ceilings, every surface intricately carved in spider and nature motifs. Two tables in the center. Broken crockery and snow drifts. Verdigrised doors.

◊ Most of the **elegant china** has been smashed, but 4 sets could be cobbled together (**100sp each**).

» Six copper doors lead to **19. Sleeping Chambers**.
» A small copper door leads to **17. Clerks' Offices**.
» A passage branches, with a door leading north to **20. Pantry**, a door leading south to **21. Mine Kitchen**, and steps leading up and out to **22. Cliffside Forest**.

19. Sleeping Chambers

Beautifully carved bedroom suites hewn from the mountainside, with balconies overlooking Redraven Cross.

◊ **Each suite** consists of a bedroom with a carved stone bed, a sitting room with mouldering chairs, and a balcony with elegantly carved railings.
◊ A magical rishae forcefield protects the balconies from the constantly raging storms.
◊ The third balcony from the top contains a giant eagle's nest. The eagle will attack anyone who disturbs the nest until they go back inside.
  • *Inside the nest, a silver spoon (**10sp**), brass ring (**50sp**), and broken golden spectacles (**200sp**).*
◊ The **fifth chamber** from the top contains a chess set carved from spider ivory (**400sp**).

» It is 150' down the cliffside to Redraven Cross.

+Giant eagle+

Cha +0 **Con** +0 **Dex** +3 **Int** -2 **Str** +0 **Wis** +2
AC 16 **HD** 2 **HP** 2d6 (8) **Save** +1 **Morale** 5
Move Fly 60' [12 squares]
Swoop
+3 to hit, 1d6 damage.

20. Pantry

7' high ceilings, shelves full of rotten sacks covered in mold and fungi. A still-living human cocooned to the wall. Webs everywhere, especially around the well mouth.

◊ The **human** is incoherent and unsavable. If pulled out of the spiderweb, they will die.
◊ Messing with the **moldy rotten sacks** releases spores. Everyone in the room must make a **Constitution** save or fall asleep for 1 watch.
◊ The **well** is 10' across. The rope and bucket are missing. Close inspection and cleaning off spiderwebs reveals a ladder was once attached.

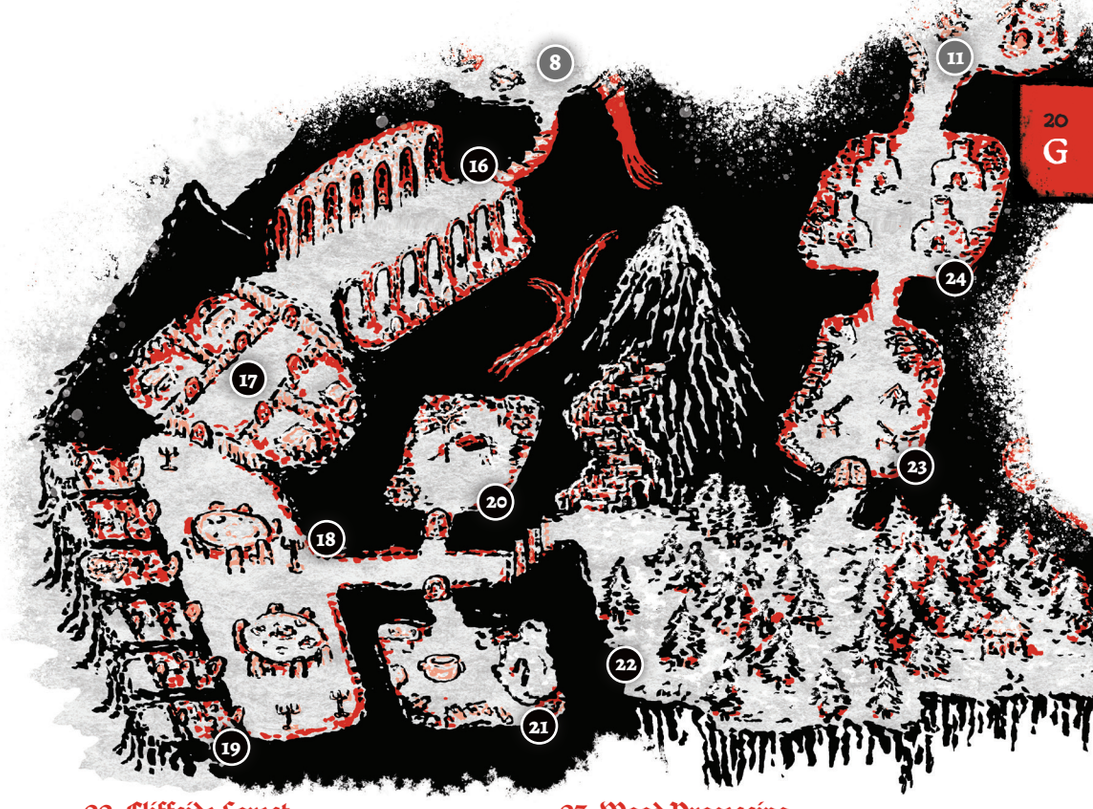
» The well connects to an underground river, which leads up to **3. Well**, to the secret entrance in **8. Entrance Hall**, and down to **25. Feeding Area**. Passing through is slippery and dangerous, requiring checks or climbing gear.

21. Mine Kitchen

Finely carved kitchen with stone counters and storage.

◊ The door can be barred from the inside.
◊ In the center is a gigantic iron cauldron.

» The fireplace is large enough to crawl through and connects up to **22. Cliffside Forest**.



22. Cliffside Forest

A thick stand of trees growing in a cleft on the side of the mountain. Snow drifts gently downwards. An intricate stone staircase ascends up the mountain.

◊ Chances of encounters here are 1 in 8, instead of 1 in 10 as for the rest of this area.
◊ The plateau is protected by some magical force from the fury of blizzards; snow drifts in gently.
◊ Evidence of regular tree planting and harvesting.
◊ Ascending the **staircase** takes 2 hours. At the top is a desolate, empty cracked stone altar. This is a potent place to perform rituals, with any ritual checks performed here at a +1 bonus.
◊ In the eastern part of the forest is an empty **caretaker's hut** overgrown with vines.
  • *Clearing vines away reveals a crystal bottle (**250sp**).*

» A chimney on the western wall leads to the fireplace in **21. Mine Kitchen**, about 15' down.
» Sturdy wooden doors chased with copper lead to **23. Wood Processing**.
» The cliffs here are hundreds of feet high and extremely difficult to scale downwards, leading only to icy jagged mountain ridges.

23. Wood Processing

Large, rough-hewn room for chopping and processing wood, with racks, shelves, and rusted axes.

◊ One of the **axes** is in good enough shape to be used as weapon (-1 to hit, 2d6 damage).

» Large set of sturdy wooden doors chased with copper opens to **22. Cliffside Forest**.
» A passage leads north to **24. Charcoal Kilns**.

24. Charcoal Kilns

60' high ceilings. Four large stone kilns for creating charcoal. Snow drifts in from a hole in the ceiling.

◊ Copper storage bins located in the northern part of the room are half full with charcoal.
◊ The charcoal kilns are large enough to fit a few people inside.
◊ If an outcast somehow climbs to the hole in the roof, they will find themselves on a sheer mountainside. From there it is a dangerous, precarious trek to get around to **22. Cliffside Forest**.

» A wide passage leads to **11. Smelter**.
» A passage leads **23. Wood Processing**.

Lair of the Spider Kings

Arachnid tunnels

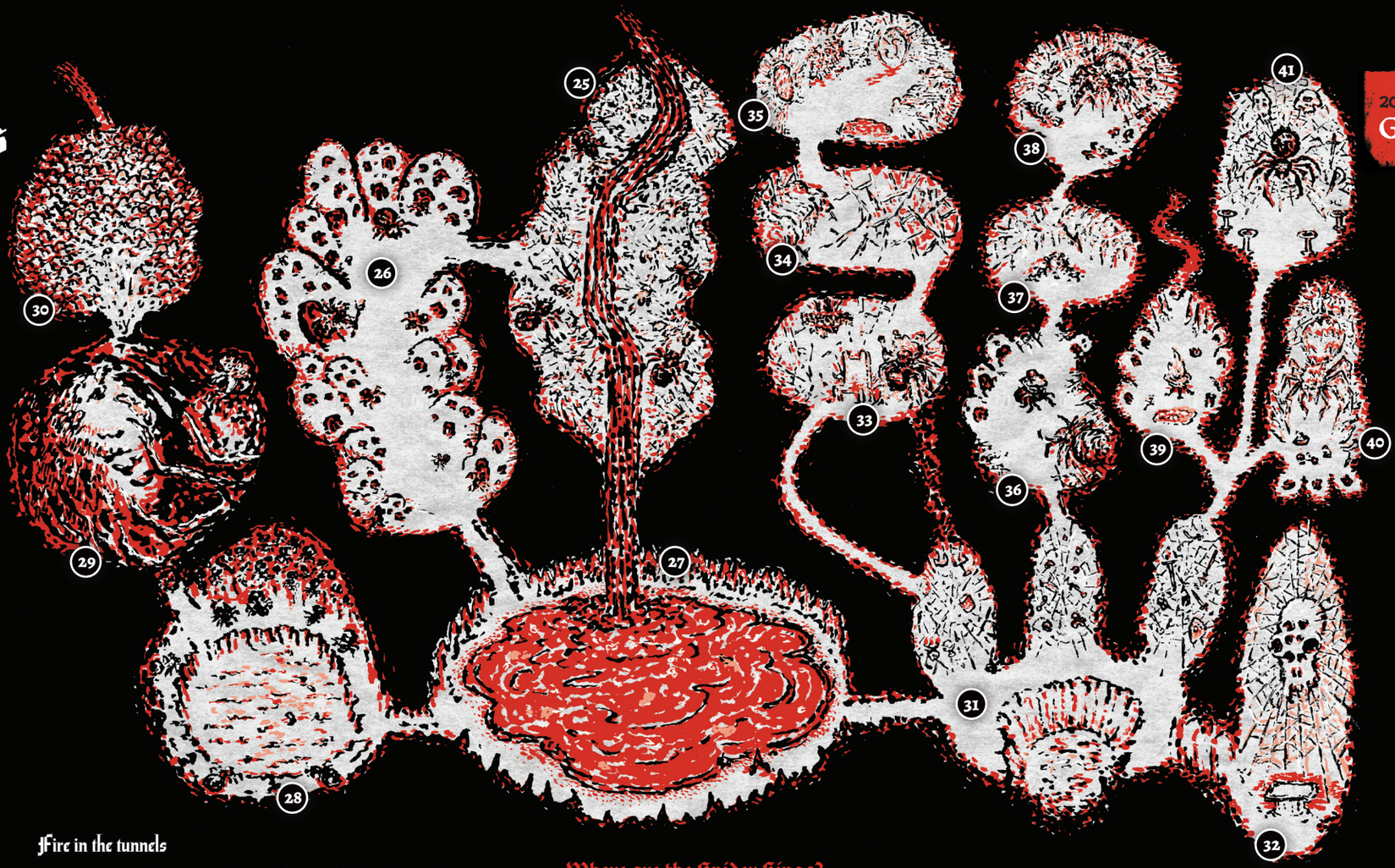
Beneath the abandoned mine lurks the insane alien architecture of the arachnid tunnels. Navigating these tunnels is treacherous. Spiders can climb with ease, and the tunnels make no allowances for beings that usually travel horizontally.

Exploring the tunnels

- Many tunnels are vertical or nearly vertical.
- The walls, unless otherwise noted, are covered in a thick layer of spiderwebs, rotting flesh, dead spider bodies, and ichorous secretions. **Human explorers can use this sticky mass to navigate most of these tunnels at half speed.** Navigating at full speed (or at running speed) requires checks.
- Every time the party has to cling to the walls to traverse the tunnels, there is a 1 in 4 chance they **squish a small spider** trapped within the sticky accretion. These spiders die screaming.
- The walls are implanted with hundreds of **glowing grubs**, which emit a bloody red light.
- Each room has 2d4 drugged, half-drained humans embedded in its walls unless noted.

Spider interactions

- There are hundreds of giant spiders in the lair.
- When entering any given room, there will be 1d6 spiders visible, unless otherwise noted.
- Spiders will not notice anyone moving stealthily if they have a thick enough coating of webbing on them. Cleaning off the webbing will cause spiders to immediately notice any intruders.
- Killing any spiders (including young in the walls), damaging webs, freeing captives, and other disruptions add to an **alert tally** for the hive.
  - *The referee should roll 2d6 each time the outcasts add to the tally. If the roll is less than the tally, the spiders of the hive become angered and attack.*
- If angered, spiders will attack in groups, and 1d4 more spiders will arrive every 2 rounds.
- Once there are 5 or more dead spiders in a chamber, other spiders will refuse to enter.



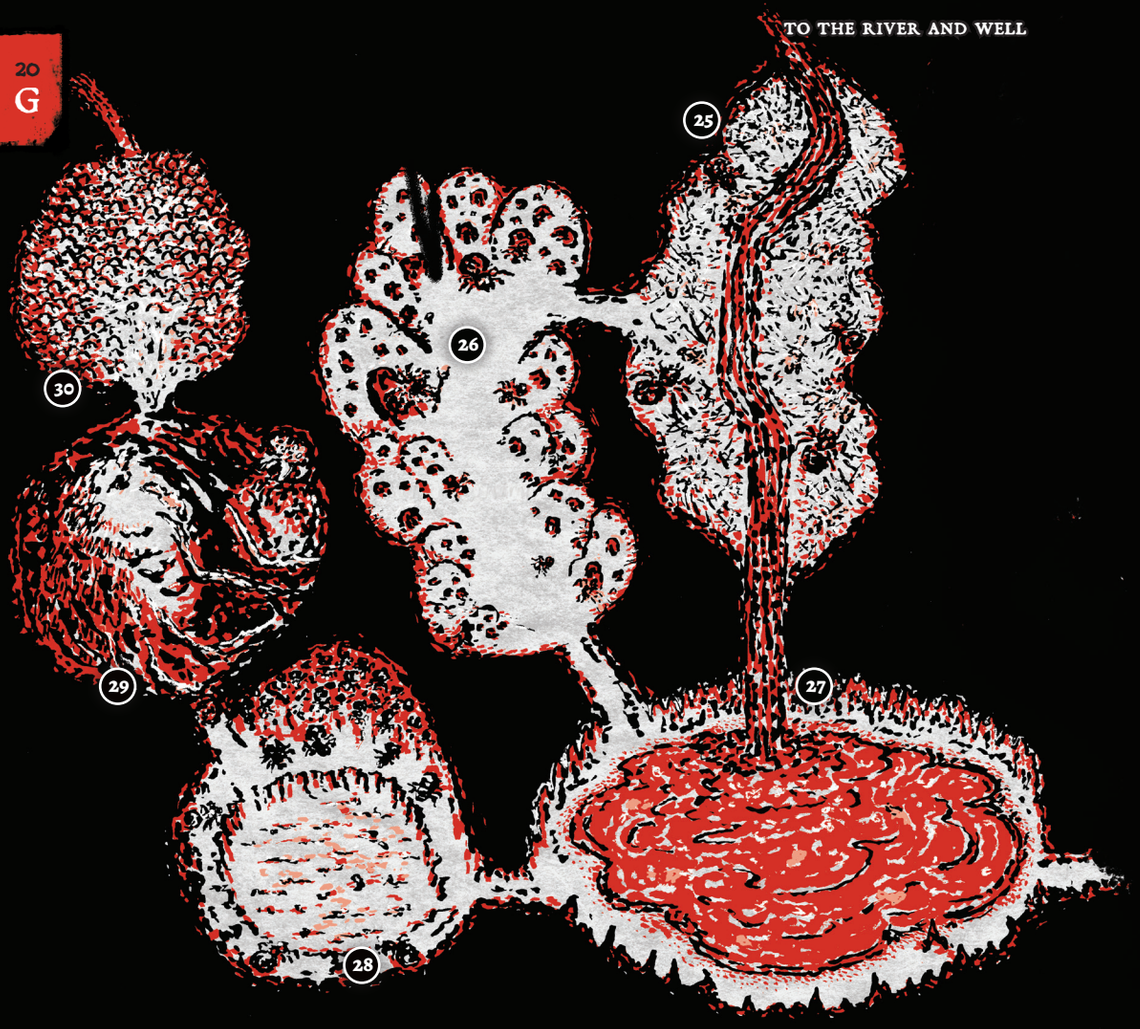
Fire in the tunnels

- Fire is anathema to the makeup of the lair. Spiders will not directly attack wielders of flame, but will fling webs on them from a distance until they are trapped and the flames extinguished.
- If the walls of the lair are set ablaze, flames will flare quickly as the walls melt and scream. Anyone in the room will take 1d6 damage per round, and must pass a **Dexterity** check or be set on fire. Rooms will burn for 2d6 rounds.
- Spiders will not enter a room that is on fire, but will spew thick, wet, impassable webs across its entrances. These barriers gain 1d8 hit points per round (while taking 1d6 damage from fire), and spiders will keep building them until the fire has been extinguished for 5 rounds.
  - *To pass through, anyone in the room must destroy the barriers, then deal with angry spiders.*

Where are the Spider Kings?

When the outcasts enter the lair and each watch thereafter, the referee can roll 1d6 (once, and read across) to find out where each of the personalities are in the lair. Brully speaks for Pruya in most things, and so is listed instead of Pruya.

	Terminad	Shalthos	Brully	Uuttu
1	35: Gazing into the scrying mirror.	41: Reviewing troops.	26: Arguing with Uuttu at Uuttu's home.	26: Ignoring Brully.
2	32: Praying.	40: Strategizing with Warblade.	36: Getting a massage.	26: Administering to peasant spiders.
3	31: All three spider kings (including Pruya, who Brully coaxes out of his chamber) hold court.			
4	33: Hearing petitions.	32: Praying.	38: Wheedling.	32: Cleaning.
5	34: Relaxing.	39: Watching torture.	37: Hearing petitions.	27: Blessing relics.
6	27: Bathing.	26: Recruiting.	25: Feeding.	28: Inspecting.



25. Feeding Area

An underground river splashes down a series of steep tunnels clogged with spiderwebs and chitinous husks. The wetly webbed walls are full of mummified people, goats, and other small animals, all alive but paralyzed.

◊ 2d4 spiders here instead of 1d6.

» Above, the icy underground river that connects the passages connecting to 3. Well, the secret door in 8. Entrance Hall, and 20. Pantry.
» To the west, a wide mostly horizontal tunnel leading to 26. Peasant Spider Nests.
» Down, the river flows through a slick, web-free, nearly vertical chute to 27. Lake.

26. Peasant Spider Nests

A warren of small caves and tunnels where peasant spiders sleep and grow and shed their husks. Spiders range from palm-sized to horse-sized. Bones and detritus.

◊ Searching the spider homes annoys their residents (adding to the alert tally), but has a 1 in 6 chance of revealing a small treasure worth **1d100sp** on a corpse.
◊ One large central cave is the neat, well-kept home of Uuttu, the spider priest (p. 249).
  • *Inside, four spider-ivory tusks* ***(300sp each)****.*

» East, a horizontal tunnel to 25. Feeding Area.
» Down, a steep but walkable passage to 27. Lake.

27. Lake

Beautiful cave features, few webs, eyeless white fish swim slowly in a glow emanating from lake fungus. The lake is full of both human and animal bones and spider chitin.

◊ Minimal webbing in this chamber.
◊ Spiders come here to bathe and dispose of the dessicated corpses of their meals.
◊ Fish can be caught and eaten with a check. This does not add to the lair's alert tally. Each fish caught feeds one person for one day.
◊ Skeletons in the lake have a 1 in 6 chance of holding a small treasure worth **2d20sp**. Every third attempt adds to the alert tally for the lair.

» Up, a very steep, wet, nearly vertical chute leads to 25. Feeding Area.
» Up and west, a thickly webbed steep tunnel leads to 26. Peasant Spider Nests.
» West, a webbed tunnel to 28. Proving Grounds.
» East, a clean tunnel to 31. Council Chamber.

28. Proving Grounds

An enormous spider arena. A huge pit in the center where spiders do battle to the sound of eerie chittering from hundreds of others watching from the walls and ceilings.

◊ When the outcasts enter, there is a 1 in 8 chance that a battle is happening. If so, two spiders brawl to the death in the central pit.
◊ Combat is always one versus one, and it is a strong taboo to interrupt a combat.
◊ Combat is part of the spider religion, and Uuttu oversees the duels, calling out developments like a ritualistic sports announcer.
◊ The northern passage is blocked by a thick membrane that is part of the queen's body. She only shudderingly parts it after a spider has defeated another in battle, or to admit hosts for the gestation chamber.
◊ Spiders will rush to defend this area en masse if they sense any threat to their queen.
◊ If the outcasts win a duel against a spider, the victor will be given fearful access to the queen.

» East, a webbed tunnel to 27. Lake.
» North, a thick membrane to 29. Impregnation Chamber.

29. Impregnation Chamber

The enormous queen has fused with this chamber, wrapping it in her body and fluids. Her head is somewhere far above, embedded in the wall.

◊ Victors in the proving grounds can wriggle in, spray their front claws with spider ejaculate, and plunge them into her heaving, glowing, vibrating mating opening, which gleams forth wetly.
◊ The passage to the gestation chamber is a narrow, wet, spiny part of the queen's body barely large enough for an adult human to crawl through.
  • *Newly hatched spiderlings creep through here after emerging from their eggs, many becoming skewered on the spines, and then get eventually reabsorbed into the queen's body.*
◊ The queen has 500 hp, and is helpless if attacked inside this chamber. Adult spiders cannot enter unless they have won a duel. Only newly birthed spiderlings will come to her aid, but they are soft and ineffective in combat.

» South and down, a membranous opening to 28. Proving Grounds.
» North, a spiny wet passage to 30. Gestation Chamber.

30. Gestation Chamber

The egg chamber, where the queen's ovipositor injects eggs into living hosts after being fertilized by victorious spider males. Panting, moist bodies infected with eggs.

◊ The leathery eggs are fused with their hosts but can survive being gently excised and transported.
◊ Behind a hardened, flexible mass of spider afterbirth, someone has carved a passage which leads deeper into the earth. Exploring this passage is beyond the purview of this book. Some ideas:
  • *Rishae or sahrans, stealing spider eggs to raise as beasts of burden.*
  • *A simple passage leading out through caves to the mountainside, creating an alternate entrance.*
  • *An underground civilization or another dungeon of the referee's own creation.*

» South, a spiny wet passage to 29. Impregnation Chamber.
» North, an optional hidden passage (see above).

31. Council Chamber

Grand chamber hung with three opulent webs of intricate design decorated with treasures. A pit in the center where supplicants can beseech the spider kings for favors.

- ◊ The spider kings hold court in this chamber, listening to complaints and requests, and sometimes spitting venom onto petitioners.
- ◊ The webs above the passages to each throne room hold many valuable weapons, pieces of armor, bones, and treasures. Taking them will invoke the wrath of the spider kings.

