

Adventure Pack 1



TWO ADVENTURES AND A TREASURE HUNTING GUIDE FOR

Symbaroum

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The Adventure starts here!

THIS COLLECTION CONSISTS of two small adventure landscapes and a text presenting guidelines for how to handle and/or design expeditions into the forest of Davokar. Together with the tutorial adventure featured in the Symbaroum Core Rulebook, this material is perfect for starting up your adventures in Ambria and Davokar – it will give the Game Master and players a feel for the game world and also force the player characters to face a wide variety of different challenges.

The first text, called *Treasure Hunts in Davokar*, can be used as a randomizer or as inspiration when preparing for adventures in the forest. Aside from rules regarding preparations and excavations, it contains tables with random encounters, different kinds of treasures (from debris to mystical artifacts) and for determining what kind of ruins are found in the wilds.

The adventure landscapes that follow are entitled *The Curse of the River Goddess* and *Blight Night*. In their original form they should take about one game session to finish, but both can be developed into longer adventures if the Game Master wishes. In any case, they should provide material for many hours of intense and entertaining gaming around the table.

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Treasure Hunts in Davokar

THE HUNT FOR RICHES, artifacts and arcane knowledge is the basis of many adventures in the world of Symbaroum. It can give rise to lots of intrigues and conflicts, even if it is not the player characters who grip the shovel.

FOR INSTANCE, THE EXCAVATIONS of one expedition can anger another group and lead to conflicts that must be dealt with; some other explorers may awaken the dark of Davokar by digging too deep or in the wrong place; or the player characters may be recruited to find a group of treasure-hunters which has vanished without a trace. At other times the player characters will head off on treasure hunts of their own, searching for a certain artifact or only hoping to grow rich and (equally important) famous among their fortune-hunting peers in Thistle Hold.

In view of the latter, this text presents a large number of finds that the player characters may come across during their journeys in Davokar. In its simplest form, the content can be used as a

randomizer, where the die rolls of treasure-hunting players determine what the characters uncover in the forest ruins. In that case we recommend that the lists of finds are used together with the lists of random encounters, since that makes the hunt into a thrilling and perilous challenge. It will force the players to question whether or not it is worth the risk to keep digging, knowing that something famished, big and mean may turn up and make matters worse.

If your gaming group does not appreciate the randomness, the content of this text may instead be regarded as suggestions on what can be found, thereby functioning as a foundation for the Game Master as he or she creates interesting adventures.

Treasure Hunts

THE SYSTEM for treasure-hunting described below is based on a more or less obvious principle: the less excavated a location is, the more likely it is that it can offer both treasures and grave dangers. It is up to the players to balance risk against possible profit – this is Davokar and none other than themselves will be called to answer for the choices they make!

When the player characters travels through Davokar, they first roll a die to see if they happen upon an interesting site. After that, another roll is

made to determine how rich the site is, expressed in terms of the maximum number of finds to be made on the spot. When the digging has started all players make a test against *Vigilant* each day – a success means that the character has found something of value. Simultaneously the group rolls one die per day against *Discreet*, determining if they attract attention from the horrors of the woods – a failure forces them to roll on one of the tables detailing encounters in the Open and the Wild of Davokar.

Hence, the process of hunting for treasures includes the following elements:

- **Preparations:** The preparations of the player characters can affect their chances of finding a profitable dig site.
- **The Dig Site:** Depending on skill and luck, the dig site they find may prove to be more or less explored, and more or less rich on treasures.
- **Treasures:** Relics from the time of Symbaroum come in many different shapes, from pure garbage and ornamental items to powerful artifacts.
- **Dangers:** He who has a problem finding treasures will most likely be found himself, by the beasts and abominations of the forest.

Preparations

TO BLINDLY EMBARK on treasure-hunts is not the only way to make one's fortune. On the contrary, much time is spent in Thistle Hold trying to figure out – or lure others to disclose – where the most interesting dig sites can be found. The player characters would do well to plan their journey in advance, thereby increasing their chances.

PAY FOR A GUIDE

Hiring a guide in Thistle Hold or some other border town costs at least 1 thaler per week, but the more skilled they are, the more you must pay. For each point in Vigilant above 11 the cost is increased by one thaler, so that a guide with 15 in Vigilant costs 5 thaler a week.