- » Two passages upwards to 33. Terminad's Throne Room. The vertical one is clogged with webs, crumbling, and disused. The other slopes more gently upward and is free of webs.
- » Passages upwards to 36. Brully's Chamber and Skalthos' area pass beneath the kings' webs.
- » A ceremonial passage east to 32. Spider Chapel.

32. Spider Chapel

In the center of this grand chamber a massive humanoid skull, with pits for eight eyes. A twisted upper jaw with an amalgamation of teeth. The webs suspending it from the ceiling glitter like rainbow jewels.

33. Terminad's Throne Room

A gigantic human-shaped chair made of webbing sits next to a delicately carved, human-sized stone chair. A chandelier of jeweled beetle wings hangs from the ceiling.

- ◊ Terminad has made every effort to make his chambers suitable for a human to live within.

34. Terminad's Nest

A web for Terminad to sleep within sits next to a strange, soft bed made from webbing and stone.

35. Terminad's Boudoir

A spider-silk bed with spider-silk sheets. Two mirrors. A beautiful pool of crystal clear water fed from a spring in the wall. A wardrobe with spider-silk dresses. Sad, beautiful dying flowers. Even oil lamps and candles.

- ◊ One mirror is ensorcelled and can be a "window" to the outside. Terminad has it positioned on a cliff above the town of Cairn o' the Mouth [17], looking at the Barracks entrance.

36. Brully's Chamber

The only pleasant room in this dismal section of the lair, which is otherwise in need of cleaning. Several servants' chambers and a large nest for Brully to sleep in.

- ◊ Brully keeps many fawning servants here to cater to his every whim.

- » A web-choked passage leads north to 37. Pruya's Throne Room.
- » Semi-hidden behind a curtain of webbing, a **secret passage** leads upwards through the **mines** that connect to 13. Mine Shafts.

37. Pruya's Throne Room

A torn web-throne hangs loose, probably not capable of supporting weight. In front of it, a pile of stones.

- ◊ Pruya never makes pronouncements from this throne anymore, and Brully has let it decay.
- ◊ Brully rules Pruya's subjects from the pile of stones and bones, making pronouncements and issuing orders.

- » A passage that has become almost impassable (even to spiders) with filth and webs leads north to 38. Pruya's Nest.

38. Pruya's Nest

An underfed, decrepit old spider with shaggy bits of molted shell lounges in a filthy, tangled chaos of a nest, stinking with rotting meat of humans, beasts, and fish. Mushrooms exude a foul stench and green-tinged mist.

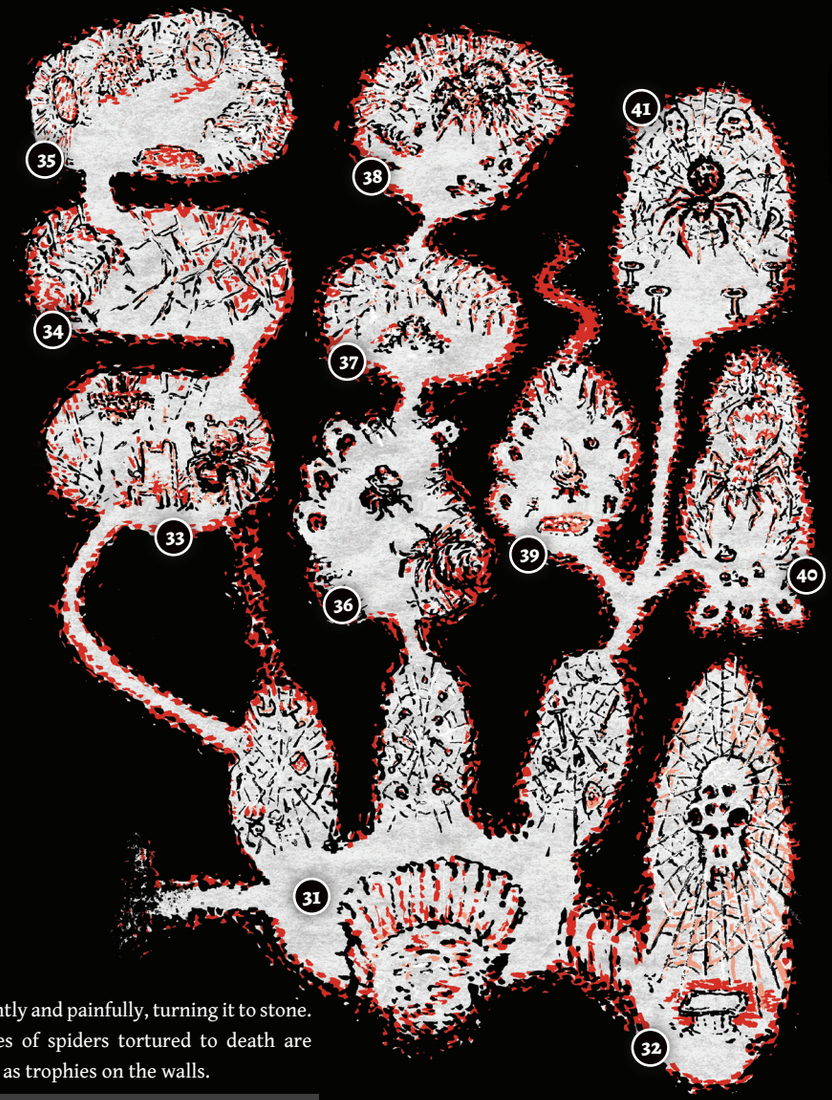
- ◊ Pruya is kept here in a daze by the soporific spores of the mushrooms planted by Brully. Brully wears a mask of silk when he enters.
- ◊ Each turn that someone spends un-masked in this chamber gives them a -1 to their **Wisdom** and **Intelligence**, to a minimum of 5, which persists after they leave for a number of watches equal to how many turns they spent in the chamber.

39. Yossin's Office

A place of pain and torture. A brazier of coals. Iron pokers wait nearby. Pools of strange liquids. Iron-bladed farm implements. Nests for young secret police officers.

- ◊ Yossin lives here with 12 of his young police officer spiders, ensuring loyalty to Skalthos.
- ◊ The pool hardens any living flesh placed into it permanently and painfully, turning it to stone.
- ◊ The bodies of spiders tortured to death are displayed as trophies on the walls.

- » A shaft up to 41. Skalthos' Throne Room.
- » A webby, winding tunnel eventually leads to the **cellar** of 5. Ruined Inn.



40. Warblade's Nest

A spartan chamber. Leather-wrapped metal weapons are hung from the walls. Monastic cells in the walls. The split skeleton of an ox suspended from webs like a chandelier.

- ◊ Warblade Oxsplitter lives here with his monk-like attendants who train, spar with him, and clean and polish his massive chitinous body.
- ◊ Almost any weapon of any kind can be found amongst the captured trophies.
- ◊ Warblade loves physical challenges, and will duel almost anyone who challenges him, spider or no. Warblade is no fool and will yield before death.
- ◊ Winners of duels will be given a random treasure worth **1d20gp** from his trophy collection.

- » A shaft up to 41. Skalthos' Throne Room.

41. Skalthos' Throne Room

A barbaric web-throne strung with bones, talons, captured weapons, two great skulls of cave beasts. Below the throne, a spotless parade ground for troop inspections.

- ◊ Skalthos sleeps in his throne, having no time or desire for unnecessary luxuries.

20
H

The Rishae Hive

Deep beneath the earth dwell the Rishae. Ancient beyond human record keeping, terrible beyond human imagining, they are an old, technologically advanced, degenerate people. The north is full of stories of this haughty, beautiful race: how they were the powers behind the thrones of ancient kings and emperors; how they steal children in the night to serve in their moonlit palaces; how they once ruled over humanity in a terrible time of ice and frost.

Whatever the legends say, the truth is this: the rishae have lived on this planet since long before humanity existed, and they live here still in vast and terrible palaces hewn deep within the living bedrock. They worship their strange gods, wage strange wars, and wait for a time when the sun falls forever into the shadow of the moon. For more on the rishae, see the encounters starting on page 116.

North of Broken Span, at the very edge of the known world, lies a cave. Inside this cave live a family of giants. In the back of the giant's cave is a forgotten entrance to one of the rishae's hive cities. Outcasts who find this place will enter a world of madness and alien horror that gets stranger the deeper they descend.

Under the Weeping Moon

- Rishae use an advanced form of technology called **magitech**. It is magic tied to specific items, each of which have a specific function.
- Rishae magitech is made of *faenium* and powered by blue light emitted from an enormous artificial *buried moon* embedded in the ceiling of the hive.
- The light of Earth's moon provides sustenance to the rishae and power to their devices at about 1/6 the strength of their buried moon.
- The moonlight is generated by constantly torturing the colossal bodies of primeval rishae gods in obscene rituals. A goddess is chained inside the moon itself, and her husband is chained inside the temple at the base of the hive.
- This moonlight is carried throughout the hive city through a system of mirrors and silvered pipes. It flows like a mist throughout the hive, and unless otherwise noted, all areas are bathed in perpetual blue artificial moonlight.
- If removed from the moonlight, rishae magitech stops working after a watch or two.
- The artificial moonlight grants the rishae a sort of eternal life. All of the rishae stopped aging when the first ritual of god excruciation was completed millennia ago. Their aging stopped at the same moment, for rishae of all ages.
- In addition to adults, very old, very young, and even fetal rishae are all immortal.
- Many of the immortal rishae are now insane...
  - *Some are mad artists, spending entire human lifetimes creating works of insane detail and scope.*
  - *Others are hedonists, seeking the heights and depths of physical sensation within every possible stimulation of the five senses, and exploration of the range of emotions. They are completely removed from any semblance of morality.*
  - *Some are ascetics, seeking to control and detach from every possible sensation. They seek to become purely intellectual souls, free of all physicality.*
- If they are not exposed to the light of the buried moon, the rishae wither and die within 2d6 days.
- If a rishae corpse is re-exposed to artificial moonlight, the rishae will slowly return to life over a period of years or decades, reviving as an emaciated, brittle, crawling thing.
- Countless rishae took a sort of pity on their young and elderly, and buried them alive inside cairns of stone. The hope was that this would cut them off from the light of the moon and give peace to their permanently undeveloped psyches. These stone cairns dot the hive city.
- Some cairns have developed cracks over the stony centuries. Within these cracked cairns are rishae children, babies, fetuses, and the elderly, shifting, chattering, gibbering, and wailing. This mad choir echoes through most areas of the city.



The Killing Moon

- The artificial moonlight prickles the skin of non-rishae, eventually causing mutations and death.
- When exposed to the light of the buried moon, non-rishae cease aging.
- Each day a non-rishae is exposed to the light of the buried moon for any amount of time, that character must add 1 to their **Killing Moon tally**.
- Each day in which a character is not exposed to the buried moon, they reduce their tally by 1.
- On the first watch of each day, each character with a Killing Moon tally should roll 1d100. If the roll is equal to or less than their tally, they must then roll on the **Moon Mutation** table to discover how the artificial moon has twisted their body.
- When rolling on the table, the victim should add +1 for every mutation they are already suffering.
- All mutations are permanent.

Moon mutations (1d8)

1	The victim's skin erupts in boils.
2	One eye grows to triple normal size.
3	A random one of the victim's limbs becomes shriveled and useless.
4	A random one of the victim's limbs becomes enormous and engorged.
5	The spine twists, and thick quills erupt from the vertebrae through the skin.
6	The skin becomes thin and translucent.
7	A thick, scaly, pink frilled growth erupts from the top and sides of the head.
8	An extra orifice opens on the cheek.
9	The tongue becomes large, long, and thick. The victim can no longer speak clearly.
10	The victim dies.

Rishae Society and Artifice

- The rishae rely heavily on the slave labor of giants, humans, and a few sahran lizard people.
- The rishae breed giants and humans like beasts, adding to their breeding stock with raids to the surface world above.
- The rishae live on a diet of frogs, fish, cave insects, algae, and human meat.
- Humans are the only red meat to which the rishae have ready access. They eat humans frequently and with great gusto.
- Rishae brew various liquors, including one potent brew made from their god's blood.
- Rishae architecture is alien, with a penchant for dramatic contrasts. Claustrophobically tight spaces open into cavernous chambers. Lava flows meet with streams of piped-in ice-cold water, creating steam. Complex geometric patterns are overlaid onto organic cave structures.
- Rishae architects go to great pains to hide the artificial nature of the hive. Water is pumped through hidden pipes into naturalistic grottoes. Gardens are maintained to present a perfect, naturalistic asymmetry.
- Magitech comes in a myriad of forms inspired by the shapes of caves, by celestial bodies, and by the ancient rishae legends of travel in large metallic crafts behind the veil of stars.
- Technologies for breeding, feeding, and controlling slaves. Blood encrusted helmets and spiked belts, creatively awful torture devices, horrid biomechanical apparati.
- Technologies of pain and pleasure, for rishae and slave alike, are created in awful numbers.
- Technologies of convenience are less baroque, but unknowable to non-rishae.
  - *Put unprocessed food into a box, wave a hand over a colored panel, and a fully cooked meal appears.*
  - *Step into a tall cubicle and emerge clean, coiffed, and fully clothed moments later.*

Hive Access

- Access is strictly controlled inside the hive, with magitech bracelets of different colors opening doors of matching colors.
- **Silver bracelets** are worn by curates and artificers, the highest castes in rishae society.
- **Red bracelets** are worn by warrior officers.
- **Black bracelets** are worn by workers.

Entrances to the Hive

There are at least three entrances to the Hive:

- A hidden, forgotten passage in the rear of **The Giant's Cave [R1]**. This is the default approach, allowing for stealthy infiltration into the hive.
- A mountain cave winds through underground passages before eventually opening to the hive's well-guarded **main entrance [R12]**.
- A maze of tunnels extends from the rear of the **Worker's Quarters [R7]** into deep caverns.

The Hive is written as being situated near **Broken Span [18]**, but referees can feel free to place it in alternate locations in their campaigns. Any of the other dungeons or smaller places of interest that have deep passages or tunnels could be extended to connect into the Rishae Hive. Referees can of course also connect the hive to dungeons from other published materials or of their own design.

Having the party "finish" a dungeon or explore a small location and then find a door at the back that leads to a realm of alien madness can engender a wonderfully strange feeling in the players that the dark world beneath the earth continues forever.

Placing the hive elsewhere can also be useful if the party does not show any interest in the distant north, but referees would still like to include this massive dungeon in their campaign.

Some possibilities for alternate placements:

- Beneath an old fort attached to Sybil's Wall near **Cleardor [1]**, or under an ancient cellar in a mysterious house in the city itself.
- Beneath the altar to Horus at **Princeps Villa [2]**.
- Beyond the catacombs in **Saint Lewiston [5]**.
- Attached to the mine, or as a port on the underground sea at **Old Debrooken Abbey [10]**.
- The labyrinth under **The Warlock Towers [13]**.
- Beyond the door at **Banding Circle [19D]**.
- Attached to the **Lair of the Spider Kings [20G]**.

The Sahran Invasion

The Sahrans are a lizard race that came from the stars long ago. They are damaged by the sun's rays, and live underground in vast hives. Sahrans are masters of biotechnology, and can reshape their physical forms into myriad shapes.

Sahrans have an enmity with rishae that is older than the race of humanity. The two underground civilizations raid each others' settlements in a ceaseless war of hatred that has lasted untold eons. For more on the sahrans, see **Encounter 110**.

When the outcasts first enter the Hive, it is in the process of being invaded by a huge sahran force. This creates a more dynamic situation and gives the outcasts more room to explore. Without the sahran invasion, the outcasts would find a strictly ordered, tightly controlled location. Infiltrating would be difficult, and any alarms raised would bring in many guards. With the sahran invasion going on, the Hive is in a state of chaos that the outcasts can exploit.

The sahrans are, if anything, less friendly to humans than the rishae. Their default assumption will be that any humans they encounter in the Hive are slaves of the rishae, and their first instinct will be to kill humans on sight.

Sahrans communicate with a form of techno-telepathy, and verbally express themselves by hissing, clicking, and spitting. If the outcasts somehow manage to communicate with a group and forge an alliance, the sahrans can instantly inform their entire hivemind of the arrangement. However, such an alliance would be extremely difficult to forge.

If referees do not want to use the sahran invasion, they should roll 1d10 on the Hive random encounter table instead of 1d20.

If the outcasts encounter the Hive in the midst of the sahran invasion, and then leave for longer than 2 days and return, the referee should assume that the rishae win the battle in the end. The referee can then use the **Later Encounters in the Hive** table for random encounters, and adjust room descriptions to show evidence of the recent battle.

After the sahran invasion, rishae patrols will be smaller. Pieces of decoration will be broken off. There may be some doors that are malfunctioning, some stuck closed, others stuck open. Other pieces of technology will be broken in inconvenient ways. Giant and human slaves will be cleaning up wreckage and corpses. There may even still be a few sahrans holed up in isolated pockets of resistance, still fighting against the rishae.



Rolling for Encounters

While exploring the Hive, the referee should roll 1d6 to check for encounters once per watch, 1d6 each time the outcasts explore a new room, and 1d10 when the outcasts return to a room they haven't visited for at least 1 watch. On any die result of 1, there is an encounter. Note that if the room description includes occupants, any encounters will be in addition to those occupants, and not replacing the occupants.

If using the Sahran Invasion scenario described above, the referee should roll 1d20 on the **Encounters in the Hive** table. If *not* using that scenario, the referee should roll 1d10 on the **Encounters in the Hive** table.

If the referee is using the Sahran Invasion scenario and the outcasts have left the hive for at least 2 days and then returned, the referee should roll 1d12 on the **Later Encounters in the Hive** table.

Encounters in the Hive (1d20 or 1d10)

1	2d4 rishae warriors
2	1d6 rishae hive guardians
3	1d3 rishae giant riders accompanied by 1d6 rishae warriors
4	1d4 rishae spider riders
5 - 6	2d4 rishae workers
7 - 8	2d6 human slaves commanded by 3 rishae slave drivers
9	1d4 giant slaves, each commanded by 2 rishae giant tamers
10	1d4 rishae curates guarded by 1d6 rishae hive guardians
11	Scene of a recent battle: 1d6 dead or dying rishae and 1d6 dead or dying sahrans
12	Scene of slaughter: 2d6 dead humans, 1d4-1 dead giants, and 1d6 dead rishae
13	1 deep centipede feeding on corpses
14	1d6 escaped human slaves
15	1 escaped, rampaging giant
16	1d6 sahran warriors
17	1d4 sahran warriors with 1 gladiator
18	1d4 sahran warriors with 1 assassin
19	1d4 sahran warriors with 2 purifiers
20	1d4 sahran warriors with 1 shaman

Later Encounters in the Hive (1d12)

1	1d4 rishae warriors
2	1d2 rishae hive guardians
3	1 rishae giant rider accompanied by 1d4 rishae warriors
4	1d2 rishae spider riders
5 - 6	1d6 rishae workers
7 - 8	2d4 human slaves commanded by 2 rishae slave drivers
9	1d2 giant slaves, each commanded by 2 rishae giant tamers
10	1d2 rishae curates guarded by 1d4 rishae hive guardians
11	2 deep centipedes feeding on piled human and giant corpses
12	1 giant hauling a ritual cart with 1d6 rishae corpses arranged inside

Rishae Stats

Rishae workers carry tools which they can use as weapons, but they will avoid combat if at all possible. They wear decorated rishae garments, the adults have **black bracelets,** and they carry **1d20sp** worth of odd rishae coinage.

+Rishae worker+

Cha +0 **Con** +0 **Dex** +1 **Int** +0 **Str** +0 **Wis** +0

AC 13 **HD** 1 **HP** 1d8 (5) **Save** +1 **Morale** 5

Move Walk 15' [3 squares]

Improvised weapon
+1 to hit, 1d6 damage.

Rishae warriors carry either spears or swords, and two-handed magitech bowguns. The bowguns work indefinitely inside the hive, but stop working after 1d2 watches if removed from the light of the artificial moon. An outcast learning to reload a bowgun requires some sort of check. The warriors wear silvery chain armor that is worth **200sp** if sold but does not fit human bodies, and carry **2d20sp** worth of coin.

Their officers (usually one per group, stats are the same) carry **red bracelets**.

+Rishae warrior+

Cha +0 **Con** +0 **Dex** +2 **Int** +1 **Str** +0 **Wis** +0

AC 16 **HD** 2 **HP** 2d8 (10) **Save** +1 **Morale** 6

Move Walk 15' [3 squares]

Spear
Reach, +2 to hit, 1d6 damage.

Sword
+2 to hit, 1d8 damage.

Magitech bowgun
90' [18 squares], +4 to hit, 1d6+2 damage, can make 2 shots before requiring a combat action to recharge.

Rishae hive guards carry either two-handed blessed poleaxes (**400sp**), or large two-handed blessed swords (**400sp**). They wear rose gold colored armor. The armor is worth **600sp** if sold, takes up 2 slots, and does not fit human bodies. They carry nothing but their gear and wear **silver bracelets**.

+Rishae hive guard+

Cha +0 **Con** +1 **Dex** +2 **Int** +1 **Str** +1 **Wis** +0

AC 20 **HD** 4 **HP** 4d8+4 (24) **Save** +2 **Morale** 11

Move Walk 15' [3 squares]

Blessed poleaxe
Reach, +5 to hit, 1d12+1 damage, 2 shock.

Blessed sword
+5 to hit, 2d8+1 damage.

Poleaxe beam
45' [9 squares], +6 to hit, 2d4+2 damage, requires a combat action to reload after each shot.

Rishae curates wear filmy decorative robes and non-encumbering jewelry worth **350sp**. They carry **silver bracelets**, no weapons, and wear no armor.

+Rishae curate+

Cha +1 **Con** +0 **Dex** +0 **Int** +0 **Str** +0 **Wis** +1

AC 12 **HD** 2 **HP** 2d6 (8) **Save** +1 **Morale** 6

Move Walk 15' [3 squares]

Feeble punch
+0 to hit, 1 damage.

Magitech missile
Once per combat scene. The curate summons 3 missiles. Each missile deals 1d4+1 damage, and automatically hits a target the curate can see.

Inspiring chant
The curate spends their entire turn chanting. Until the beginning of their next turn, all rishae within hearing range have a +1 to attack rolls.

Splashing acid vomit
Once per combat scene. The curate vomits up acid on one target within 10' [2 squares]. The target must pass a **Dexterity** save or take 1d4 damage, and 1d4 damage on 1d4 subsequent turns.

Rishae riders use either giant spiders or giant slaves as mounts. They carry the same gear as warriors, except they use halberds as melee weapons, and they carry **4d20sp** worth of coin. The giant riders wear delicate control crowns that link them to their mounts, which are worth **250sp** each. Their mounts wear elaborate leather saddles and tack that are worth **300sp** and use 2 slots each. The giants wear metal controlling helms that cover their eyes and are drilled into their skulls. They take up 3 slots and are worth **500sp** each.

+Rishae rider+

Cha +0 **Con** +0 **Dex** +2 **Int** +1 **Str** +0 **Wis** +0

AC 16 **HD** 3 **HP** 3d8 (15) **Save** +1 **Morale** 8

Move Walk 15' [3 squares], Ride 20' [4 squares]

Halberd
Reach, +2 to hit, 1d8 damage.

Magitech bowgun
90' [18 squares], +4 to hit, 1d6+2 damage, can make 2 shots before requiring a combat action to recharge.

Charge
While riding, the rishae may use its full turn to charge, moving at least 15' in a straight line and attacking: +4 to hit, 1d8+2 damage.

Mount attack
The rishae may use its full turn to command its mount to attack, using an attack from the profiles below.

+Giant spider mount+

Cha -3 **Con** +1 **Dex** +1 **Int** -3 **Str** +1 **Wis** +0

AC 13 **HD** 2 **HP** 2d8+2 (12) **Save** +2 **Morale** 6

Move Sidle 20' [4 squares], Climb 15' [3 squares]*

**Giant spiders can climb vertically and upside down. If they climb on the ceiling, any riders risk falling off.*

Bite
+3 to hit, 1d8+1 damage, and the victim must make a **Constitution** save. On a failure, they take 1d4 poison damage each turn until they pass a **Constitution** save. If they are reduced to 0hp by this poison, they fall unconscious and stay stable at 0 hit points.

Clawed limbs
10' [2 squares] reach, +5 to hit, 1d8+2 damage.

Web fling
15' [3 squares], +3 to hit, victim is covered in webbing which reduces movement to 5', gives them a -2 to attack actions, and a -1 to other actions. Victims may use a combat action to make a **Strength** check to break free.

+Giant slave+

Cha -2 **Con** +3 **Dex** -2 **Int** -3 **Str** +4 **Wis** -2

AC 10 **HD** 8 **HP** 8d8+24 (64) **Save** +4 **Morale** 6

Move Trudge 20' [4 squares]

Massive Fist
+3 to hit, 1d8+4 damage.

War Glaive
+3 to hit, 2d8+4 damage, 1 shock.

Grab
The giant and their target make opposed **Dexterity** checks. If the giant wins, they snatch up their target and squeeze them, inflicting 1d4+4 damage.

Throw rock
40' [8 squares], +3 to hit, 2d6+4 damage.

Toss
After grabbing a target, the giant may toss them. The target is thrown 20' forward, takes 1d6+4 damage upon landing, and is knocked prone.

Bite
Giants may not Bite while wearing a control helmet.
After grabbing a target, the giant may attempt to bite them in half: +8 to hit, instant death.

Sahran Stats

Sahrans carry only their weapons. Looted glass laser guns have a scarcity die of 1d6 that must be rolled each time they are fired. The guns are worth **300sp**. Sahran glass swords are worth **250sp** each.

+Sahran warrior+

Cha +0 **Con** +0 **Dex** +1 **Int** +1 **Str** +1 **Wis** +0

AC 15 **HD** 3 **HP** 3d8 (15) **Save** +2 **Morale** 7

Move Walk 15' [3 squares]

Glass sword

+3 to hit, 1d8+1 damage. Victim must make a **Constitution** save or bleed for 1d4 turns, taking 1 damage each turn. A successful First Aid check will stop the bleeding early.

Glass laser gun

60' [12 squares], +3 to hit, 1d6+1 damage.

Third eye

Each turn, the sahran may attempt to open its third eye as a movement action by rolling 1d6. On a 6, the eye opens. When the eye is open, the sahran gains +2 to hit and damage, and +1d8 temporary hit points, but also gets -2 to their AC.

+Sahran gladiator+

A thickly muscled sahran with two extra arms. All four arms sport bony protuberances, with two ending in enormous warspikes.

Cha +0 **Con** +1 **Dex** +1 **Int** +0 **Str** +2 **Wis** -1

AC 15 **HD** 3 **HP** 3d8+3 (18) **Save** +2 **Morale** 8

Move Walk 15' [3 squares]

Pummel

4 attacks. +1 to hit, 1d6 damage.

Stabbing strike

Reach, +5 to hit, 1d10+2 damage.

Third eye

Each turn, the sahran may attempt to open its third eye as a movement action by rolling 1d6. On a 6, the eye opens. When the eye is open, the sahran gains +2 to hit and damage, and +1d8 temporary hit points, but also gets -2 to their AC.

+Sahran assassin+

A sahran with long and thin limbs, giant scaled wings sprouting from its back, and an elongated mouth like a crocodile's.

Cha +0 **Con** +0 **Dex** +2 **Int** +1 **Str** -1 **Wis** +0

AC 16 **HD** 2 **HP** 2d8 (10) **Save** +1 **Morale** 5

Move Hobble 10' [2 squares], Fly 30' [6 squares]

Horrifying screech

1 in 6 chance to recharge each turn. Each enemy in earshot must pass a **Wisdom** save or lose either their combat or movement action.

Swooping strike

+4 to hit, 1d8-1 damage.

Glass laser gun

60' [12 squares], +3 to hit, 1d6+1 damage.

Terrifying jaws

Only when on the land and not in the air: +2 to hit, 2d8 damage.

+Sahran purifier+

A sahran that has been genetically modified to spout flames from its mouth. It has an enormous membranous hump on its back to carry the oily substance it spews forth.

Cha -2 **Con** +1 **Dex** -1 **Int** +0 **Str** -1 **Wis** +0

AC 13 **HD** 2 **HP** 2d8 (10) **Save** +1 **Morale** 5

Move Waddle 10' [2 squares]

Flame breath

Creates a cone of fire 15' wide at the end and 15' long. Every target caught in the cone must pass a **Dexterity** save or take 1d8 damage and be lit on fire. Once on fire, the target takes 1d6 damage each turn until the fire is extinguished.

Explosive expiration

When a purifier is killed, the referee rolls 1d6. On a 1, the purifier explodes, dealing 1d8 damage to everyone within 10' of it. Passing a **Dexterity** save halves this damage.

+Sahran shaman+

Cha +2 **Con** +0 **Dex** +1 **Int** +1 **Str** +1 **Wis** +0

AC 15 **HD** 3 **HP** 2d8 (10) **Save** +2 **Morale** 5

Move Walk 15' [3 squares]

Reptilian God's Blessing

Can only be used once per combat. The shaman chants for one round. If it is not interrupted, at the beginning of its next turn, all other sahrans in the party get a +1 to their attack rolls and a +1 to their AC until the end of combat.

Mutating resurrection

If another sahran has been killed, the shaman can make a **Charisma** check as a combat action to resurrect it. It will stumble to life with 1d8 hit points, -2 to its AC, and -2 to its attacks.

Other life in the Hive

+Deep centipede+

*Enormous, over ten feet long. Chitinous body, lashing spiky limbs. Feeds on corpses. Only aggressive if attacked. Horn is worth **500sp**.*

Cha -3 **Con** +1 **Dex** +2 **Int** -3 **Str** +2 **Wis** -1

AC 17 **HD** 5 **HP** 5d8+5 (30) **Save** +2 **Morale** 6

Move Scuttle 25' [5 squares]

Poison maw

+5 to hit, 1d8+2 damage. Victim must make a **Constitution** save or be poisoned. Poisoned victims must pass a **Constitution** save each round or take 1d4 damage until they pass their save.

Spiky limbs

The centipede scuttles, attacking any target it passes next to. Each attack is +3 to hit, 1d6+2 damage.

+Human slave+

Cha +0 **Con** +0 **Dex** +0 **Int** +0 **Str** +0 **Wis** +0

AC 12 **HD** 1 **HP** 1d8 (5) **Save** +0 **Morale** 5

Move Walk 15' [3 squares]

Feeble punch

-1 to hit, 1 damage.

Improvised weapon

-1 to hit, 1d6 damage.

+Adult giant+

Cha -2 **Con** +3 **Dex** -2 **Int** -3 **Str** +4 **Wis** -2

AC 10 **HD** 8 **HP** 8d8+24 (64) **Save** +4 **Morale** 6

Move Trudge 20' [4 squares]

Club

+6 to hit, 2d8+4 damage.

Throw rock

40' [8 squares], +3 to hit, 2d6+4 damage.

Grab

The giant and their target make opposed **Dexterity** checks. If the giant wins, they snatch up their target and squeeze them, inflicting 1d4+4 damage.

Bite

After grabbing a target, the giant may attempt to bite them in half: +8 to hit, instant death.

Toss

After grabbing a target, the giant may toss them. The target is thrown 20' forward, takes 1d6+4 damage upon landing, and is knocked down.

+Young giant+

Cha -2 **Con** +2 **Dex** -1 **Int** -3 **Str** +3 **Wis** -2

AC 11 **HD** 5 **HP** 5d8+10 (35) **Save** +3 **Morale** 5

Move Trudge 15' [3 squares]

Club

+4 to hit, 2d6+3 damage.

Throw rock

30' [6 squares], +1 to hit, 2d4+3 damage.

The Rishae Hive

The Giant's Cave

THE FILTHY CAVERN HOME of a family of giants in the northern reaches of the Dergbarrow Mountains. These giants are slightly more intelligent than usual, having been bred by rishae for complex labor. When the mated pair were small children, they crawled out of the hive, and have lived here ever since. They communicate in hoots and bellows, tend to their beloved wolves, care for their large child, and search for food.

Where are the Giants? (1d6)

1. Female giant out hunting with the wolves, male and child giant inside the cave.
2. Male giant out hunting, female and child giant and wolves inside the cave.
3. All giants and wolves inside the cave, resting.
4. Child giant is playing outside with the female giant, male giant is carving weapons.
5. Child giant is playing outside with the male giant, female giant is feeding wolves.
6. All three giants are inside the cave, eating.

1. Outside the Cave

Snowy landscape dotted with large boulders and bones.

◊ Near the main cave entrance, several large **piles of boulders**, big enough to hide behind.
◊ When all the giants are inside, the cave is closed with a **movable doorway** made of bones.

» Main entrance to 2. Eating Cave is 20' high, 10' wide, with a wide cliff edge across the top.
» Three 6' wide shafts down to 4. Wolf Pen are carved into the mountainside, a tight wriggle.

2. Eating Cave

Huge pile of rotting bones and meat, covered in flies.

◊ Searching the **heap** requires a **CONSTITUTION** save. On failure, searcher must flee, vomiting. On success, roll 1d6 on the table. Each result can only be found once, and then that entry is empty:

1. Rotted pouch with **2d10sp** inside.
2. Carved ivory doll worth **30sp**.
3. **1 gold coin**.
4. Small brass ring worth **75sp**.
5. Small ruby worth **150sp**.
6. **Campaign object** (p. 28).

3. Shitting Cave

Streaked floor slopes down to a stinking pool of waste.

◊ Searching the **pool** requires a check and a **CONSTITUTION** save. On failing the save, searcher must flee the cave, vomiting. On succeeding the check, a searcher finds a ruby ring worth **500sp**. Only one ring can be found.

4. Wolf Pen

Crude palisade wall of mammoth bones, wolves inside. Light filters from shafts in the ceiling.

◊ In one section, **4 large grey wolves**. In a separate section, an **enormous black wolf**.
◊ Within the black wolf's cage, a **skeleton** in old style half-plate worth **2000sp** with a rusted sword in a decorated scabbard worth **300sp**.

» The shafts to the mountainside are 10' above the floor and lead 1. Outside the cave. They are a tight squeeze but can be navigated.

+Wolf+

CHA -1 **CON** +0 **DEX** +2 **INT** -2 **STR** +0 **WIS** +1

AC 14 **HD** 1 **HP** 1d8 (5) **SAVE** +1 **MORALE** 5

MOVE Lope 20' [4 squares]

RIP AND TEAR
+2 to hit, 1d6 damage.

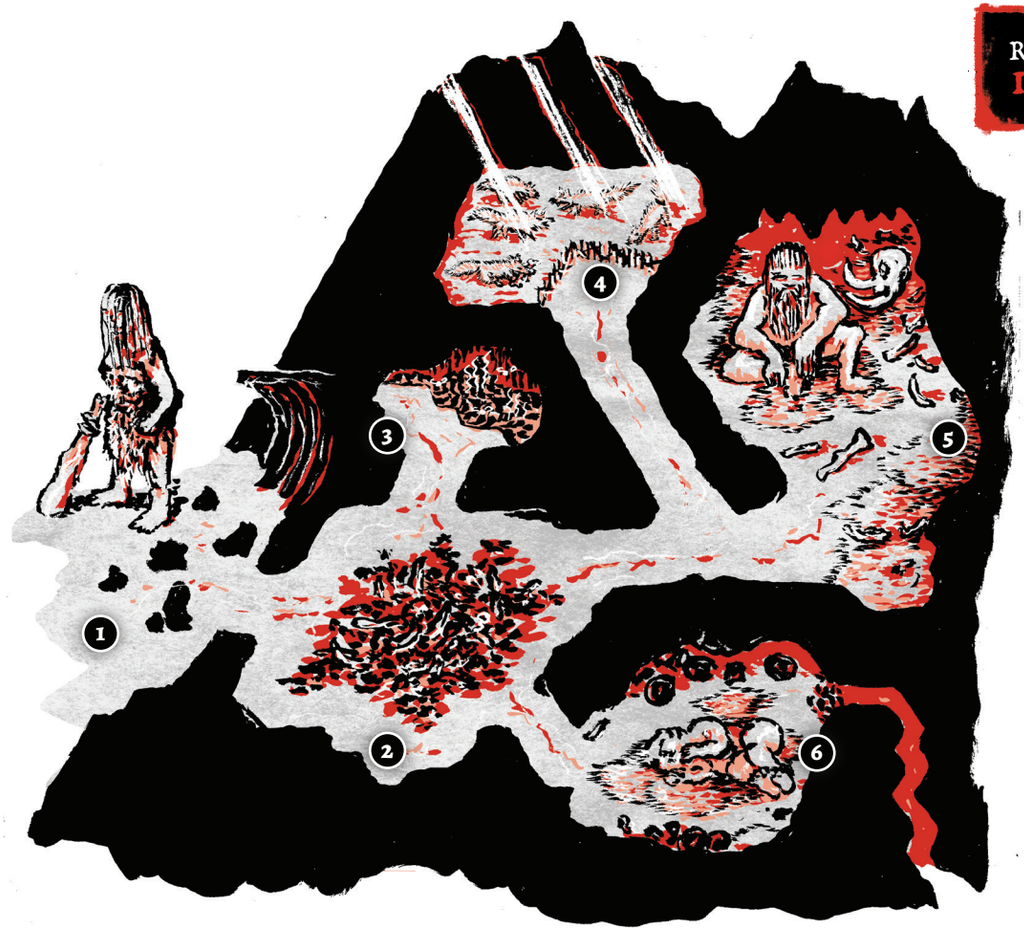
+Black wolf+

CHA +0 **CON** +0 **DEX** +2 **INT** -2 **STR** +1 **WIS** +1

AC 14 **HD** 3 **HP** 3d8 (15) **SAVE** +2 **MORALE** 7

MOVE Lope 20' [4 squares]

RIP AND TEAR
+5 to hit, 1d8+1 damage.



5. Adult Giants' Bedroom

Matted furs, bones, the stench of wolves, excrement, and rotting meat. A mammoth skull propped in the corner.

◊ One bone has been carved into a **large club**. If the wielder has 18+ **STRENGTH**, the club is a two-handed weapon that deals 1d12 damage, and anyone damaged by it must make a **DEXTERITY** save at +1 or be knocked down. If the wielder has less than 18 **STRENGTH**, the club makes attacks at -2 to hit and deals 1d8 damage.
◊ Each of the **two mammoth tusks** takes up 2 slots and is worth **450sp**.
◊ The **skull** is on a **large silver shield** bearing the crest of the house of Greystone, worth **500sp**.

6. Young Giant's Bedroom

Pile of furs, collection of round stones and large branches. In the corner, a pile of rocks and bones. Wind whistles softly from the hole behind the pile.

◊ The giants have piled rocks here to block up the **hole**. The rocks are heavy, but not enormous, and can be moved without a check.
◊ Behind the pile of rocks, a **passage**, too small even for the young giant, but large enough for humans to walk upright.
◊ The passage winds down into the mountain for 500' before ending at a wall made of a flimsy, filmy material (rotten faenium that has been denied the buried moon's light for many years).

» The filmy wall is easily broken down, and opens to 7. Old Creche [R3] inside the Rishae Hive.

The Rishae Hive
The Pit

Like a hornet's nest hollowed from the very bowels of the earth, the hive is an enormous pit. It is approximately 300 feet deep and almost 200 feet across at its widest point. The architecture is cyclopean, and the walls and ceilings are intricately carved in a strangely soft geometric style. Embedded in the ceiling of the pit is the slowly rotating magitechnical artificial moon. On the hive floor is the rishae's great temple, the oddly organic roof of its main spire laying open like an enormous mouth, centered beneath the moon. Littering the floor of the hive are the bodies of countless rishae suicides, lying in agony where they fell.

Geometry

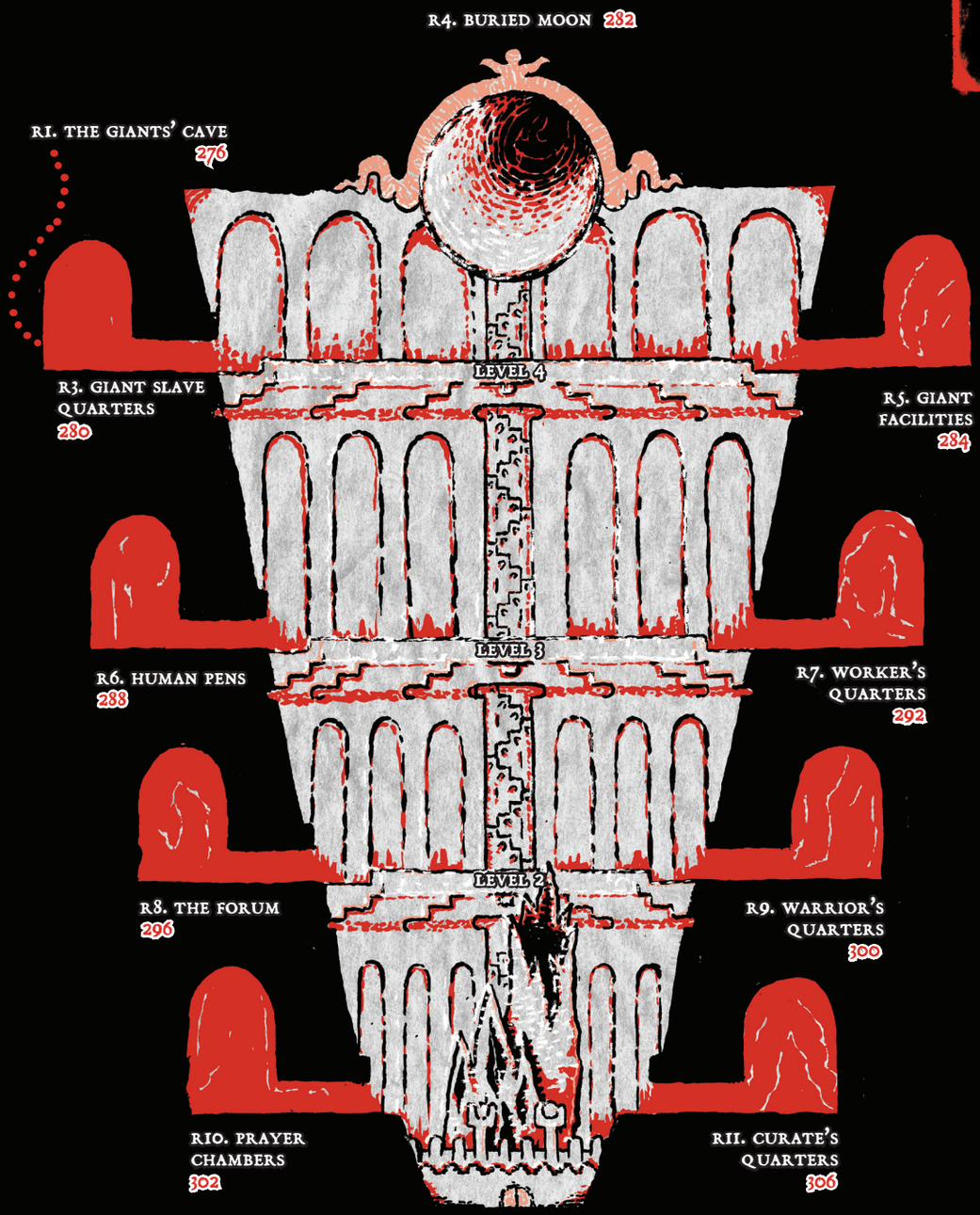
- The center of the hive is open, with circular balconies running around the inner edges.
- The balconies are 30' wide.
- The walls are too sheer to descend without rope.
- Between the floor and level 2 is 75'.
- Between level 2 and 3 is 50'.
- Between level 3 and 4 is 75'.
- Between level 4 and the roof of the hive is 50'.
- The west and east walls of each balcony have doors which lead to the sub-areas of the hive.
- The north and south walls of each balcony have doors which lead to stairs, granting access to the other levels of the hive.
  - *Each level alternates which stair leads up and which leads down. For example, on level 4, the north stair leads up to the Buried Moon, and the south stair leads down to level 3. On level 3, the north stair leads down, and the south stair leads up.*

Access

- Each stairway door requires a **bracelet** to open.
- Accessing the stairs to the Buried Moon requires a **silver bracelet**.
- Accessing level 4 requires a **red bracelet**.
- Accessing other levels requires a **black bracelet**.
- Access to each area is described in that area.

Luminous God Vomit

- The artificial moon is a bizarre spherical magitechnical prison for an enormous rishae goddess, captive for thousands of years.
- The goddess is tortured by curates using ancient rituals they know by rote and barely understand.
- The rituals compel the goddess to slowly vomit up large quantities of a thick, viscous, blue-white fluid that glows brightly enough to hurt the eyes.
- Screaming human, rishae, and dæmonic faces can be seen moving inside the liquid.
- The vomiting is slow and painful for the goddess, and it takes hours for her to finish expelling.
- The caustic blue vomit constantly eats away at the flesh of her hands and knees. This leaves her crawling on ashy bone-stubs as her prison slowly turns, like an enormous hamster in a wheel.
- The moon is carved with mystic symbols and magic circles of various sizes giving it the appearance of a geometric lunar surface of cracks and craters.
- The moon's rotation causes the fluid to slide across its inner surface, preventing the fluid from congealing, and bathing the mystic markings on the moon's inner surface with power.
- The godvomit charges the markings with energy, and the glow they emanate powers all of the rishae magitech throughout the hive.
- The liquid fades and loses energy as it cools. The mechanisms are timed so that when the liquid is inert, a large hole in the center of a magic circle will be pointed downwards to release it.
- The godvomit pours downward in a thick stream, straight into the open hole in the central tower of the temple on the hive floor.
- Inside is the goddess' mate, his face pulled upwards towards the hole by faenium chains.
- The liquid splashes upon the god's face, burning out his eyes, causing him to howl with fury.
- This howling sends waves of energy straight upwards, where his wife is unwillingly recharged by the full force of his power. At this point, the gruesome cycle is ready to begin anew.