It should also be noted that far from all guides are trustworthy. After every random encounter, one of the player characters must make a successful test against *Persuasive* or else the guide takes his belongings and leaves. If the die lands on 20 it is revealed that the guide is in league with a group of plunderers, hoping to relieve the characters of their equipment and finds. They are as many as the PCs +1 and have stats as Robber/Robber Chief (see page 211 in the Core Book).

PERSUADE A COLLEAGUE

With a successful roll against [*Persuasive* -5], the player characters can convince another treasure-hunter to join the expedition. The accompanying explorer can help the PCs in their effort to find a rich dig site: when they roll to decide the maximum number of treasures they may roll twice and pick the most favorable result. The colleague does not affect the hunt in any other way – aside from demanding his piece of the pie: the characters must share the loot with one additional person.



RESEARCH

Player characters who have the ability *Loremaster* can do research in libraries and archives. The process takes one week and costs $10+1D6$ thaler, in fees and bribes. After that, the scholar may use *Cunning* instead of *Vigilant* when trying to find a rich dig site. However, when the excavation has begun the usual rolls against *Vigilant* are needed to find anything of value.

The Dig Site

IT IS A WELL-KNOWN TRUTH that the chance of finding prized relics is greater the further into the woods one travels. The player characters must decide if they search for ruins in the outer, so called Open, regions of Davokar or if they are willing to travel further into the wilds.

The player character (or guide) that has the highest value in *Vigilant* (or *Cunning* if research has been made) may roll one die per day trying to locate a promising site. If the test is successful, it remains to determine a) what kind of site has been found (table 1), and b) how many finds can be made in the ruin. The latter is done by rolling $1D4+2$ in Open Davokar or $1D8+2$ in Wild Davokar, and the outcome indicates the maximum number of finds that can be made on the site.

Irrespective of whether or not they find a dig site, the most discreet character must roll a die against *Discreet* each day of the journey, hoping that the group does not attract any unwanted attention or happen to agitate something that is better left in peace. If the test fails, the group must make a roll on one of the tables for random encounters – table 6.1 or 6.2 depending on where they are.

Treasures

TREASURES ARE of different types, from curiosities via mystical treasures to genuine artifacts with great and horrible powers. When the player characters have found a spot and started to excavate it, all members of the group are allowed to make one roll against *Vigilant* each day. A successful test means that the PC may move on to table 2.1 or 2.2 to determine what kind of treasure has been found, after which he is referred to yet another table to decide exactly what it is.

In the table used to establish what type of find has been made, there is something called Debris. That category covers damaged items such as cracked vases, broken figurines and wrecked tools that can fetch a price of $1D10$ silver thaler when sold in Thistle Hold.

Table 1: Type of Dig Site

D20	TYPE OF DIG SITE
1	Library ruin where all books are long since destroyed
2	The burnt and blackened remains of a laboratory
3	A deep chasm with tunnels to the sides, filled with water half way up
4	A gigantic obelisk, covered in obscure runes
5	An old watch tower, looming over the treetops
6	A gravemound, with the entry gates already broken by treasure-hunters
7	A cave covered in luminescent algae
8	A partly collapsed mine
9	The inside of a giant statue, leaning ominously in the marshy land
10	A grave field with mausoleums connected by underground catacombs
11	A network of very tight corridors
12	Partly razed bridge with towers and houses, arching over a dry riverbed
13	The remains of an ancient prison where experiments were performed
14	A ruin city, untouched by vegetation, and with almost intact buildings
15	A labyrinth of roots and tunnels under an enormous tree
16	A segment of a huge wall, with corridors inside and towers on top
17	A temple ruin, carved out in the mountain side in a ravine
18	An island in an underground river or lake, reachable from the forest through a sinkhole
19	Hanging gardens, like islands chained to towers of stone
20	An overgrown arena, with tunnels underneath for fighters and monsters

Table 2.1: Treasures in Open Davokar

D20	TYPE OF TREASURE
1–3	Debris
4–15	Curiosity, table 4
16–19	Mystical treasure, table 5
20	Artifact, table 3

Table 2.2: Treasures in Wild Davokar

D20	TYPE OF TREASURE
1–2	Debris
3–12	Curiosity, table 4
13–18	Mystical treasure, table 5
19–20	Artifact, table 3

Table 3: Artifacts

D6	ARTIFACT
1	Abalog's Shield
2	The Eye of Matulda
3	Mial's Veil
4	Vesper's Soaring Cloak
5	The Masks of Yeleta
6	Garulfu's Face-Guard

Analyzing the Finds

To make sense of mystical treasures and artifacts the ability *Loremaster* is used. If the mystical treasure or artifact affects or makes use of some other ability, that ability may also be used to find out what the object is and how it works (for instance the ability *Ritualist* when analyzing items that affect rituals).