Giant slave quarters

7. Old Creche

Silent, abandoned cribs of twisted metal. Dust and bones.

- **Four tarnished metal crib cages** built into the walls. One crib's bars are bent and twisted.
- Pitch black, **no light** of the buried moon.
- Southern barrier made of rotten faenium that is brittle and easily broken down.

» Squeaking, creaking double doorway opens to 8. Giant Incubation.
» Southern passage leads to 6. Young Giant's Bedroom [R1].

8. Giant Incubation

Circular pits lined with white clay tiles bubble with thick pink liquid. Two giants, one male, one female are chained opposite each other across from the pits.

- Room lit only by the pits. Three hold **fetal giants**.
- The 8 delicate **faenium chains** holding the giants in place are 6' long and are worth **200sp** each.
- Giants are thin, unhealthy-looking. Female giant has a festering, roughly stitched wound across her lower abdomen.
- Tables hold **implements** of glass and faenium.

9. Breeder Holding Pens

Giants hunch and shift in too-tight holding pens.

- 16 cells made to hold giants. The cells are not tall enough for the giants to stand fully erect, and only wide enough for adult giants to curl in a ball.
- Each cell contains only a stinking waste hole, a bucket, and filthy straw.
- The cells here hold **4 breeding-ready giants** and **6 child giants**. 4 cells are empty.

10. Feeding Pits

A balcony with metal food carts and a terminal above a large room where giants are fed using a crane.

- Chambers are 50' high, so giants cannot reach the balconies, even boosting each other up.
- Balconies are made of faenium and have a waist-high railing running around the outside.
  - ***Crane terminals** on the balconies require a **red bracelet** to operate. Cranes lift food from carts and drop it to the giants. The center of the crane can also be made to spurt water at high speeds.*

» Man-sized passages, only accessible from the balconies, lead to 11. Food Storage Rooms.

11. Food Storage Rooms

Rough-hewn chambers with food carts and elevators.

» Elevators connect to 29. Food Elevators [R6].

12. Helming Apparatus

Circular rooms with metal pulpit-esque staircases and an apparatus to place control helmets on giants.

- **Pulpits** have manacles, chains, and straps to maneuver giants into place to be helmed.
- **Control helms** have sharpened spines on the inside and cover a giant's eyes completely. When placed on a giant's head, they dig painfully into the giant's brain, psychically linking the giant to a controller crown with a matching rune.

» Doors to 15. Assembly Hall require a **red bracelet** to open.

13, 14. Giant Holding Pens

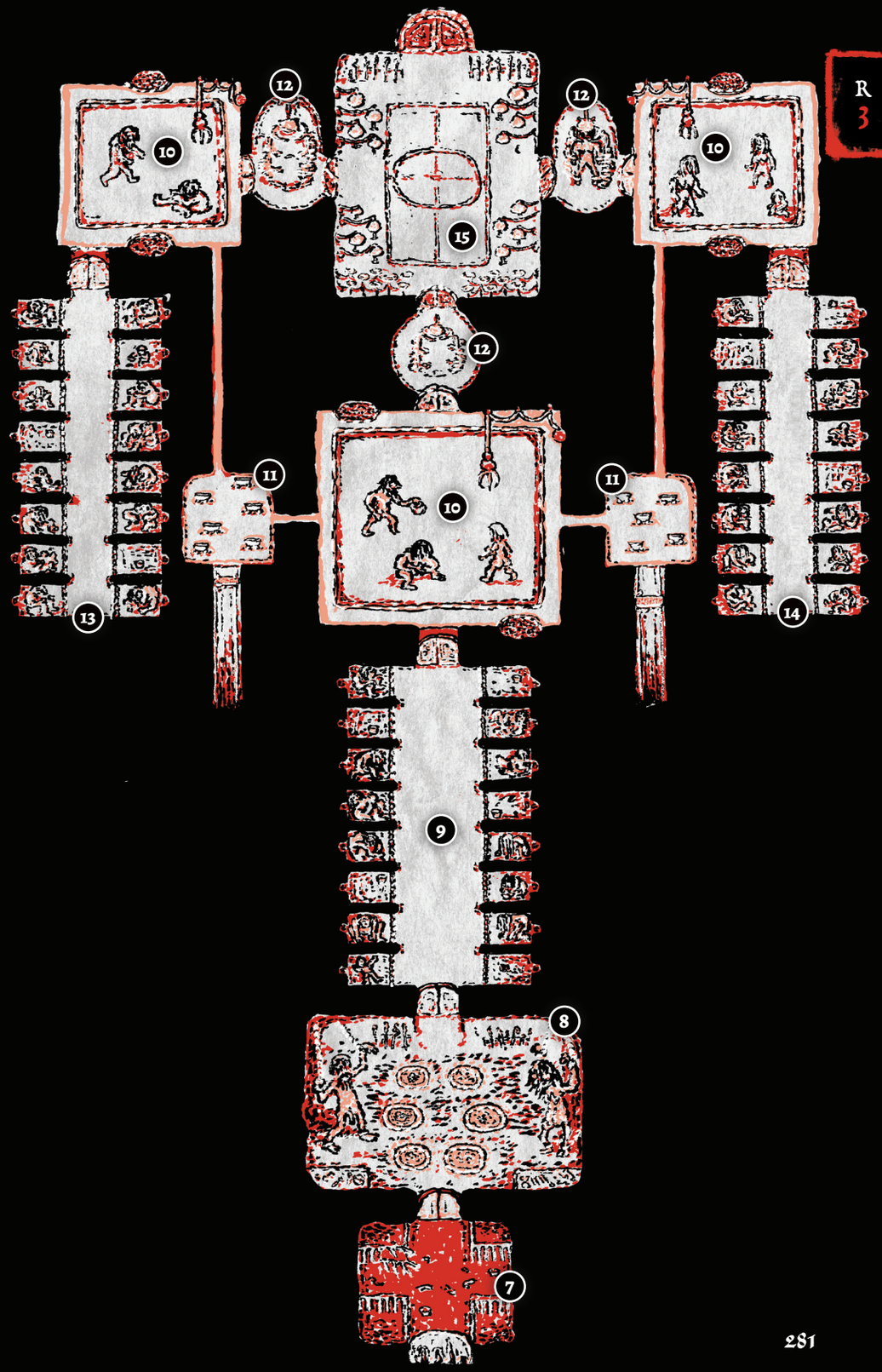
Identical to 9. Breeder Holding Pens, but 13 is only for male adults, and 14 is only for female adults. Half full.

15. Assembly Hall

Large hall with neatly organized control helms, controller crowns, giant prods, and carts.

- Prods, helms, controller crowns, and saddles hang on the walls, plugged into sockets.
- **Carts for giants** are neatly arranged in rows.
- **Giant prods** are two-handed weapons with Reach that deal 1d2 damage, and on a successful hit, the victim loses their next combat action. They have a 1d6 scarcity die when freshly charged.

» Doors to The Pit [R2] require a **red bracelet**.



The Rishae Hive
Buried Moon

General Features

- All doors here require a **silver bracelet**.
- Every 2 watches a relief cadre of 6 hive guards accompanying 6 curates, 2 giants, 4 human slaves, and 2 sacrifices enters the main doors.
  - *The giants relieve those in* 18. Moon Wheels.
  - *The human slaves lay out a meal in* 17. Oblation Room, *and clean for one hour before departing.*
  - *The hive guards relieve the posts at* 16. Chthonic Lunar Narthex *and* 18. Moon Wheels.
  - *The curates relieve their fellows in* 19. Buried Moon *and* 20. Celestial Agoniser.

16. Chthonic Lunar Narthex

Highly decorated and ornate with grand pillars.

- Guarded at all times by 4 rishae hive guards.
- **Golden interior door** is man-sized, decorated with an intricate carving of a beautiful goddess sleeping peacefully inside a shining sphere.

» Interior door opens to 17. Oblation Room.
» Identical giant-sized hallways east and west lead to 18. Moon Wheels.

17. Oblation Room

Atmospheric pressure suits with globular helmets hanging in rows, stately eating and ritual cleansing vessels. Black, man-sized airtight bags hanging on hooks.

- 8 total **atmospheric suits** (2 slots, **400sp**). 6 always in use by curates. The suits block the toxic environment of 19. Buried Moon and give AC +2.
- **Bags** are used to seal sacrifices with enough air to carry them through 19. Buried Moon to 20. Celestial Agoniser without perishing.

» Doorway to 19. Buried Moon acts as an airlock.

18. Moon Wheels

Two identical chambers, gleaming marble. Yoked, helmeted giants turn wheels of shimmering silver metal.

- 1 hive guard watches each giant.

» Doorways to 19. Buried Moon are man-sized.

19. Buried Moon

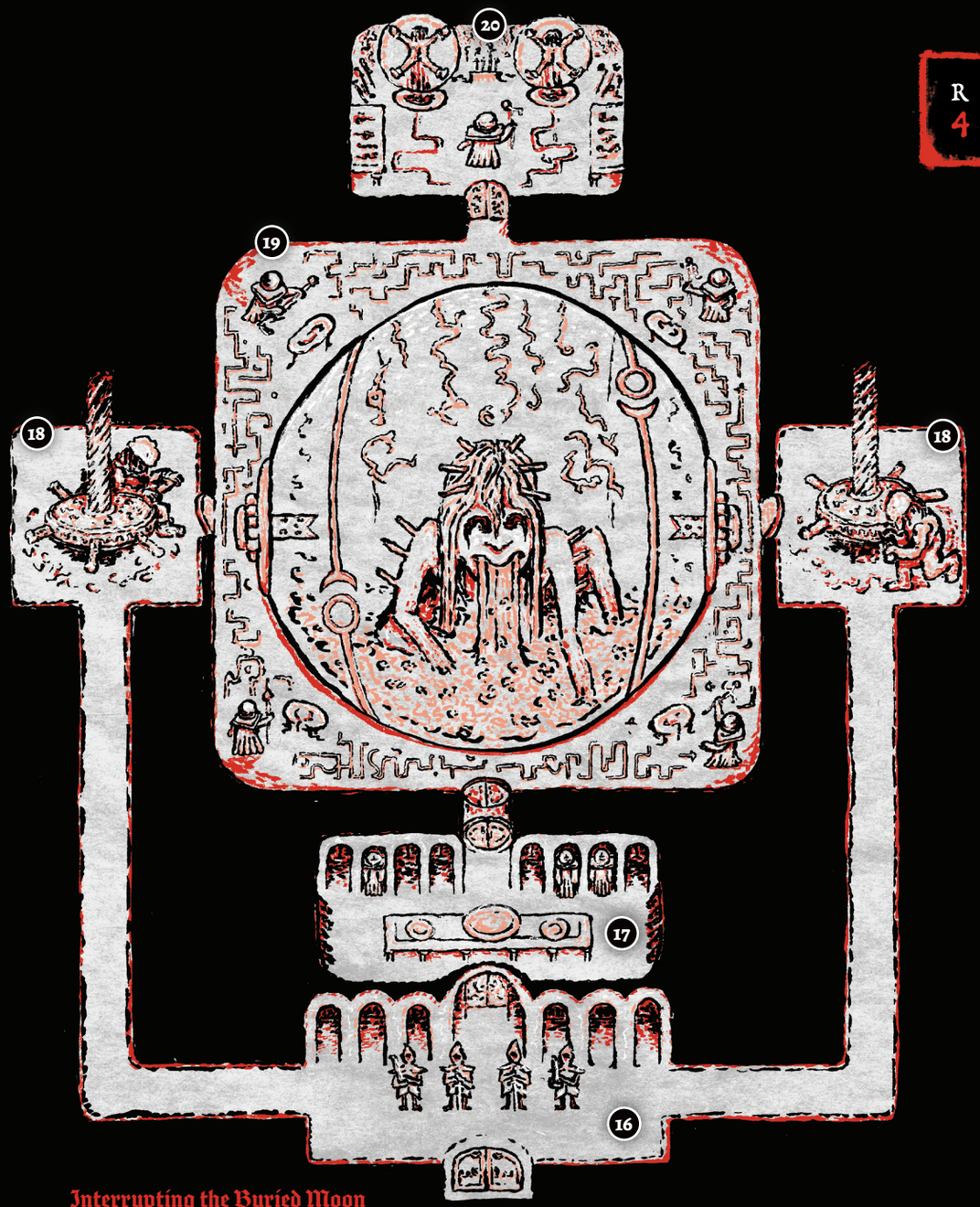
Enormous chamber dominated by the slowly rotating Buried Moon, within which the goddess vomits and burns.

- **Atmosphere** is dangerously cold, dangerously low pressure, deadly to breathe. Anyone breathing unprotected inside dies in 5 minutes.
- Moon is 200' wide, pinned on its east and west axes by reinforced metal shafts, which rotate it.
- Inside is the shadowy form of the goddess. She is at least 100' tall, though hard to measure as she crouches in constant physical and psychic pain.
- The goddess is related to the rishae, but is clearly more alien: too tall, too strange, joints in the wrong places, hollow protuberances along her spine, elbows, and head.
- The insides of the faenium shafts that pierce the moon are hollow, and regularly spurt out a fine red mist, which coats the flesh of the goddess.
- Four **ritual posting stations** in the corners for curates to stand, chant, and gesticulate inside their strange atmospheric pressure suits.
- The curates regularly walk between stations in carefully prescribed ritual movements, following **pathways** etched on the black marble floors.

20. Celestial Agoniser

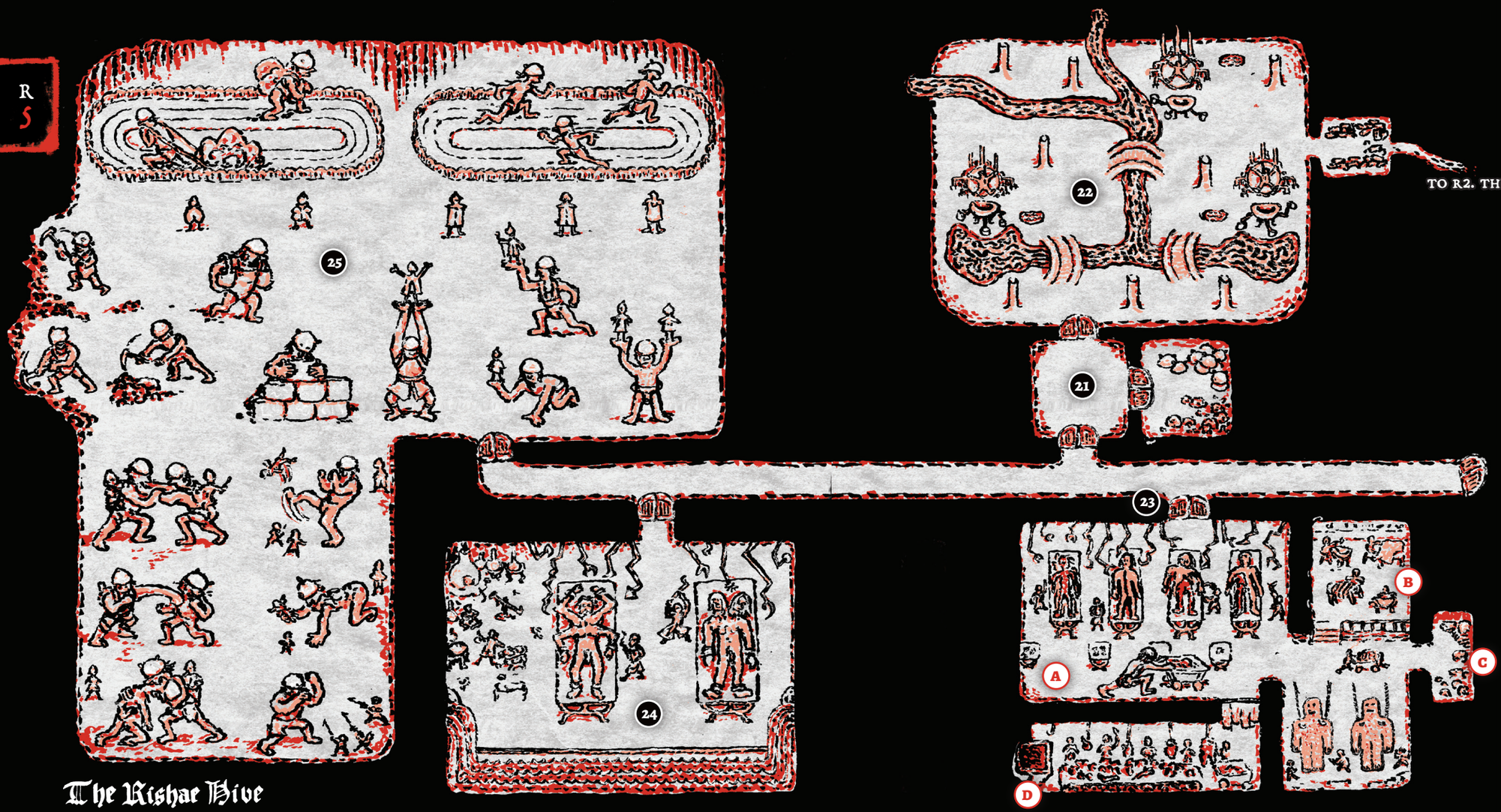
Sacrifices strapped to canted discs scream in agony as they are ritually butchered by high-ranking curates. Cackling, booming, chittering voices of rishae gods, full of pleasure at the suffering, roll through the air.

- Attended at all time by 2 high curates, who sacrifice human slaves, rishae criminals, and occasionally unlucky sahrans.
- **Blood** is collected at the bottom of the discs, piped through to the shafts in the buried moon, where it is sprayed onto the goddess. She absorbs the blood mist as sustenance.
- 2 identical **work tables** contain a variety of strange, bloodstained rishae torture instruments. Each set is worth **500sp**.
- Dead sacrifices are placed into black bags and hauled away once every two watches by slaves.



Interrupting the Buried Moon

The Moon's surface is essentially unbreakable, the goddess trapped permanently within. However, if the flow of sacrifices is stopped, the goddess will eventually (in a few centuries) starve to death. Without the ministrations of the curates, the rituals causing her to endlessly vomit would cease. Without her vomit, the rishae magitech would stop functioning, and the rishae immortality would end. The rishae will defend this place with their lives. It is the very heart of their civilization. It defines their cycle of day and night, and it feeds their fell machineries.



The Rishae Hive

Giant facilities

21. Forge Vestibule

Very hot room with a small attached storage closet full of extra giant-sized armor, weapons, and helmets.

- ◊ Entering requires a **red bracelet**.
- ◊ Man-sized doors and chamber are too small for giants to enter.
- ◊ There are 12 helmets (3 slots, **200sp** each), 4 sets of giant-sized faenium armor (5 slots, **400sp** each), and 4 giant war-glaives too large for a human to wield (4 slots, **300sp** each).

22. Helmet Forge

Punishing, rippling heat in a pillared chamber. Canals of lava and hissing quenching pools. Human victims strapped to flesh-melting magitechnical sacrifice forges.

- ◊ A large studio run by rishae artisans, creating helmets, armor, and faenium chains for giants through the use of magictechnical forges.
- ◊ Man-sized; giants cannot fit inside this room.
- ◊ Extremely **hot**. Characters with lower than 13 **Constitution** must make a **Constitution** check every turn or have -1 on all attack rolls and their movement speed reduced by 5' [1 square].
- ◊ **3 magitechnical forges** are usually staffed by 2 rishae artisans each (workers with red bracelets).
  - *Each has a series of pipes leading up to the roof.*
  - *Forges are powered by the souls of human slaves.*
  - *Each has a round plate with a magic circle and a human slave burned onto it, their limbs strapped down, eyes burned out, skin melted to the plate, a tube shoved down their throats feeding them a pungent nutrient slurry from a suspended bladder.*
  - *Slaves cannot survive being detached from the forges, but are alive and aware of their pain.*
  - *Fresh slaves are brought in once a week.*
- ◊ **Lava** flows in a controlled stream through channels in the room, crossed by stone bridges.
- ◊ Water is pumped to **quenching pools** via a series of underground tubes.
- ◊ Eastern room is an **ore storage closet** with many ingots of metal: tin, iron, steel, and faenium.
  - *2d6 faenium chunks, each worth* **150sp**.

» A small sloping chute, large enough for a human to crawl through, leads from the ore closet to the Level 4 walkway of The Pit [R2]. Slaves dump fresh ore into this chute once per day during the third watch.

23. Giant Processing

Busy, gory workshop. Putrid stench of lye, offal, and musk. Doomed giants lowing above the hum of knives.

◊ Entering requires a **black bracelet**.
◊ A large studio run by rishae artisans, transforming old, sick, maimed, or unruly giants into leather, saddles for other giants, and meat.
◊ 8 rishae artisans, 4 rishae warriors, 2d6 human slaves, and 4 giant slaves are present at any time.

A. Flensing and curing

Magitech claws suspended above tables assist with turning giant corpses as they are flayed. Strips of skin hang in wet rows above buckets of caustic lye.

◊ Magitechnical **claws** are operated using **black bracelets**. They can attack anywhere within 5' of the tables. They have a -4 to hit, and deal 1d8+1 damage, and on max damage the operator can optionally remove an appendage.
◊ Giants are hung on **hooks** before execution.
◊ **Tables** hold faenium skinning tools (**200sp**) and magitechnical vibroknives (1d6+1 damage).
◊ Helmed giants transport corpses to various parts of the complex in large and stinking **metal carts**.
◊ Human slaves transport large strips of bloody giant skin to be tanned on **smaller flat carts**.
◊ Human slaves treat hides with salt water and lye. Skins are scrubbed, soaked, dried, then tanned.
◊ **Buckets of rishae lye** are caustic, dealing 1 damage per watch to anything exposed to them.

B. Leatherworking

◊ Tanned leather is worked by rishae artisans into saddles, straps, and leashes for controlling giants.

C. Storage

◊ Extra buckets, extra vibroknives, spare hooks and chains, extra carts, spare wheels, and more.

D. Butchery

◊ Human slaves break skinned giant corpses down into manageable chunks of meat.

» The meat is sent down a **chute** to 28. The Well of Meat [R6] where it is fed to human slaves.
- *The chute is big enough for a person to slide down.*

24. Giant Medical Studio

Insane rishae surgeons attended by human slaves perform grotesque experiments upon giant subjects. A waterfall flows peacefully against one wall while machinery buzzes and squawks.