Table 4: Curiosities

D100	CURIOSITIES
1–2	Embroidered banner made from an oily cloth that shimmers in the colors of the rainbow
3–4	Bonze ring with a simple grey stone
5–6	Brooch of copper, depicting a troubled dwarf face
7–8	Belt buckle with what looks like a map in relief
9–10	Part of a marble frieze, portraying a cape-clad women battling a two-headed abomination
11–12	Drinking horn adorned with two pink jewels; there is a cavity where the third one should be
13–14	Figurine in alabaster, depicting a one-eyed toad
15–16	Urn of gold, large as a human head
17–18	Flute-like instrument in blackened silver that seems to require two people to be played
19–20	Gold-plated barrette with engravings depicting trees in various stages of decomposition
21–22	Golden candelabra with a curiously shaped hole underneath, as if something has gone missing from there
23–24	Neckless with black pearls
25–26	Hammer with a shaft made from beautifully carved bone. The head has been painted red and is shaped like a grinning troll skull.
27–28	Hollow copper statuette, portraying a skeleton with open arms. Contains dried herbs, both poisonous and healing.
29–30	Hollow marble orb, green with red stripes
31–32	Carafe half-full of Symbarian absinthe, spiced with wormwood; incredibly potent after centuries of aging
33–34	Cat statuette in jade. If you listen closely (test against <i>Vigilant</i>) you can hear the cat purring
35–36	Chest with flasks of crystal, containing dried-up elixirs of unknown origin and nature
37–38	Iron sphere, covered in symbols and cuneiform writings
39–40	Orb-shaped puzzle-box in bronze and iron. Three tests against <i>Cunning</i> are required to open it, each test taking one hour. In the box lays a curiosity (roll on this table again)
41–42	An embroidered silk gown (the ability <i>Loemaster</i> : the motif tells the history of a Symbarian bloodline)
43–44	Copper plate with religious symbols related to the movements of the sun, the moon and other celestial bodies
45–46	Urn with troll-brewed ale, fermented and very strong but drinkable
47–48	Curved knife made from sharpened wood
49–50	Obsidian cube with a circular hole on one side

Table 4: Curiosities continued

D100	CURIOSITIES
51–52	Clay vase with handles crafted like leaf-clad branches
53–54	Long chain made from a silver-shimmering, unknown metal
55–56	Mantle made from the feathers of violings
57–58	Carpet embroidered with golden thread
59–60	Mumified hand with long nails, shaped in spirals and key-like shapes
61–62	Human face carved in gneiss, with a third eye instead of a mouth
63–64	Key of gold, its head portraying two lindworms swirled around a tower
65–66	Arrowhead made from red crystal, decorated with golden cuneiform
67–68	Walking stick made of troll horn
69–70	Engraved ring of metal, two fathoms wide and thin as a pinky, making it cumbersome to carry
71–72	Bowl of red clay with paintings portraying blacksmiths and sorcerers
73–74	Silver crown with a chainmail curtain all the way around. It totally obscures the view
75–76	Sun symbol on a gold coin (test <i>Cunning</i> : it is actually a stylized spider figure, not a sun)
77–78	Spider figurine made of citrine
79–80	Cracked crystal ball on a tripod of bone
81–82	Sword hilt with a knob in the form of a crying ghost-face
83–84	Copper tablet etched with a motif depicting a dying sun rising over a desiccated ocean. Enormous stone ships lay stranded where the shoreline used to be
85–86	Wand of frail bird bone. If it ever held any powers they have vanished over the years
87–88	Heavy battle-glove of gold, evidently made for a person with only four fingers on the right hand
89–90	Leather pouch containing three six-sided dice of lindworm-horn, that favor their owner during any kind of game – until it truly matters, then they fail him
91–92	Beautiful wine carafe in clay painted in white and turquoise, shaped like a winged mare cat sitting on its hind legs
93–94	White crystal with sharp edges, large as an ogres fist, that grows fuming hot in contact with water; can for instance be used to boil water or cook food
95–96	Realistic doll made to portray a Symbarian noble, perforated with half a dozen gold needles
97–98	Make a roll on table 5: Mystical Treasures
99–100	Make a roll on table 3: Artifacts

Table 5: Mystical Treasures

D12 MYSTICAL TREASURE	
1	Face mask of thinly sculpted stone, engraved on the inside, that sometimes lets its wearer see in darkness (free action, requires <i>Vigilant</i> test). Leaves burn marks in the users face that are hard to heal (1D4 in damage, heals at half the normal pace).
2	Elixir dripped in an eye, which then gains permanent night vision but also a chalky white pupil. People tend to regard such eyes as a sign of corruption ...
3	Simple and unadorned iron crown which absorbs all temporary corruption that otherwise would have plagued its carrier. If the crown should be removed from the head (willingly or not; in battle a roll against <i>[Resolute -Damage]</i> must be made for it to stay on), the corruption is unleashed and affects the wearer all at once.
4	Square shield covered with mirror-shards that reflects sunlight and seems to enhance its luminosity. During a fight in daylight or other bright light the wearer may as an active action and with a successful test against <i>[Cunning-Quick]</i> dazzle an enemy. A dazzled enemy is blinded and cannot perform actions or reactions for a turn.
5	Clay jar that when opened emits a dense fog which covers the area. The fog obscures all sight and suppresses all sounds. Everyone in the fog gets a second chance to fail with rolls against <i>Vigilant</i> and attacks with ranged or throwing weapons. If he who opens the jar fails a test against <i>Resolute</i> there will also be a malevolent spirit in the fog (values as Frost Light, page 230 in the Core Book). When the jar is closed, both the fog and the possible spirit immediately return to the jar.
6	Cumbersome necklace made of large, carved bone fragments from a huge lizard skeleton. It absorbs 1D4 of corruption, then becomes so burning hot that it deals 1D4 in damage to the wearer. It cannot be used again until it has cooled (once per scene).
7	Pouch with a powder that absorbs water, up to 100 liters, and transforms it to a lump of foul-smelling clay with a mass a hundred times smaller than it should have been. The powder is enough for three attacks with the ability <i>Strangler</i> , but requires an Advantage and cannot be thrown. In order to get the powder into the mouth of the target, the player character must make a test against <i>[Cunning-Quick]</i> . If successful, the target dies immediately and turns into a dried out mummy.
8	Round box of gold plated copper, containing a palm-sized and perfectly cut glass prism that in moon light permits the carrier to see a creature's shadows (in other words, under the moon it gives the user the ability <i>Witchsight</i> at adept level without the risk of corruption).
9	Human skull of black stone, with eyes lit by a sickly green flame if in the vicinity of and pointed towards an innocent being (0 in total corruption). The closer the skull is to the observed, the brighter the glow.
10	Statuette of bright blue lapis lazuli, shaped like an elf with huge elk antlers. It seems to vibrate softly when abominations are about (giving a second chance to detect a lurking abomination using <i>Vigilant</i>).
11	Drum whose abysmal sound makes living beings (not abominations and undead) weary and scared, to the point of fleeing or becoming paralyzed with fear (corresponds to the monstrous trait <i>Terrify</i> at level II). He who plays the drum is not affected, but his friends and allies are.
12	Padded box containing a one foot long cylinder of wood, divided into five rotatable segments covered in cuneiform writings. To learn how the cylinder works the ability <i>Loremaster</i> and a test against <i>Cunning</i> is required, and then another <i>Cunning</i> test must be performed when it is used. If the latter is successful, the cylinder gives +1 on all rolls related to the use of sorcery rituals.

ABALOG'S SHIELD

A series of highly disputed barbarian tall-tales tell of "the cultivated troll Abalog", who is supposed to have lived at the time of the Spider King, fighting alongside the humans. Most widespread is the song about how Abalog gnawed the stinger and the head off the commander Arxerodd, and how he did that using his magical stone shield. Maybe there is some truth to the legends ...