◊ Entering requires a **black bracelet**.
◊ 2 rishae surgeons (workers with specialized training) are attended by 2 rishae hive guards and 6 human slaves, all dressed in white smocks.
◊ Current experiments might include (1d6):
1. *Grafting on an extra head.*
2. *Grafting on two extra arms.*
3. *Swelling giant muscles to enormous size.*
4. *Shrinking giants through surgery and alchemy.*
5. *Replacing hands with digging multitools.*
6. *Giant brain surgery.*

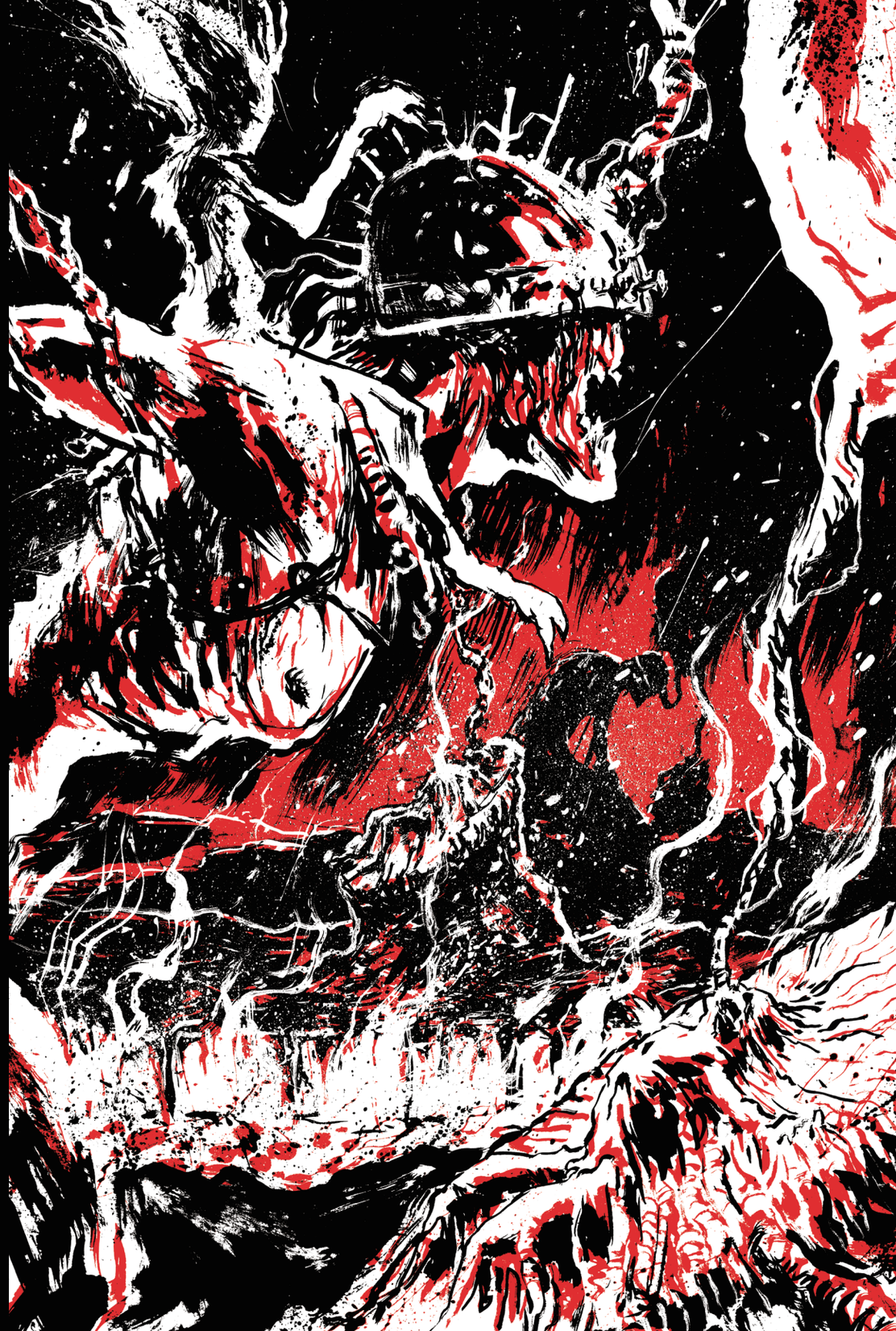
◊ There is a 1 in 3 chance that each giant is alive.
◊ There is a **waterfall** running down the rear wall, which the rishae use to wash themselves, collect water, and just because it looks nice.

25. Giant Training

Enormous rough-hewn chamber with shadowed ceiling. Giants constantly expand the chamber via mining while taskmasters train them in specialized activities.

◊ Entering requires a **black bracelet**.
◊ 3d10 helmed giants, each attended by a rishae rider with a control crown. 2d8 human slaves.
◊ Tasks giants are trained for include:
- *Pulling heavy loads in yokes and with carts.*
- *Acting as living elevators for rishae.*
- *Tunneling and mining.*
- *Running quickly in races.*
- *Simple building tasks.*
- *Fighting with and without rishae riders. Fighting each other, human slaves, and trained gladiators.*

◊ Human slaves are often killed in accidents with poorly trained giants, or in combat training.
◊ **Extra helms** and paired **control crowns** are hung neatly upon the walls.
◊ **Stations** include their relevant equipment. Shovels, war glaives, saddles, harnesses, carts, and more, all sized for giants.





The Rishae Hive

Human pens

Split into two sections, this is where the human slaves live. The outer section (26-34) containing the temple, farms, and sahran pits, is patrolled by rishae warriors and all doors require **black bracelets**. The inner section (35-38) is a sprawling warren of caves where the light of the buried moon does not penetrate. The rishae do not typically enter this area. Inside it, a cruel human society has developed, ruled by the despotic King Bobby I, his reign illuminated only by glowing fungi and captured luminescent bugs.

26. Slave Temple

An effigy of the two rishae gods is the object of forced daily worship by human slaves. Columns and grandeur.

- **Services** are held during the second watch of each day by a rishae curate and 2 hive guards.
- During services, several hundred slaves gather.
- Every month, a human slave is sacrificed during the service in front of their fellows, their blood poured into the bowls around the statue.
- The eyes of the gods are made of **cave diamonds**. There are 4 diamonds, each worth **1000sp**.

27. God's Blood

An enormous jug stores the sour god's blood fed to slaves after their worship in the temple.

- Access to this room requires a **silver bracelet**.
- This **vessel** is guarded night and day by 4 hive guards and slaves are not allowed inside.
- A **ritual bowl** (4 slots, **3000sp**) is filled with blood and brought to the slaves during daily worship.
- Each time it is drunk, the god's blood reduces a human's Killing Moon tally (p. 268) by 1d4. Humans can only benefit from this once per day.

28. The Well of Meat

Chunks of giant's meat float in a putrid bloody pool in a beautifully carved chamber.

- Access is with a **silver bracelet**.
- Each day, after the service is completed, human slaves are allowed into this room to take pieces of **giant's meat**, a valuable source of protein.
- Larger pieces are reserved for the fungal farms.

29. Food Elevators

» These **elevators** require no bracelets to operate, and connect up to 11. Food Storage Rooms [R3].

30. Forum Butcher Elevator

» This **elevator** requires a **black bracelet** to operate, connects to 50. Human Butchery [R8].

31. Fungal Farms

Loamy, mushroomy scent. Tall, regularly-carved gigantic rooms. Well-lit with piped in moonlight. Patrolled by rishae warriors. Slaves work mushroom fields.

- Tree-sized **mushrooms** are grown on large chunks of giant meat and fertilized with blood.
- Human slaves tend, harvest, and process the mushrooms into neat packets that are distributed throughout the hive.
- During the day, 20 human slaves and 4 rishae warriors. At night, no admittance.

32. Cave Grub Farms

Sweet and sour scent with an acrid taste on the air. Centipede grubs swell to the size of a human forearm in burrows before being drowned by slaves.

- The grubs of **deep centipedes** are bred here.
- Cave grubs are drowned in salt water held in **large clay jars**, and then distributed as food.
- Each farm chamber has a **juvenile cave centipede pit** for breeding, guarded by 1 rishae warrior each, with buckets of caustic lye nearby.
- During the day, 4 human slaves and 1 rishae warrior work the grubs. At night, no admittance.

33. Fish Farms

Ingenious, beautiful waterworks flow past spawning pools and fish smoking and drying facilities.

- Fish are raised in large pools before being harvested and processed by human slaves.
- **Fresh**, **dried**, and **smoked fish** are distributed throughout the hive as food.
- During the day, 6 human slaves and 2 rishae warriors. At night, no admittance.

34. Sahran Pits

Irregular cavern dotted with a dozen deep pits. Inside the pits, hissing sahrans. Above, rishae guards.

- Requires a **red bracelet** to enter.
- The rishae have 2d8 sahran slaves at any given time. They are kept isolated from each other, and closely watched to ensure they do not mutate themselves into a form that would allow escape.
- 6 rishae warriors patrol this area at all times.

35. Slave Village

Candles, beetles, and glowing fungi illuminate the ramshackle cavern homes of the human slave population.

» Entrance to the village requires a **black bracelet**. The doors are locked at night, the humans herded inside, with two rishae warriors posted as guards outside.

- The rishae do not usually enter the village.
- The caverns here are not lit by the artificial moon. Instead, there are **glowing fungi**, giant **beetles with glowing body parts** trapped in cages of bone, and hundreds of **candles**.
- The humans have furnished a series of caverns and tents extending deep into the earth. There are hundreds of hovels for thousands of slaves.
- Underground streams feed irregular **pools** used for bathing, washing, and drinking.
- Giants' bones and skins are frequently used as building materials.
- The slaves have their own society, and while outsiders from the surface lands are rare, they are not unheard of.
- Most slaves are born into the darkness, and only know tales and legends of the surface world.
- All slaves secretly dream of escape, but most are invested in their cruel and brutal society, and will not automatically be friendly with outsiders preaching of escape or revolt.

36. King Bobby's Cave

Neatly carved chambers with more symmetrical use of giants' bones, and carvings to the glory of the king.

- **King Bobby I** has reigned for 8 years, and has several heirs of various ages to follow in his stead.
- Bobby is a brutal warlord, ruling by strength and fear. Bobby does not work for the rishae, and rarely leaves the slave village.
- Bobby has mutated so that one of his eyes is replaced with a mouth with tiny teeth inside.
- Bobby preaches obedience to himself and the rishae, and is supported by **Lady Bernadette, the Abbess of the Chapel**.
- Bobby has **6 loyal guards**, armed with swords (use human slave stats, p. 275, but with 1d8 damage from the swords).

+King Bobby I+

Cha +1 **Con** +2 **Dex** -1 **Int** -1 **Str** +2 **Wis** -1

AC 14 **HD** 4 **HP** 4d8+8 (28) **Save** +2 **Morale** 6

Move Walk 15' [3 squares]

King's Scimitar

+6 to hit, 2d4+2 damage, 1 shock.

Venomous glare

1 in 6 chance to recharge each turn. Bobby can spit venom from the maw in his left eye socket. 15' range, +3 to hit, 1d6 damage.

A. King's Great Hall

Exotic wooden table and throne for feasting, passing judgment, issuing edicts. Looted rishae forge in the corner for torture. Small stools for guests.

B. King's Staff Room

Concubines, children, and servants sleep and live in relative luxury, with pillows and woven blankets. Bobby's meals are prepared here, his clothes washed here.

C. King's Bedroom

Grand bed of stone, covered daily with fresh mosses by Bobby's concubines.

» The passage in the back leads to the rest of the underworld, and is beyond the scope of this book.

37. Underground Chapel

Lit with thousands of candles, every surface lovingly carved by generations of slaves. Beautiful stonework.

- **Lady Bernadette** is the self-declared Abbess of the Chapel, and holds services each day.
- Lady Bernadette has seen kings come and go, and Bobby is not the worst she has witnessed.
- Bernadette is patient and fair, but very serious.
- Bernadette believes that the rishae hive is an area of Hell on Earth, created by God to punish those who sinned in the world above.
- Bernadette believes that babies born in the hive are bodies inhabited by souls who required time in purgatory to atone for sins.
- Bernadette thus preaches tolerance and acceptance of the rishae punishments, as a just judgment from God upon sinners.
- Lady Bernadette has a **small sleeping chamber** built into the west wall of the chapel.

38. Human Graveyard

Neon cave water drips and has formed a caustic, greenish sludge. The cavern glows green and writhes with worms moving through decomposing bodies.

- Slave bodies are disposed here, where the **caustic mud** slowly dissolves bodies.
- Newer grave mounds have ramshackle crosses plunged into them. On older mounds the crosses have fallen.
- 2 deep centipedes writhe through the murk.

39. Mutant Pits

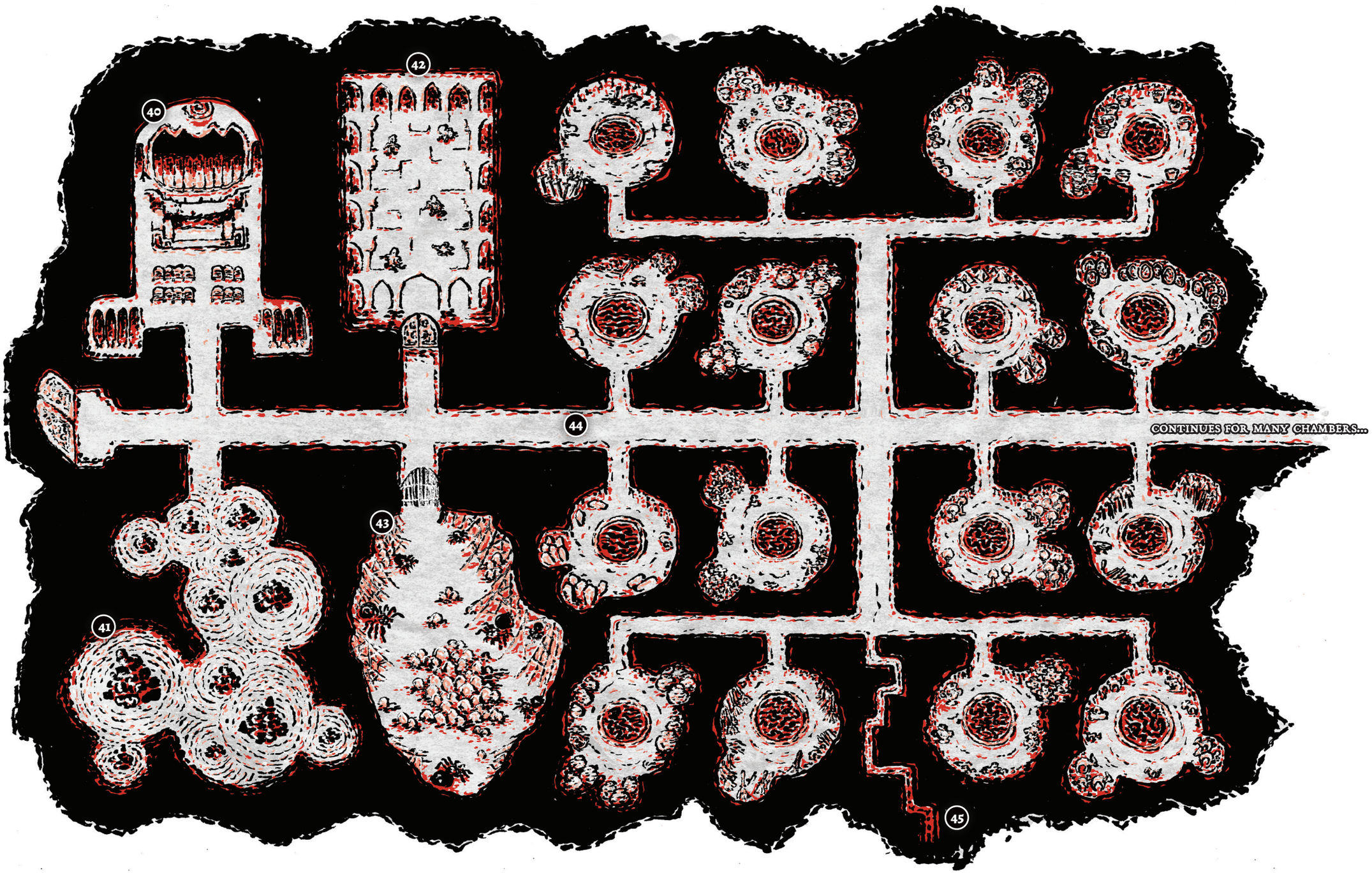
Moaning mutants in a deep, soggy pit. Water dripping from the ceiling. Bones and meat strewn about.

- Those humans too mutated by the buried moon are brought here and cast into the pit.
- **2 slaves with swords** stand guard to cut down any mutants who attempt to climb out.
- **Mutants** feed on each other and scraps of meat and mushroom flung to them by relatives.
- The western wall holds a **small cavern** where one mutant has grown too large to emerge, just occasionally flinging out a twisted, crab-like clawed appendage when others pass by. Some other mutants worship this pathetic being.

The Rishae Hive

Worker's quarters

R 7



General Features

These caverns have been shaped carefully, and then carved over the centuries with motifs beautiful, grotesque, disturbing, and angelic. They are lit artfully by cleverly placed mirrors and mirrored tunnels that pipe in the light of the buried moon.

- Ceilings are between rishae and giant height, shaped for decorative purposes into tall arches.
- Main doors to this section require a **black bracelet** to open.
- Giant slaves do not quite fit into this area.
- Human slaves are not banned from this area, but are fairly rare, usually on an errand for a master.
- Many hundreds of rishae live here.

40. Pleasure Arena

Grand amphitheater with several attached smaller rooms.

- With their immortal lives, rishae desire constant distraction, and the pleasure arena serves this purpose.
- Roll on the table below to discover what is on the menu of delights when the outcasts visit.

Rishae pleasures (1d12)

1. An epic, multi-day play
2. An hours-long musical extravaganza
3. Chairs moved aside for an enormous orgy
4. A rishae melee tournament
5. Gladiatorial combat using human slaves
6. Human slaves fighting a deep centipede
7. Vivisection of a spider, slave, or centipede
8. Surgical demonstration on a giant subject
9. A live human birth on stage
10. Exhibition of artefacts from the surface world
11. Forced mutation of a sahran
12. Demonstration of new magitechnical science

41. Grave Cairns

Beautifully carved, winding stone garden. Beautiful pools and small shrines. Moaning and muffled crying.

- Inside each shrine is the **grave cairn** of a rishae.
- Some have died in battle or killed themselves by jumping onto their temple. Others were ancient, sick, or very young when they were made immortal, and have been interred by their well-meaning but also insane families.
- Opening grave cairns is not physically challenging, but the contents may be surprising...

Looting the grave cairns (1d20)

1. Fetal rishae. Horrible and half formed, sobbing, screaming, and squelching
2. Insane rishae child, immediately attacks with fingernails and teeth, screaming
3. A moaning, limbless rishae with its mouth sewn shut, head bobbing side to side
4. A horribly mutated rishae, listing to one side, hungry for human meat
5. A rishae attempted suicide with a cracked spine and broken limbs, drooling and babbling
6. A small Christian cross (**250sp**)
7. Unknowable rishae magitechnical tool (**350sp**)
8. Delicate faenium necklace (**450sp**)
9. Faenium and ruby ring (**750sp**)
10. Faenium and emerald earrings (**1500sp**)
11. Rishae magitechnical bowgun (90' range, 1d8 damage, only work with buried moonlight)
12. Power pack for bowguns (adds 1d8 scarcity die)
13. Rishae blessed sword (2-handed, 2d8 damage, 1d6 scarcity. After scarcity dice run out, 1d10 damage, **400sp**)
14. Gilded rishae sword (1d8 damage, **750sp**)
15. Potion (random, RC p. 94, or of **healing**: 1d4 sips, each sip heals 1d6 damage, worth **350sp**)
16. Black rishae bracelet
17. Red rishae bracelet
18. Silver rishae bracelet
19. Rishae armor (+3 AC, 1 slot, **1500sp**)
20. Chthonic Lunar Gauntlet (see below)

Chthonic Lunar Gauntlet

- **Beautiful gauntlet of faenium**, host to a hungry rishae soul, bound by an insane artisan.
- Once worn, the only way to remove it is to remove the hand wearing it or immerse the gauntlet in the blood of a rishae god.
- Grants limitless buried moonlight to any weapons or tools held in the hand wearing the gauntlet.
- The wearer must consume human flesh or blood every 6 days. If they do not, the gauntlet drains 1d10 hit points of blood from them instead.

42. Rishae School

Elegant architecture with large-scaled carvings relating legendary stories of the rishae. Columns, many small rooms with beautifully filtered buried moonlight. Blood and bodily waste. Screams and brutal violence echoing.

- Only accessible with a **red bracelet**.
- Once a school for the rishae children. As the **children have become psychotic** over centuries of immortality, the school has become a prison.
- Inside, children commit atrocities against each other and any adults they capture. Flesh is devoured, bodies are violated, sin and madness.
- Children are encountered in packs of 2d6.

+Rishae schoolchild+

Cha +0 **Con** -1 **Dex** +1 **Int** -1 **Str** -1 **Wis** -1

AC 11 **HD** 1 **HP** 1d6-1 (3) **Save** +0 **Morale** 4

Move Scamper 15' [3 squares]

Improvised weapon

+1 to hit, 1d4-1 damage.

43. Spider Nest

Webs and bones coat a naturalistic cave. Light is dim and filtered. Spiders of all sizes creep in the shadows. Eggs grow on wet red meat.

- Only accessible with a **red bracelet**.
- Large, warm, web-covered room where workers incubate precious **spider eggs**.
- **Baby spiders** are fed on meat and blood.
- Strong spiders are adopted by warriors as mounts and fighting companions. Weak spiders are fed to the other spiders.
- There are 4 workers and 2 warriors in here at all times, in addition to any other encounters.
- There are always 2d4 giant spiders in here.
- The webs are **flammable**. Lighting the room on fire would destroy all the spiders in 20 minutes.

44. Rishae Dwellings

The vast host of the rishae live in hundreds of similarly adorned chambers. The map depicts 16 of these chambers, but they extend in a nearly continuous warren deep beneath the earth.

- Each dwelling is built around a large central chamber containing a bathing pool and most of the family's furniture.
- Side chambers are for sleeping, entertaining, or are **chambers of obsession**.
- The immortal rishae are prone to getting obsessed with creating one sort of item and mechanically creating **iterations of that item**, filling their rooms and houses with endless iterations as they work towards the "perfect" version.
- Each house explored has a 1 in 4 chance of being occupied by an obsessed rishae artisan.
- Roll on the **Objects of Obsession** table to find what item the home's occupant creates. Many homes' objects are worth **1d100sp** each.