Foothold: He who has bound himself to the shield can choose to roll against *Strong* instead of *Quick* to retain a firm foothold, or regain it if already lost.

Action: Reaction

Corruption: 1

Dwarven Bash: If the master of the shield has the ability *Shield Fighter*, he or she can have the shield's stone face bite an opponent when making a shield bash, dealing an additional d4 in damage.

Action: Reaction

Corruption: 1D4

THE EYE OF MATULDA

According to legend, Matulda was a one-eyed staff mage who in the twilight of her life learned to create artifacts and took the opportunity to replace her missing eyeball. She also bound her familiar to the sphere - the small, winged swine called the Megase.

In order to bind oneself to the artifact one has to place it in the eye-socket instead of an eye. This has no negative effects, since the sphere gives the wearer normal eye-sight. Of course, some may react negatively when meeting a person whose eye is replaced by a softly glowing, green stone. Then again, about as many will probably find it stylish.

Friend of the Megase: He who binds himself to the eye gains a friend in the shape of a Megase, a small winged swine with a taste for books and parchments. The Megase functions as a familiar and has the following stats to start with:

Traits	Regeneration (1), Wings (1)
Accurate 10 (0), Cunning 11 (-1), Discreet 13 (-3), Persuasive 5 (+5), Quick 15 (-5), Resolute 10 (0), Strong 7 (+3), Vigilant 9 (+1)	
Weapons	Bite 1D4 (short)
Armor	Bone
Defense	15
Toughness	10
	Pain Threshold 4

Special ability: The Megase remembers every text it has eaten, making it a fairly random source of knowledge. Provided that the Megase is present and grunts forth its swine-sly advice, the master of the eye gets a second chance to succeed at any test against *Cunning*, using the creatures value instead of his own.



Corruption Magnet: The eye of Matulda accumulates corruption like a Soul Stone, but only if the carrier masters that ritual (see page 146 in the Symbaroum Core Rulebook).

Evil Eye: Unlike with other Soul Stones, the carrier of the Eye of Matulda may use the accumulated corruption to fire off black eye-rays. The ray damages the target if the carrier succeeds with a roll against [Resolute ← Resolute], 1D4 for each point of corruption that is fired. On the negative side, the corruption which is released in this way attaches itself to the master's soul – in other words, they are moved from the stone to the master's value in permanent corruption.

Handling: Active

Corruption: see description

MIAL'S VEIL

An ancient barbarian legend tells of the Symbarian king Mial. He is supposed to have had a very impulsive and violent wife named Alreka, who he feared more than all his enemies combined. The situation was extra precarious since King Mial had numerous extramarital connections over the years – a fact that would have made the Queen furious if she ever found out.

According to the legend, the King's solution to the problem was both silly and desperate: he ordered a mystical veil from the troll hag Luselorda and promised her "whatever she wanted" in payment. As the item was delivered, the price was declared: King Mial's virility. And that is how King Mial found a totally different use for the veil than

What is a d100/d1000?

A D100 is simply two rolls with a D10. The first roll determines the tens, the second the singulars.

The outcome 3 on the first and a 4 on the second roll is consequently read 34. To roll a D1000 you simply add a die for the thousands.

The outcomes 00 and 000 translate to 100 and 1000 respectively.

intended – to hide himself, not his mistresses, from the rabid Alreka.

Cloak Object: He who has bound himself to the veil can wrap it over inanimate objects, up to the size of a small table or a casket, thereby making them invisible to the naked eye, if not to the touch. It doesn't negate the weight of the object, which makes it possible to discern its existence if the carrier does not succeed with a test against [Discreet←Vigilant]. A stationary object cannot be detected this way, unless one bumps into it or are able to use mystical powers to find it.

Action: Active

Corruption: 1

Cloak Creature: If the master of the veil knows the ability *Feint*, it can be used to hide living creatures. As long as the creature remains stationary, it can only be revealed by touch or the use of rituals. The creature can move at half its normal speed, but must then succeed with a test against [Discreet←Vigilant], with an additional modification of -5. A failed roll means that the creature has been seen.