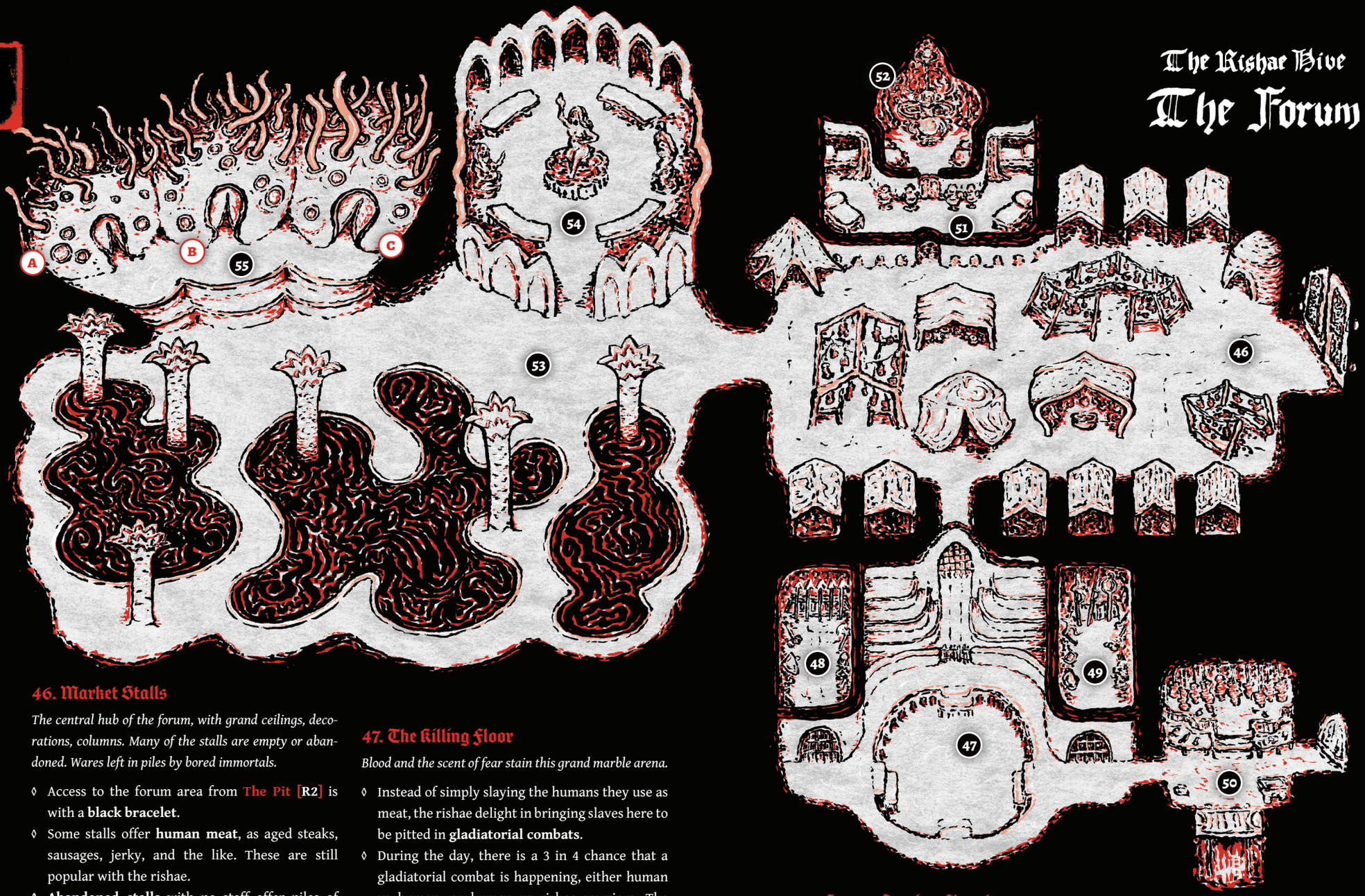
Objects of Obsession (1d50)

1. Pouches
2. Knives
3. Chains
4. Sandals
5. Boots
6. Gongs
7. Incense
8. Coffins
9. Candles
10. Tables
11. Leggings
12. Animal statues
13. Lutes
14. Blankets
15. Dolls
16. Wax tablets
17. Flutes
18. Hair pins
19. Shovels
20. Salt shakers
21. Bowls
22. Tunics
23. Shields
24. Jewelery boxes
25. Goddess statues
26. Rings
27. Goblets
28. Swords
29. Rugs
30. Nails
31. Kohl makeup
32. Lamps
33. Scale models
34. Hammers
35. Bells
36. Spoons
37. Leather punches
38. Mirrors
39. Drums
40. Paintbrushes
41. Scented oils
42. Kettles
43. Pots
44. Plates
45. Earrings
46. Necklaces
47. Wineskins
48. Ropes
49. Buckets
50. Pillows

45. Passage to Warriors Quarters

» This passage goes down a set of steps and emerges in 57. Warrior Kitchen [R9].

The Forum



46. Market Stalls

The central hub of the forum, with grand ceilings, decorations, columns. Many of the stalls are empty or abandoned. Wares left in piles by bored immortals.

- Access to the forum area from The Pit [R2] is with a **black bracelet**.
- Some stalls offer **human meat**, as aged steaks, sausages, jerky, and the like. These are still popular with the rishae.
- **Abandoned stalls** with no staff offer piles of goods. Referees can use the **Objects of Obsession** table (p. 295), or allow players to make a check to find specific equipment they are looking for. There are no weapons or armor.
- Any time the outcasts search a new stall, there is a 1 in 10 chance of finding a **random rishae artifact** (RC, p. 84).

47. The Killing Floor

Blood and the scent of fear stain this grand marble arena.

- Instead of simply slaying the humans they use as meat, the rishae delight in bringing slaves here to be pitted in **gladiatorial combats**.
- During the day, there is a 3 in 4 chance that a gladiatorial combat is happening, either human vs human, or human vs rishae warriors. The rishae are always better armed, and there are warriors watching from the sides who ensure the safety of any rishae who may be threatened.
- Victorious humans are slain after fighting several bouts, their skin branded in 50. Human Butchery and their meat sold at a premium.
- The two arming chambers require a **red bracelet**.

48. Human Arming Chamber

Slaves cower amidst racks of crude, ineffective weapons.

- Spears, wooden shields, flails, inwardly curving swords, strange knives, and all manner of **ineffective armor and weapons** are stored here.
- Armor is merely **decorative** and adds bulk as chainmail or plate, but at only +1 or +2 AC.
- The **shields** offer +1 AC but take up 3 slots and reduce movement by 5' [1 square].
- The **weapons** deal between 1d4 and 1d12 damage but are used at a -2 penalty to hit.
- While gladiatorial combats are happening outside, 2d4 slaves and 2 rishae warriors wait.

49. Rishae Arming Chamber

Smells of oil, steel, and blood. Panoply of strange weapons.

» Requires a **red bracelet** to access. Human access is strictly forbidden.

◊ There are many **odd weapons** here. All are powered by the buried moon and will lose efficacy outside of the hive. All have a 1d6 scarcity die, checked with each attack. If sold, they are worth **500sp** each.

Name	Slots	Damage	Notes
Dripping sword	1	1d8	*Leaks acid. Victims must pass a* **Constitution** *save or take 1d4 damage on the turn after they are struck.*
Electrostave	2	Special	*Two-handed weapon. Each successful hit against the same target does more damage. The first hit is 1d4, then 1d6, then 1d8, then 1d10, then 1d12.*
Firespitter	3	1d6	*Throws out holy flames in a cone 15' long and 15' wide, originating at the bearer. Any caught in the flames take damage.*
Lightning thrower	1	1d6	*20' [4 squares] range, hits all in a straight line.*
Lunar claw	1	1d4	*On a successful hit, the claw closes around the target, trapping them and allowing the wielder of the claw to push them around with a successful* **Strength** *check.*
Mega-axe	3	3d6	*Two-handed, -4 to hit.*
Nega-spike	1	Special	*On a successful hit, the wielder rolls 1d8. On an 8, the victim of the hit loses all hit points and falls unconscious.*
Razor whip	1	1d8+1	*15' [3 squares] reach, -2 to hit. 1 shock.*
Shock rod	2	1d4	*Two-handed weapon. Victim of a successful strike loses either their next combat action or their next movement action.*
Uninvibrator	1	1d6	*Deals normal damage against living flesh. Deals quadruple damage against inanimate objects, including weapons and armor. After 3 strikes, any armor is totally disintegrated.*

50. Human Butchery

Humans are rendered into meat by skilled butchers. Carts come and go. An elevator leads to the farms.

◊ After they are mortally wounded on 47. The Killing Floor, dead or dying humans are brought here to be chopped into cuts of meat.

◊ The meat is distributed around the hive with **carts** by human slaves.

◊ Staffed during the day by 4 rishae workers who are guarded by 2 rishae warriors.

» A door opens to level 3 of The Pit [R2] and requires a **black bracelet**.

» An elevator leads up to 30. Forum Butcher Elevator [R6] and requires a **black bracelet**.

51. Clinic

Elegant beds and waiting chairs. Sheer curtains. Cool, comfortable, antiseptic. Moaning pile of flesh on one bed.

◊ The waiting and preparation room for the rishae surgical magitechnical device: 52. The Chair.

◊ Staffed by two female rishae curates.

◊ On one bed, a **moaning pile** of mutated rishae meat and bone, still conscious and alive.

◊ 1d4-1 other rishae (can be none) recovering from surgeries on the other beds.

◊ Embedded in nooks in the walls, **knowledge cubes** (see 78. Acolyte Library [R11]). With a successful **Intelligence** check and one watch of study, an outcast can learn how to operate the surgical machinery within.

52. The Chair

Biotechnical horror of pincers, pokers, tentacles, sacs, helmets, jaw braces, drills, saws. Blood soaked.

◊ Activating The Chair requires a **silver bracelet**.

◊ Performing a **surgery** requires studying the knowledge cubes in 51. Clinic. Each time the machine is used, there is a 1 in 20 chance that it malfunctions (see table below), with some surgeries increasing this chance.

◊ Possible surgeries include:

- *Changing genders.*
- *Turning an arm into a melee weapon that deals 1d6 damage.*
- *Changing appearance permanently.*
- *Causing eyes to glow, casting a bright light for 15' in darkness, in the direction of the bearer's eyes.*
- *Adding an extra arm or leg.*
- *Swapping two ability scores. +1 chance of malfunction.*
- *Implanting a third eye which grants +1 on all checks used when performing Rituals. + 2 chance of malfunction.*
- *Adding spider claws to limbs that give +3 to Climbing checks. +2 chance of malfunction.*
- *Adding 1d6 hit points. +3 chance of malfunction.*
- *Adding +2 to an ability score. +4 chance of malfunction.*

Surgical malfunctions (1d8)

1. Permanently lose 1d4 hit points
2. Permanently lose 1d6 hit points
3. Lower a random ability score by 1
4. Lower a random ability score by 3
5. Gain a Moon Mutation (p. 268)
6. Gain a Warlock Mutation (RC, p. 134)
7. Roll on the Ritual Mishaps table (RC, p. 74)
8. Die in a welter of blood and organs

53. Rishae Baths

Steam, grand columns, dignified aquatic statuary, clean tile floors, silent slaves scurry while naked rishae relax.

◊ A bathing area for rishae, with a **hot pool** (too hot for human skin, 1 damage each minute spent immersed), a **warm pool**, and a **cold pool**.

◊ Humans must avert their eyes from rishae nudity.

◊ 2d6 rishae and 1d8 slaves here most of the time.

54. Sauna and Spa

Dry heat, pungent oils, statues, benches, marble.

◊ **Alcoves** for rishae to store their clothing and belongings.

◊ Heat emanates from several of the **nude statues**.

◊ Rishae workers give massages, scrubs, and rubs.

◊ During the day, 1d6 rishae and 4 rishae workers will be here relaxing, serviced by 1d4 slaves.

55. Steam Chambers

Magitechnical steaming chambers where rishae inhale and soak in strange vapors.

◊ Each **steam chamber** will have 1d3 rishae inside. Human access is strictly forbidden.

◊ Staying in any steam chamber for more than 10 minutes requires a **Constitution** check to avoid passing out.

A. Lusty steam

A reddish mist that smells of musk, sweat, and bodies.

◊ This chamber increases the sexual ardor and vigor of any who breathe it in. The mechanical effects of this are left up to the referee, and extra caution should be applied with any situation that may make your players uncomfortable.

◊ Rishae use this chamber to incite lust in their immortal bodies, most of which otherwise have absolutely no interest in procreation.

B. Rejuvenating steam

A green mist that smells of mint and lavender.

◊ Spending ten minutes in this chamber heals 1d6 hit points worth of damage.

◊ Those spending time in the chamber must still make a **Constitution** check to avoid passing out.

C. Lunar steam

A bright blue mist that matches the color of the buried moon, and smells of stone and faint sulphur.

◊ Any human who enters this brightly lit chamber immediately adds +5 to their Killing Moon tally (p. 268).

◊ Every minute spent in this chamber adds +1 to a human's Killing Moon tally.

◊ The steam fully recharges rishae magitech.

The Rishae Hive
Warrior's quarters

General Features

These caverns are beautiful. They are covered with carvings, decorated with statuary, and care has been paid to make them airy and comfortable.

- Ceilings are all at least 15' high, with the common areas having vast, 40' ceilings covered in carvings.
- Main doors require a **red bracelet** to open.
- Giant slaves are sometimes brought into **61. Training Hall**, but are otherwise rare.
- Human slaves are uncommon in this area. The warriors are more commonly served by workers.
- About a hundred rishae warriors live here.

56. Great Feasting Hall

Large chamber for feasting and celebration, richly decorated. Smells of roasting meat...like pork?

- There will usually be 1d8 rishae warriors here. At **mealtimes**, there will be 3d20 warriors and 2d4 workers serving them.

57. Warrior Kitchen

Magitechnical kitchen, busy at all times of the day.

- Staffed by 2d6 workers who cook the meat and mushrooms for the warriors.

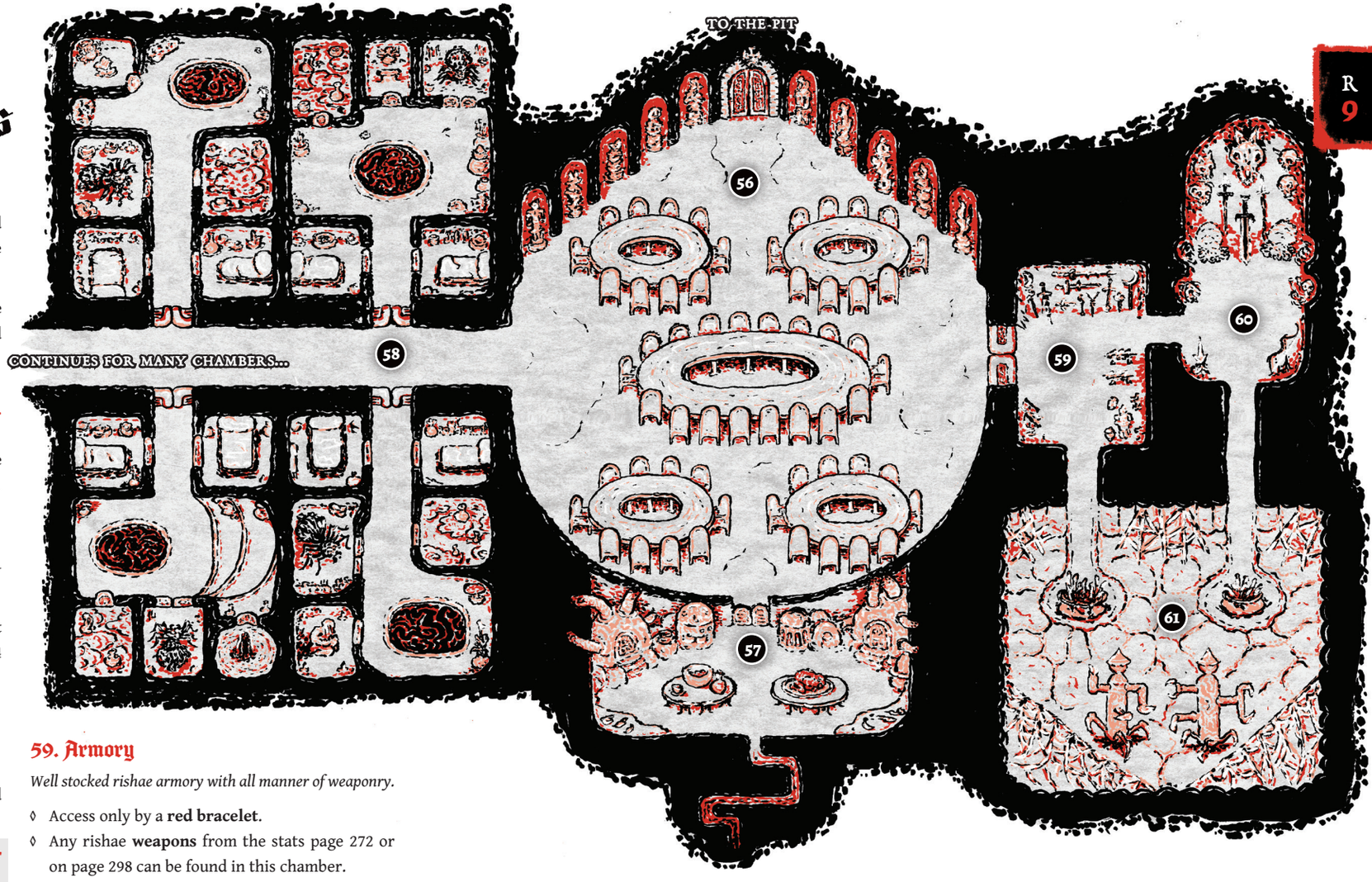
» Passage leads up to **45. Passage to Warrior Quarters** [R7].

58. Opulent Warrior Quarters

Airy, comfortable, and bright warrior dwellings.

The warrior caste lives in many **dozens of similarly adorned chambers**. The map depicts 4 of these chambers, but they extend deep into the earth. Features of each home include:

- Access only by a **red bracelet**.
- Central atrium with a bathing pool.
- Two or more bedrooms.
- Commonly a stable for a paired giant spider.
- Pleasure room.
- Private prayer chapel.



59. Armory

Well stocked rishae armory with all manner of weaponry.

- Access only by a **red bracelet**.
- Any rishae **weapons** from the stats page 272 or on page 298 can be found in this chamber.
- There are 1d4 **powerpacks** that grant rishae magitech a 1d8 scarcity die even removed from the light of the buried moon.

60. Trophy Chamber

Hallowed hall containing the war spoils of the rishae, hung from the ceilings and walls.

- Enormous giant spider carapace.
- Stuffed sahran corpses with various mutations.
- Several giant skulls.
- Skull of a dragon.
- Bones of strange underground beasts.
- 6 **strange and beautiful weapons** (each worth **2d20 x 100sp** and each taking up 1d2 slots).

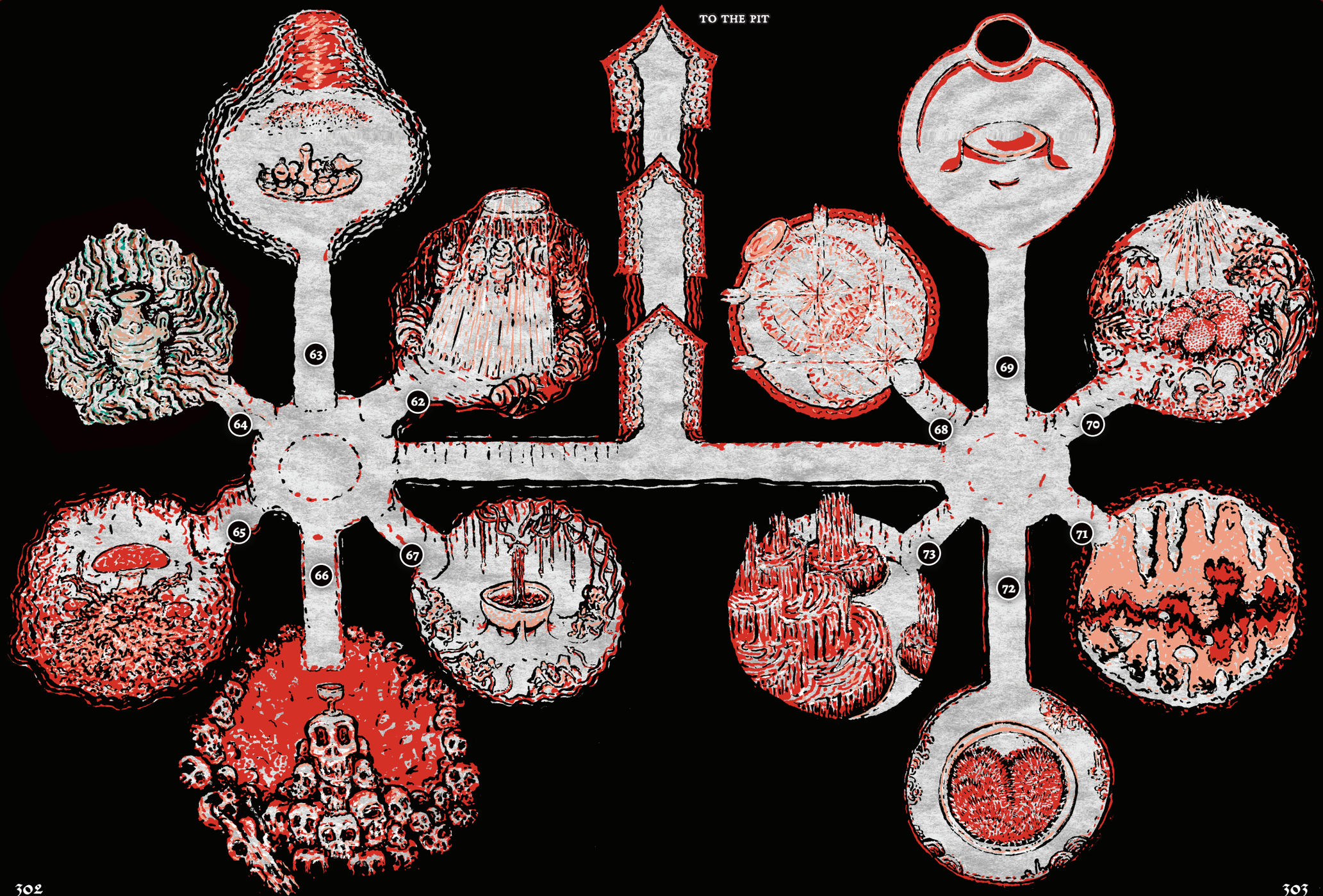
61. Training Hall

Large gymnasium with tall ceilings, netting, ropes, and magitechnical sparring dummies.

- During the day, 1d8 warriors, 1d4-1 giant spiders, and 1d3-1 giants will be in here **training**.
- **Baskets of bone weapons** wrapped in moss, soaking in some thick substance that makes them pliable. When pulled from the baskets, they make a sucking sound.
- Softened bone weapons deal 1d2-1 damage.
- **Soft fleshy mats** grown from mushrooms that bleed black blood when sliced and scab quickly.
- Hanging ropes, trapezes, acrobatic equipment.
- Ingenious **automated sparring dummies** made of brass, require a **red bracelet** to operate.
  - *For each day that someone trains with the dummies, they may make an attack roll against an AC of 20. On a hit, they have a 1 in 20 chance of gaining a permanent +1 to their attack bonus.*
  - *Each attempt to increase attack bonus beyond the first requires 20 additional days of training and increasing the AC of the dummy by +3 for each subsequent attempt.*

The Rishae Hive

Prayer chambers



R IO

General Features

A decorated hall leads to gloriously carved rishae shrines.

- ◊ Entrance requires a **silver bracelet**.
- ◊ The priests make offerings at the strange rishae shrines in these hallowed halls.
- ◊ When an offering is made, the piped in moonlight flickers and a strange warm wind blows through the shrine like a gust of alien breath.
- ◊ Unacceptable offerings anger the spirits. Those who present them must pass a **Charisma** save or take 1d6 points of psychic damage.
- ◊ In each shrine there is a 1 in 12 chance that the attending curate and their apprentice is present.

62. Shrine of Illness

Diseased, insane, mutated rishae held in soft but strong leather bindings attached to the wall. They hang in agony, tended to by the curates who worship their malformities and their suffering.

- ◊ Present a diseased living thing (person, plant, or animal) and tie them into the leather bindings and receive the **Blessing of Disease**:
  - *A leather strap falls from the walls. It can either be wrapped around a sick or poisoned creature, or dipped into contaminated water or into rotting plants. The illness transfers into the strap, which immediately starts to reek and decay. The strap can then be wrapped around a new target to transfer the hosted illness to the target. The strap rots away after 10 days or when used to transfer a sickness.*

63. Shrine of Fire

The rear wall glows hotly, the rock nearly molten. Before the wall, an enormous pile of ash. Before the ash, many jars of metal containing sacred oils.

- ◊ Burn a living thing with at least 5 hit points, or something in value of at least 250sp, and receive the **Blessing of Flame**:
  - *The jars become cool to the touch. The worshiper may anoint themselves with sacred oil, and become immune to damage from fire and heat for 6 watches.*

64. Shrine of Verdigris

Copper and brass walls shaped and carved into confusing, looping, intricate shapes reminiscent of plants and snakes. Old brass and copper jewelry and weapons are scattered across the ground and hung in the spiraling metal. All is covered in a thick layer of verdigris.

- ◊ Present a sizable copper or brass offering which rots away immediately, and receive the **Blessing of Rotted Metal**:
  - *The main weapon of the worshiper gains an effect with a scarcity die of 1d6. Whenever it successfully hits an opponent's metal armor or weapon, there is a 1 in 6 chance that the armor or weapon rusts away in moments. Each time this happens, the wielder must roll the scarcity die, and when the die runs out, the magic fades.*

65. Shrine of Rot

Decaying organic matter, clustered with mushrooms, matted with maggots, pulsing with pustules, boiling with buboes. Slave meat, rotten food, decaying spider eggs, all brought and tended in the garden of mold.

- ◊ Present decaying food, rotten meat, or the like, and receive the **Blessing of Decay**:
  - *Small fleshy mushrooms sprout from the offering. They can be plucked, and if planted in living flesh, soil, or any other organic matter, they rapidly spread decay. Living creatures will start rotting from the point of the mushroom's contact, taking a cumulative +1 **Constitution** damage each day.*

66. Shrine of Skulls

Skulls piled upon skulls. Giant skulls, human skulls, rishae skulls, skulls of strange beasts. The cup on the altar is made from a skull and the curate wears a skull as a hat.

- ◊ Place a skull upon the skull throne and receive the **Blessing of The Dead**:
  - *The chalice fills with black blood. If smeared upon the forehead, it allows those thus daubed to see and speak with the spirits of the dead for 1 watch.*

67. Shrine of Blood

Tubes made from strands of gut ending with thick faenium needles thread through the bodies of rishae and human sacrifices. They hang from the walls and drip their life essence drop by drop into the gleaming central vessel.

- ◊ If the blood in the vessel is drunk without giving an offering, the spirits are angered, as above.
- ◊ Pour one's blood into the vessel or connect to one of the tubes, and take 1d4+1 damage to receive the **Blessing of Blood**:
  - *Blood wells from a spigot on the side of the vessel. If collected and stored, it can be drunk to heal 1d6+1 damage. The blood spoils after 10 days.*

68. Shrine of Light

The light of the buried moon is mirrored, reflected, prismed, colored, and refracted to create a stunning panoply of rainbow reflections.

- ◊ Offer a light source (candle, torch, lantern, etc.) into the blinding central mirror to receive the **Blessing of Light**:
  - *The supplicant's eyes shine brightly, and they can see in total darkness for 1d3 days.*

69. The Empty Shrine

A shrine of raw stone, an altar seemingly grown from the rock of the floor, a large black hole on the rear wall.

- ◊ Rishae gods live within the hole, and it radiates a fearful energy. Anyone placing their living flesh inside the hole or crawling inside will feel a strange and horrible sucking feeling, then be devoured in seconds.
- ◊ Spend a day in prayer and fasting to the dark gods of the shrine and receive the **Blessing of the Rishae Gods**:
  - *The supplicant becomes immortal, as a rishae, but with their same dependence on the buried moon.*

70. Shrine of Greenery

Magitechnical artifice shines a warm yellow light like that of the sun through a round panel in this room, giving life to a host of ancient plants from bygone epochs.

- ◊ Plant a seed or plant in this shrine to receive the **Blessing of Greenery**:
  - *A strange plant blossoms from the shrine. If the supplicant chews it, they will have the ability to hear the alien thoughts of plants for 1d3 days and can tend to their needs. This makes them the perfect gardener, increasing the yield of any plants they tend to. They also are immune to the ill effects of any plants, spores, natural poisons, and the like.*

71. Shrine of Stone

Stalagmites, stalactites, and other natural cave growths are tended in miniature, grown over thousands of years, creating an elaborate miniature cave system inside of which miniature cave fish, blind spiders, and other chthonic life make their home.

- ◊ Carefully place small stones, pebbles, or a similar object in an artful and purposeful way and receive the **Blessing of Stone**:
  - *A cave bug rolls out a perfectly round stone for the supplicant. The supplicant gains a unity with stone for one day while holding the round stone. This provides +1 on all checks to sense the presence of hidden walls and doors in stone construction, navigate stone passages, judge the grade of cave systems, and similar tasks.*

72. Shrine of Fornication

A dusty, ill-kept chamber. The curate of this shrine and their apprentice yearly consummate a ritual of life, love, and renewal on a bed of soft, pulsating red moss.

- ◊ Once popular, this shrine has fallen into disrepair as the rishae sink into decadence and despair.
- ◊ Fornicate upon the bed of moss and receive the **Blessing of Life**:
  - *The next pregnancy initiated by any of the supplicants will be free of all problems, the young one born healthy and whole, the mother unharmed.*

73. Shrine of Water

Innumerable small springs flow from the walls and ceiling, are caught by sculpted rock channels, and drip into pools. An abstract sculpture of soft gurgling sounds and the pleasant drip-dropping of coolness, calm, and wet.

- ◊ Pour out a full waterskin of clean water and receive the **Blessing of Water**:
  - *Water splatters pleasantly upon the head of the supplicant and flows into their eyes and mouth. For the next 1d3 days, they gain a unity with water. They can breathe water, sense the presence of water, understand the depth of water and the motions of currents and rivers. They can tell the purity of water, and even taste within water hints as to where it was sourced and where it has flowed.*

Curate's quarters

General Features

The furnishings are clean and austere, with heavy use of silvery cloth woven from spider's silk hung as curtains, wall hangings, and room dividers.

- There are only 12 curates here at one time, each one with an apprentice. Each serves one of the specific shrines [R10].
- Other rishae castes are not allowed past 74. Curates Kitchen for any reason. Neither are human or giant slaves.
- Many of the apprentices look to be the same age as the curates they serve.
- Access to all doors past the kitchen requires a **silver bracelet**.

74. Curates Kitchen

Magitechnical furnaces and strange ovens where slaves prepare the curates' meals.

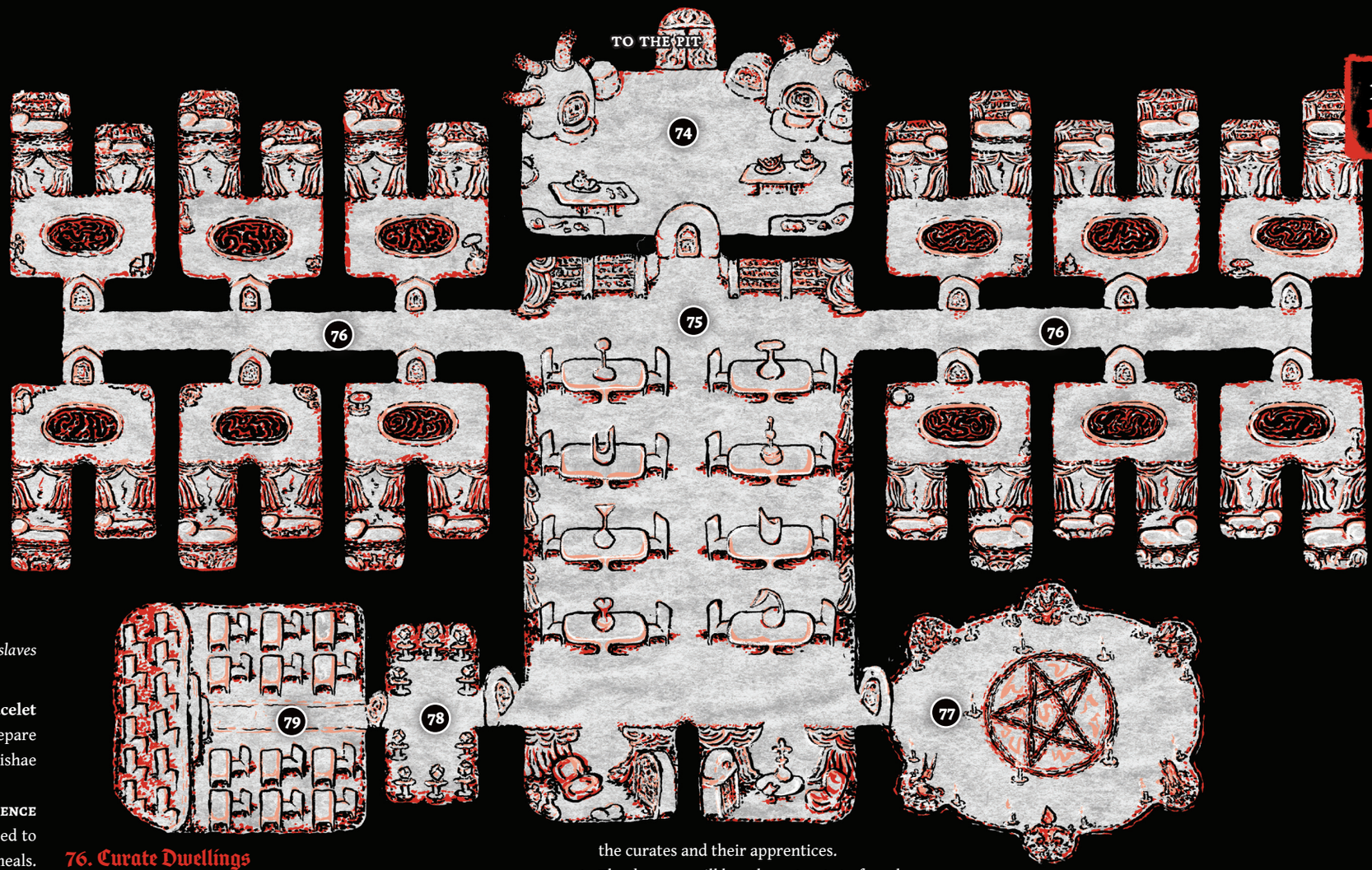
- The door to the hive requires a **black bracelet** to be opened, and the human slaves that prepare food here are always accompanied by rishae worker supervisors.
- Operating the **furnaces** requires an **Intelligence** check, but once understood, they can be used to turn simple raw ingredients into elaborate meals.

» The door to 75. The Great Curate Hall requires a **silver bracelet** to open.

75. The Great Curate Hall

A quiet assembly hall redolent with sweet smoke where meals are served by the apprentices to their curates.

- At any given time 1d4 curates will be here relaxing with their apprentices.
- On the southern end are two **study chambers** with comfortable chairs, bookcases, and hookahs.
- Inhaling the pungent smoke from the **hookahs** lowers **Constitution**, **Dexterity**, and **Strength** by 2, but raises **Charisma**, **Intelligence**, and **Wisdom** by 2, for 1 watch.



76. Curate Dwellings

Simple but comfortable dwellings, hung with curtains.

- In each dwelling there is a 1 in 10 chance that the resident curate and their apprentice are home.
- Each of the twelve dwellings contains:
  - *Curate's bedroom with **1d10 x 1000sp** of jewelery.*
  - *Apprentice's bedroom, of similar, smaller design.*
  - *Central hub room, with a small, steaming natural stone bath, changing area, and scrubbing tools.*

77. Cave of Dæmons

Six dæmons have been magically and physically chained to the alcoves around the bloodstained pentagram.

- The **dæmons** are used for the sick and pleasurable rituals of sex, blood, and madness performed by the curates and their apprentices.
- The dæmons will beg the outcasts to free them.
  - *If carefully worded, the dæmons can be held to their bargains, though referees should make every effort to trick players with strange contractual language.*
  - *Freeing the dæmons is relatively simple, requiring only the unfastening of their chains and the scratching out of the sigils of binding.*
  - *Use the stats for **Manifest Dæmons** (p. 112).*

78. Acolyte Library

A collection of faenium cubes levitating above holding platforms, used by acolytes to absorb knowledge.

- These **cubes** hold the knowledge of the rishae and their devices. The first one a human touches forces an **Intelligence** saving throw. If they fail, 1d4 points of **Intelligence** and **Wisdom** are drained into the cube. After passing or failing the check, they can consult any cubes without issue.
- Consulting the cubes for knowledge of a specific piece of rishae history or the operation of a specific rishae device or shrine takes 1 hour and requires passing an **Intelligence** check. On failure, the information cannot be found, but the cubes can be consulted again immediately.
- Knowledge of *any* device in the hive (including the Buried Moon) can be found in these cubes.

79. Acolyte School

A dusty chamber, long unused, with 12 desks and 12 seats on a stage. Once used for giving lessons to apprentices.



Hive floor

At the bottom of the hive hulks the immensity of the rishae cathedral, rising up from the stony landscape like the foul blossoming of an unholy carnivorous plant. AThe gates of the hive, strange pylons that crackle with fell energies, and the outbuildings serving the needs of the cathedral's tortured god are scattered around this dread sanctuary. The floor of the pit is strewn with the fallen, broken bodies of those rishae who have given into despair and jumped from the upper levels of the hive. Some of these unfortunates have been gathered and enshrined in grave cairns. Others have been left where they fell, their bodies broken, guts spilling out, the light of the Buried Moon keeping them alive in eternal agony. A few unfortunates have fallen onto the crepitating pylons themselves, and their pierced bodies smoke and writhe with awful energies.

The slow and hopeless movements of people accompany this scene of horror, as slaves, giants, curates, and rishae worshipers move in winding columns past the broken bodies of attempted suicides, through the cleansing pools, and into the yawning portals of the cathedral.

The pylons are arranged in a rough, fence-like pattern around the cathedral. They are linked with a chain of crackling energy that fades in and out in time with the earsplitting roars of the chained god within the temple. Each turn that any character spends within 10' of one of the pylons, they have a 1 in 10 chance of being struck by a coruscating bolt of energy, taking 1d8 damage.

Battle with the Sahrans

If the referee is using the Sahran Invasion scenario (p. 269), the Hive Floor, where the sahrans initially broke through into the hive, will be a major battle site. Chaos will reign. Rishae, human, giant, and sahran bodies will lie broken and bloody, strewn across the cave floor. The air will stink of fear and spilled alien guts.

In this area, the referee should skip the roll to see if an encounter happens and instead roll twice on the Encounters in the Hive table (pg. 271) each time the party comes to a new feature or makes significant progress across the cave floor.

Those encountered will be busy and distracted by the battle but may still attempt to interact with the party in some way. The party could of course get creative and avoid attention, and the referee should make fair use of the encounter distance rules (RC, p. 24).

Sahran battle events (1d8)

The referee can roll or pick on the following table for some example events during the battle:

1. Sahrans have breached the gate of **86. Outer Hive Wall** and collapsed a section of **85. Inner Hive Wall**. Rishae struggle to fill the breach.
2. Sahrans have taken control of one of the energy towers (**85. Inner Hive Wall**) and are indiscriminately shooting rishae, humans, and giants, blasting enormous holes in buildings.
3. There has been a slaughter in one of the cleansing pools and the water runs red with blood as bodies bob on the choked, icy surface.
4. Sahrans have freed the tattooed giants from the stables in **81. Temple Chapterhouses** and the giants are running amok, splattering smaller beings with their fists and tattooed feet.
5. The rishae have powered up the pylon fence and are holding off the sahrans by staying inside it and killing any who get through. The sahrans have completely wrecked the **81. Temple Chapterhouses** and are killing the human slaves, who are running wild.
6. Sahran assassins battle rishae hive guards on the middle roof of the cathedral as the rishae attempt to protect their god.
7. The sahrans are violently besieging the cathedral, which the rishae have fortified in response, turning it into a sort of castle.
8. The sahrans have broken through into the temple. Rishae are desperately attacking them as they fire weapons at the god, who roars and stomps in helpless agony.

80. Hive Staircases

Grand staircases wind up to the next level of The Pit.

- These **staircases** are longer than on other levels, winding 75' up before reaching the balconies.
- The temple is higher than the balconies.
- At the top of each staircase is a door that requires a **bracelet** of any color to open.

81. Temple Chapterhouses

Magnificent, multichambered dwellings for the high curates and their tattooed giant servants. Guarded at all times and full of treasures.

- Each chapterhouse contains:
  - *A **giant's stable** with comparatively luxurious bedding for four giants.*
  - *A giant **mounting platform** similar to the ones in 12. Helming Apparatus [R3], but taller to accommodate the huge giants kept here.*
  - *A **dwelling tower** with 12 curate dwellings, each similar to 76. Curate Dwellings [R11].*
  - *A **preparation chapel**, with a rishae idol (**2000sp**).*
- The 24 curates and 24 apprentices that live here minister to the god in the temple and his mate inside The Buried Moon [R4].
- The giants that are kept here are specially trained, tattooed, and elaborately pierced.
- The giant harnesses, helmets, and crowns are **especially elaborate**, covered in jewels, chased in faenium. There are two in each chapterhouse, each taking up 2 slots and worth **12,500sp**.
- Each chapterhouse is guarded by 2 hive guards accompanied by 4 rishae warriors.

82. Temple Cleansing Pools

Deep pools of ice-cold water, carved with stone steps on each side to allow entrance and exit.

- Everyone who enters the cathedral, be they rishae, human, or giant, must pass through these ritual cleansing pools first.
- The **water** is shockingly cold.
- The **middle of the pits** is deep enough to allow giants to fully immerse themselves, with **the edges** carved to the height of a man to allow full immersion without swimming.
- If entering the temple without cleansing first, there is a 1 in 6 chance of getting loudly and visibly shocked by a bolt of energy from **one of the pylons**, causing 1d8 damage.

83. Transept Entrances

Enormous doors sized for giants set in secondary towers atop cyclopean stairways.

- The **doors** are massive and heavy and can only be opened and closed by giants. Every two watches, the giants within are rotated from their posts, accompanied by 4 hive guards and 2 curates.

» The transepts open to staircases that wend upwards to 90. Transept Towers [R13].

84. Slave Holding Pens

A bustling pen in which human slaves wait before being led to psychic sacrifice in the temple.

- Guarded by 8 rishae warriors and 2 hive guards.
- At any given time around 50 slaves will be held in the pens, hobbled at their ankles by rope.
- Any slaves who attempt to escape or cause problems are killed immediately.
- Every three watches there is a **rotation**:
  - *8 new warriors and 2 new hive guards come from the upper levels to relieve those watching the pens.*
  - *The relieving force brings with them fresh slaves.*
  - *The warriors and hive guards being relieved lead slaves through a cleansing pool and into the front temple entrance to be sacrificed.*
  - *After they accompany the sacrifices to the temple, the guards enter for a brief prayer before continuing back to the upper levels of the hive.*
- A human woman named **Noël, the Seeress**, has created a small, separate pen for herself out of **spider silk canvas**.
  - *She preaches that salvation awaits within the temple, that the god within is an angel.*
  - *Noël randomly selects slaves and reads their fortunes, foretelling what awaits them in Heaven, after they are sacrificed to the angel of the Lord.*
  - *The rishae tolerate Noël, as her teachings calm many of the slaves before they are sacrificed.*
  - *Noël has three powerful human guards who watch over the seeress and keep her from harm.*

85. Inner Hive Wall

Smooth, gracefully carved wall of white stone, looming above the hive floor, crowned with two massive towers mounted with giant energy weapons.

- The **first of two walls** that separate the hive from the rest of the underworld caverns.
- The gate is made of the same white stone, is reinforced with magitech, and requires 2 **red** and 2 **silver bracelets** to be presented in concert to be opened.
- There are **two sets of stairs** at the base of each tower that lead to the **top of the wall**.
- The wall is manned by 2 hive guards and 8 warriors who are supposed to make regular patrols up and down the wall, but often just sit listlessly, seized with ennui and despair.
- The doors to each of the two towers are locked with a **red bracelet**.
  - *A **control sphere** for the energy weapons tops each tower.*
  - *A hive guard within each control sphere wears a helmet wired directly into the weapon control system.*
  - *If a non-rishae puts on the control helmet, they must pass a **Wisdom** save or take 1d6 psychic damage and be rejected from the control system. If they pass, they can control the energy weapons.*
  - *The **weapons** have a +8 to hit and deal 2d6 damage. They have functionally unlimited range. The weapons can rotate almost 360°, only limited from pointing straight down.*

86. Outer Hive Wall

A rough-hewn wall of mottled stone. No effort has been made to beautif this ancient edifice. The parapets are damaged in many places, the mortar is crumbling, the gate is loose.

- The **second of two walls** separating the hive from the rest of the underworld caverns.
- The rishae have let this wall become **disused**.
- There are **two stairways** that lead to the top of this wall, slippery and unsafe to ascend.
- The wall is typically unguarded, covered in cobwebs and other detritus.
- **A giant spider** has created a nest in front of the gate, which nobody has bothered to clear away.
- The **door** is made of brass, covered in verdigris. The cross bar is brittle and fragile, loose in its supports.
- If the Sahran Invasion scenario is being used, this area will be completely overrun with sahrans, who will have knocked down the gate and set up a rearguard camp at the wall's edge.

87. The Rishae Gate

An enormous gate of faenium, fifty feet high, filling the passageway to the ceiling. It is carved on both sides with reliefs showing the glory of the rishae, the power of their gods, and the mastery of the subjects who chained them and stole their essence. Both doors are dented in the middle as if pounded by an awesomely large fist. The doors hang loosely on their hinges. The gap between is filled with a cold wind that blows from deep within the caves beyond, whistling as it passes the shattered gate.

Beyond the Hive

By default, these doors lead to a passageway that opens high in the Dergbarrow Mountains, but there are other possibilities that lie beyond the purview of this book.

Perhaps the rishae have an empire, and this is but one outpost. Perhaps they once had an empire, and it is now in decline as they war with sahrans. Perhaps the rishae and sahrans are just two subterranean races amongst many. All of these and more ideas are possible and even likely.

If the referee wishes for the underworld excursions to end with this hive, one suggestion is to fill the passageway beyond the gate with rubble, impossible to clear. Perhaps sahran and rishae bodies lie freshly mangled in this rubble, indicating a fresh cave-in as a result of the sahran attack.

If the referee wishes to have the party explore the underworld further but does not want to create adventures themselves wholecloth, there are many great supplements out there. This author can specifically recommend *Veins of the Earth*, written by Patrick Stuart. When my own players delved too deep, I turned to this book to fill in the details of the underworld beyond what I created in these pages.

The Rishae Hive

Temple interior

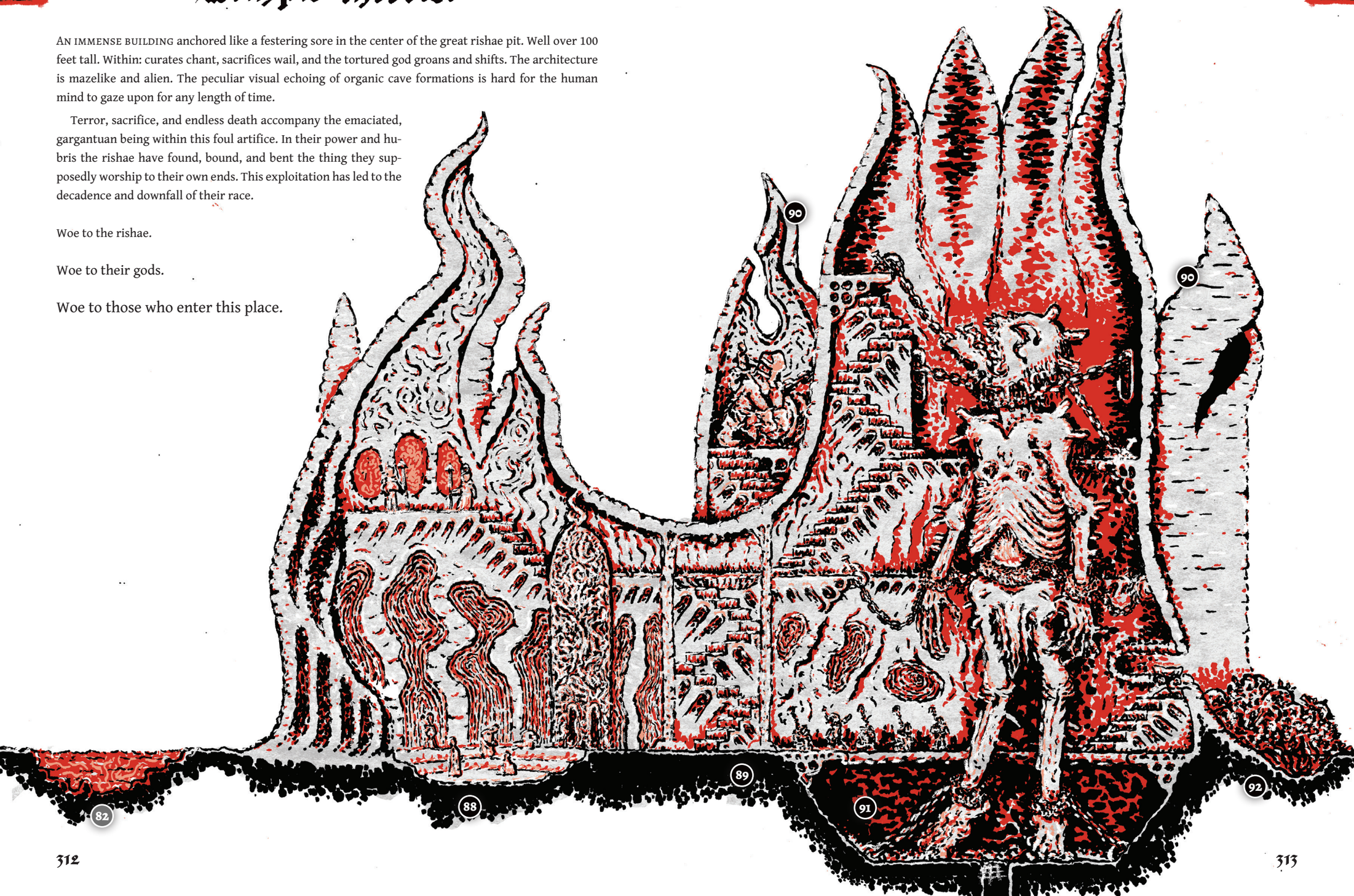
An immense building anchored like a festering sore in the center of the great rishae pit. Well over 100 feet tall. Within: curates chant, sacrifices wail, and the tortured god groans and shifts. The architecture is mazelike and alien. The peculiar visual echoing of organic cave formations is hard for the human mind to gaze upon for any length of time.

Terror, sacrifice, and endless death accompany the emaciated, gargantuan being within this foul artifice. In their power and hubris the rishae have found, bound, and bent the thing they supposedly worship to their own ends. This exploitation has led to the decadence and downfall of their race.

Woe to the rishae.

Woe to their gods.

Woe to those who enter this place.



88. Buried Nave

A cavernous circular room. A decorated gallery on the upper level. Weird chanting echoes from behind a massive metal, filigreed wall.

◊ 6 hive guards wearing specialized **temple armor** that give them AC 22 and armed with blessed poleaxes are stationed in the gallery.
  - *The gallery is reached from stairs inside* **89. Buried Choir** *and is not accessible from the nave.*
  - *Each set of armor is worth* ***5,000sp*** *and takes 3 slots.*

◊ 1d6 rishae workers and 1d6 rishae warriors worship in the **center pit** making strange wails and ululating calls.

◊ Slaves from **84. Slave Holding Pens [R12]**. are led in columns through the **left hand door** in the filigreed wall on a regular schedule.

◊ Curates and hive guards may enter the **right hand door** in the filigreed wall.

89. Buried Choir

Winding of chaotic stairways leading to higher levels, chanting and gobbling sounds, the god in his awfulness finally exposed, moaning and heaving in his chains.

◊ Only specially trained temple hive guards, curates, and slaves for sacrifice are allowed in.

◊ As the slaves enter, a wizened old curate splashes the burning, luminous godvomit into their faces using a specially prepared broom sprinkler, like that a priest would use to sprinkle holy water. This **blinds the slaves permanently** and causes them to be stunned into submission.

◊ 6 curates emit weird chanting.

◊ 4 temple hive guards escort the slave columns to be sacrificed in **91. The Place of Chaining**.

» Stairways wend in cramped confusion up to the gallery of **88. Buried Nave**, **90. Transept Towers**, and the balconies above **91. The Place of Chaining**.

90. Transept Towers

Tattooed and specially helmed giants turn massive cranks in a slow rhythm inside the walls of twisted towers.

◊ Each tower contains one **tattooed giant**, who turns a **massive crank**. This crank is connected to a system of chains that pull the god's head and body into position at the correct times to receive the downpour of luminous godvomit from **R4. The Buried Moon**.

◊ Each giant is accompanied by 2 hive guards and 1 curate, who directs the giant's labors and keeps time with a deep and discordant **hand bell**.
  - *These golden hand bells are worth* ***3,000sp*** *each.*

» Stairways sized for giants lead out to the doorways of **83. Transept Entrances [R12]**.

» Stairways sized for rishae connect down to **89. Buried Choir** and **91. The Place of Chaining**.

91. The Place of Chaining

Like his mate, the god is over 100 feet tall. The god is chained at the wrists, lower jaw, legs, and neck. His face is burned by untold centuries of receiving the acidic godvomit from his mate above. He shifts and stomps his withered feet continuously, shaking the temple. Around him, blind slaves are chained in a circle. As he screams and howls, their life essence is sucked from their bodies and absorbed by the dripping orifices arrayed across his body. Curates chant above him, beating staves on the hollow floor in time to his agonies.

◊ 36 slaves are chained around the god. The unholy power that streams from the god kills them slowly and painfully over several days. Every three watches, dead slaves are replaced.

◊ 3 curates make a slow circular rotation around the god, unchaining the corpses of drained slaves and hauling them to **92. The Bone Pit**.

◊ 6 curates stand at **ritual positions** in the grand gallery above the god, pounding metal staves onto the floor in a queer rhythm.

◊ The tiled floor around the god is cracked and pitted by centuries of the god's stamping and by smoking droplets of godvomit that miss his face.

◊ The god has 10,000hp and is immune to non-magical damage. Without slave sacrifices, the gushes of godvomit will kill him in about a year.

92. The Bone Pit

A large pit of rotten slave corpses piled atop bones.

◊ The **pit** passes under the temple wall.

◊ There is an **opening on the outside** of the temple where the pit can be emptied when it is full.



Roleplaying in the Mythic North

Player Advice Handout

The *Outcast Silver Raiders* rules rules are designed to evoke a certain style of play but are intended to be universally useful in a variety of settings. As such, the rules do not include details to tie outcasts to a specific setting. While most of this book is intended strictly for referees, **this section is intended as a handout to give players ideas for roleplaying specifically in the Mythic North.**

The Mythic North is medieval society seen through a dark mirror. It is not a simulation, and uses medieval Europe as an inspiration, not a rulebook. The entire group will have a better time if every participant (not just the referee) does their best to work within the boundaries of that dark mirror.

·Religion·

The Mythic North is a theocracy. Temporal power flows from the Church. Kings and lords rule by divine right. The Church is therefore the ultimate authority, held in balance with the nobility only by its lack of directly controlled military strength.

Every person the outcasts encounter in the Mythic North will be religious in some way. Most will be Christian. Others may follow a different religion that is tolerated but discriminated against in this setting. Still others may believe in heresies or blasphemies (both of which, if discovered, are usually punishable by death).

There is no concept of atheism, which the inhabitants of the Mythic North would see as a type of mental affliction more than a moral or philosophical stance. The people see evidence of God and His works all around them. The movements of the sun and the seasons, the facts of birth and death are all seen in a religious context and not a scientific one.

Magic is seen as undeniably real but is divided strictly into sanctioned and forbidden categories. The sacraments of the church and the miracles of its saints are sanctioned magic. Coincidences are interpreted as being evidence of the miraculous nature of God. Forbidden magic is that practiced by the enemies of God. Its practice must be hidden (another meaning for the word "occult") lest its practitioners be put to the sword or the flames.

The Reformation is hundreds of years distant from the era of the Mythic North and such questioning of the status quo has not begun to develop. God and His Church are the beginning and end of life in the Mythic North, and religion impacts the large and small decisions of its populace.

For players, this will be an alien society, and one that will take some effort and creativity to inhabit. Even devout Christian players of this game are unlikely to view their faith in the same way as the typical medieval person. Other players may be atheists, follow a different faith, or be anti-religious.

But all roleplaying is alien. None of us are Warriors or Rogues or Sorcerers. We don't live in a fantasy world, slay monsters, or explore forgotten crypts. These experiences are in most ways just as alien as living in a theocratic Christian society.

Players will ideally see the Christianity of this society as a roleplaying opportunity. Struggling constantly against the Church and its society can create a campaign of violent rebellion where the outcasts are beset constantly on all sides. This may appeal to some players, and their games are of course valid... But there are other options.

Consider the roleplaying opportunities of embracing the Church. Consider playing a Sorcerer as devout, someone who sees their blood magic as a kind of veneration. Consider a Rogue who worries constantly about what their thieving will do to their chances of getting into Heaven. Consider playing a Warrior who requires prayer before battle and confession after. Consider praying for the souls of those you slay in battle and worrying about the impact of the outcast life on your character's own soul.

This setting offers all these and many more fascinating roleplaying opportunities should you choose to embrace them.

·Society·

The Church enforces a strict social stratification. Power flows from the church to the monarch, and from them to their vassals, who swear allegiance to the monarch. The Church teaches that the noble classes are divinely appointed to rule. The other side of that coin is the peasant classes who are divinely created to serve. In between the two are the clergy, who serve God and act as His intercessors.

Outcasts exist apart from this social structure. Lords, knights, and other nobility will expect deference from outcasts and respond poorly to disrespect or disobedience. Clergy will expect respect, and church leaders will expect deference similar to the nobility. Peasants will be wary of outcasts, uncertain as to how they fit into the strict social order.

Interactions with outcasts offer all social classes an opportunity. Outcasts can be powerful allies and useful tools simply because they are not bound by the strictures of the other classes. Similarly to religion, players can explore the roleplaying opportunities inherent in this stratified social system.

·Geographic boundaries·

The Mythic North is bounded by ice to the north, mountains to the east, a wall to the south, and the sea to the west. Players should make a conscious effort to keep their characters tied within these boundaries unless specifically agreed upon with their referee. If the referee has plans for the regions beyond these borders, well and good, but players could upend the campaign and make things rough on their referee by trying to push beyond these boundaries.

·Gender considerations·

In the spirit of using medieval Europe as an inspiration rather than as a strict blueprint for the Mythic North, roleplaying groups should consider a modern take on gender roles for their campaigns. Historically, non-male genders were treated in ways that our society would consider highly abusive. This is perhaps realistic, but just like tracking the complex tax systems of medieval times wouldn't make for fun roleplaying, following realistic historical gender roles would similarly make for a piss-poor experience. Our strong suggestion is to embrace the fantasy of a medieval world with a more humane and egalitarian approach to gender.

·Who are you? (1d20)·

1. A monk or nun who left or was dispelled from your convent or monastery.
2. A peasant accused of theft or murder, who fled the village of your birth.
3. An infidel born into a heretical group or religion outside the Church.
4. A merchant accused of sexual deviancy, your tools destroyed, your wares stolen.
5. A trader, sole survivor of a shipwreck that cast you onto unknown shores.
6. A priest excommunicated for political reasons.
7. A serf, your village destroyed by plague, fire, raiders, knights, or another natural disaster.
8. A beautiful commoner taken as a lordling's lover before being abandoned and exiled.
9. A mercenary whose company was utterly destroyed in battle.
10. A latter child of a minor lord, you have no prospects, fortune, or future.
11. A tradesperson expelled from an apprenticeship due to real or perceived incompetence.
12. A wandering ascetic eschewing the trappings of society to attempt closeness with God.
13. A farmer's child fleeing an abusive home.
14. A former knight who supported the wrong lord and got away with nothing but your life.
15. A member of the gentry taking flight from a betrothal to someone you abhor.
16. A servant scarred by illness or accident, or born with an unusual physical appearance.
17. A deacon accused of witchcraft or sorcery.
18. A member of a gang of bandits or brigands that fell apart due to infighting.
19. A minstrel or jester who offended your liege lord and was driven off by threats of violence.
20. A priest disgusted with the hypocrisy and hedonism of your fellows.

Outcast Silver Raiders

·Third Party License·

Preamble

This license allows anyone to create content for ***Outcast Silver Raiders*** and publish it for free or sell it, without the publishing company (Esoteric Ludology, LLC) taking a cut. Adventures, hacks, modules, supplements, or anything else. There are a few rules that you must follow:

Section A: Content

1.

If you adhere to these terms you are allowed to publish free or commercial material based upon and/or declaring compatibility with *Outcast Silver Raiders* without express permission from Esoteric Ludology or the author or artists of this book.

2.

You may not re-use or translate exact text or art from our books without our explicit permission. This does not include place names, the names of characters, the names of spells, the names of items and equipment, or any proper nouns.

3.

Some pieces of Kim Diaz Holm's artwork used in this work are available under a Creative Commons 4.0 license, and can be found on his website. The use of that artwork in this work does not change or infringe upon any current or future license.

4.

The mechanics and game rules of *Outcast Silver Raiders* may be reused and referenced freely.

Section B: Branding

5.

Your product cannot use the Esoteric Ludology logo, the *Outcast Silver Raiders* logo, or the words "Outcast Silver Raiders" (without the words "compatible with" as described in item 6) unless you have our explicit permission. Examples of these logos:

Outcast Silver Raiders

Outcast Silver Raiders

ESOTERIC LUDOLOGY

6.

You are allowed and encouraged to use the *Outcast Silver Raiders* compatibility logo (available on our website, examples below), and you may use the wording "Compatible with Outcast Silver Raiders" on and in your product.

Compatible with Outcast Silver Raiders

Compatible with Outcast Silver Raiders

7.

You are not allowed to give the impression that your work is an official *Outcast Silver Raiders* product or that we endorse or sponsor you in any way unless we have made a special, explicit arrangement with you.

Section C: Legal

8.

Esoteric Ludology, LLC takes no responsibility for any legal claims against any product published under the terms of this license.

9.

Any legal disputes, controversies or claims related to this license shall be governed by and construed in accordance with the laws of the United States of America and be settled by a US court.

10.

The following text must be included in the legal text, somewhere visible in the publication, and on the website or storefront where you promote the product:

"[Product name] is an independent production by [Author or Publisher] and is not affiliated with Esoteric Ludology. It is published under the Outcast Silver Raiders Third Party License."

11.

This copyright text must be legibly included somewhere in the product and on the storefront:

"Outcast Silver Raiders is copyright Esoteric Ludology, LLC."

Inspirational acknowledgments

Outcast Silver Raiders takes some mechanical inspiration from many roleplaying games. I've read and played so many great games over the years, it would be hard to pinpoint where all the different ideas came. That being said, there are some specific mechanics that I can map to a few specific works. They are, in alphabetical order:

- **The Black Hack** by David Black.
- **The Dark of Hot Springs Island** by Jacob Hurst, Gabriel Hernandez, Evan Peterson, and Donnie Garcia.
- **Lamentations of the Flame Princess** by James Edward Raggi IV.
- **Old School Essentials** by Gavin Norman.
- **Silent Titans** by Patrick Stuart.

These great games are worth your time and money. They inspired me, they've entertained me and my friends, and they will inspire you.

If you choose to use this third-party license, you are encouraged (but not required) to include the names of these products as influences on your own.



thank you
Kim and Lex

for creating this strange
place with me

LOCATIONS

D20	Random location	Ref	Page
1	Cleardor	[1]	138
2	Princeps Villa	[2]	142
3	The Alchemist's Redoubt	[3]	144
4	Dunser	[4]	146
5	Saint Lewiston	[5]	150
6	The Drowned Lion Inn	[6]	154
7	Pepin's Outpost	[7]	156
8	Merish Bridge	[8]	158
9	Debrooken Abbey	[9]	160
10	Old Debrooken Abbey	[10]	164
11	Merish Landing	[11]	180
12	Wrecked Longship	[12]	182
13	The Warlock Towers	[13]	184
14	Great Stocking	[14]	202
15	Utroat Castle	[15]	206
16	Hulmane's Hermitage	[16]	210
17	Cairn o' the Mouth	[17]	212
18	Broken Span	[18]	214
19	*D4* **Banding Island**		
	1 Banding Prison	[19A]	220
	2 Ruined Farmhouse	[19B]	228
	3 Ragwen's Cave	[19C]	229
	4 Banding Circle	[19D]	230
20	*D8* **Hidden Location**		
	1 Black Mountain	[20A]	234
	2 Vasyl's Palace	[20B]	236
	3 Samuel Fitzchrist's Lair	[20C]	238
	4 The Sunken Chapel	[20D]	240
	5 The Forgotten Barrow	[20E]	242
	6 The Ram's Den	[20F]	244
	7 Lair of the Spider Kings	[20G]	246
	8 The Rishae Hive	[20H]	266

D10	Random settlement	Ref	Page
1	Cleardor	[1]	138
2	Dunser	[4]	146
3	Saint Lewiston	[5]	150
4	The Drowned Lion Inn	[6]	154
5	Pepin's Outpost	[7]	156
6	Merish Bridge	[8]	158
7	Debrooken Abbey	[9]	160
8	Merish Landing	[11]	180
9	Utroat Castle	[15]	206
10	Cairn o' the Mouth	[17]	212

D10	Random wild location	Ref	Page
1	Princeps Villa	[2]	142
2	The Alchemist's Redoubt	[3]	144
3	Old Debrooken Abbey	[10]	164
4	Wrecked Longship	[12]	182
5	The Warlock Towers	[13]	184
6	Great Stocking	[14]	202
7	Hulmane's Hermitage	[16]	210
8	Broken Span	[18]	214
9	Banding Island (+roll **1d4**)	[19]	
10	Hidden Location (+roll **1d8**)	[20]	

RANDOM FACTIONS · PAGE 18

D6	Faction	Page
1	The Southerners	18
2	The Northern Rebels	21
3	The Order of the White Hawk	22
4	The Clergy of Saint Lewiston	23
5	The Monks of Debrooken	24
6	The Cult of the Ram	25

WEATHER · PAGE 16

2D6	Weather outcome
2-7	No inclement weather
8	Precipitation (seasonal rain, snow, hail)
9	Extremely heavy precipitation (as above)
10	Heavy fog (greatly reduced visibility)
11	Extremely high winds
12	Extreme seasonal temperature (hot or cold)

HEXPLORATION · PAGE 17

D20	Hex contents /	optional features (D20 again)
1	Standing stones	Haunted by a spirit or curse
2	Ancient tomb	The site of a recent murder
3	Iron age ruins	Hidden treasure
4	Roman military ruins	Obvious but inaccessible treasure
5	Roman temple ruins	Ancient guardians
6	Ruined castle	A campaign object
7	Ruined church	Dangerously cold
8	Burnt farm	Peculiarly warm
9	Broken bridge	Used by an encounter table entry
10	Old battle site	Menaced by beasts
11	Gravestones	Overgrown with vegetation
12	Inhabited dwelling	No plant or animal life of any kind
13	Inhabited castle	Infested with daemons
14	Active church	A regular ritual site
15	Inhabited hamlet	Ruled by a petty tyrant
16	Active watchtower	Difficult to leave
17	Shrine to a forbidden god	The source of a rare resource
18	Cave or mine entrance	Important to a faction
19	Gallows	Causes slow madness
20	Strange pond or stream	Confers addictive blessings

Outcast Silver Raiders is a blood-drenched occult medieval roleplaying game in the old school tradition.

Inspired by Scotland circa 1200CE, the Mythic North is an epic setting, a massive low-prep hexcrawl detailing a frigid land of mountains, heather, crumbling castles, and ancient stones.

There are no wizard guilds, no orcs or dwarves. Monsters exist, but only as legends haunting distant reaches. The ascendant Church hunts down any hint of magic, and witches and enchanters practice their forbidden arts only in secret. Lords command, knights ride to battle, and peasants die in the mud.

With 88 detailed encounters, six factions, 30 mapped and keyed locations, 4 multi-level dungeons, and an enormous 48-page mega-dungeon, The Mythic North offers enough intrigue and mystery to run endless exciting campaigns.

This book is intended for an adult audience.



EXALTED FUNERAL

ESOTERIC LUDOLOGY