Action: Active

Corruption: 1D4

VESPER'S SOARING CLOAK

Who has not heard the tales of the sect of assassins called the Flying Foxes, said to have been active during Symbaroum's glory days? Supposedly, they were a group of rebels led by the charismatic fencing-master Vesper, and in the legends they often appear as heroic punishers of Symbarian nobles with dirt on their hands. Usually, they attacked at night, using their soaring cloaks to gain access through balconies or roofs.

Soft landing: He who has bound himself to the Soaring Cloak can glide through the air and make soft landings even if having jumped from high altitudes, just like one of Davokar's Flying Foxes.

Action: Movement

Corruption: 1D4

The Value of Finds

The value of a recovered object is determined by multiple factors: for instance their condition, material and the demand.

- A curiosity is worth approximately $10+1D10$ thaler
- A mystical treasure is worth about $100+1D100$ thaler
- Artifacts are seldom bought and sold, but if one happens to find a buyer the prize will probably be something like $1000+1D1000$ thaler

Wind-Rider: If the master of the Soaring Cloak has the ability *Acrobatics*, he or she can make a roll against *Quick*. If successful, the wearer can rise 30 feet above ground and then glide back down in the direction of his or her choice.

Action: Active

Corruption: 1D6

THE MASKS OF YELETA

The Huldra of Karvostii is famous for making the most fanciful and helpful masks and sharing them with her allies. With the help of one of the masks, the wearer can see the world without blinders and misconceptions – something which, according to testimonies, can be as terrible as it is helpful.

Grim Truth: With a successful test against *Vigilant*, the master of the mask can see the target as it is, without illusions, transformations and veils. Furthermore, the wearer's use of the ability *Witchsight* is not affected by rituals like *False Shadow*.

Action: Free

Corruption: 1D4

Mask Bite: Wearers with the ability *Witchsight* can make the mask attack enemies. A horrible ghost-image of the mask swoops towards a creature, and if the wearer makes a successful test against [Resolute←Resolute] the target is struck with terror (operates like the monstrous trait *Terror*, level 1)

Action: Active

Corruption: 1D4

GARULFU'S FACE-GUARD

It is said that the legendary barbarian chieftain Garulfu wore a grimly beautiful face-guard attached to his helmet. The mask made many irresolute barbarians fall into line, and adapt to Garulfu's will. According to ancient tales, the face-guard was buried with the chieftain at his death but got lost as the grave was plundered shortly after the majestic ceremony.

Charismatic Shield: When the master of the face-guard wears the artifact, his or her strong personality acts as a protection. The wearer can choose to base *Defense* on *Persuasive* for one turn, during which any armor worn has no impeding effect.

Action: Reactive

Corruption: 1D4

Slave Driver: If the master of the artifact has the ability *Dominate* it has the same effect as the power *Bend Will*, at the level of the wearer's level in *Dominate*.

Action: Active

Corruption: 1D6

Random Encounters

IT IS ALMOST IMPOSSIBLE to travel in Davokar for a longer period of time without running into hostile or famished creatures. If one decides to dwell in the same location for more than a day it becomes even worse. The procedure for how to handle this is as follows:

Every day that the player characters travel in Davokar, one of them must make a *Discreet* test.

And the longer they stay, the harder it gets to avoid unwanted attention: -1 in modification for each day that passes after the first (when an encounter has happened the modification is reset to 0). A failure means that the players must roll on either table 6.1 or table 6.2, to determine what kind of creature they bump into. All creatures are described in the Core Book on page 202 to 233.

Table 6.1: Encounters in Open Davokar

D20	ENCOUNTER
1	Spring Elves (PC +1 in total)
2	Summer Elves (PC in total), Early Summer Elves, led by a Late Summer Elf
3	Rage Troll (famished)
4	Cultists (PC +1 in total), Cult Followers led by a Cult Leader
5	Brigands (PC in total), Robbers led by a Robber Chief
6	Ranger patrol (PC -1 in total), Queen's Rangers led by a Ranger Captain
7	Treasure-hunters (PC in total), Fortune-hunters and a Plunderer
8	Clan Warriors (PC in total), Village Warriors led by a Guard Warrior
9	Etterherd
10	Mare Cat, a pack equal to the number of PCs
11	Baiagorn
12	Aboar
13	Kanaran
14	Violing, a flock equal to the number of PCs +2
15	Blight-Born Humans (PC +1 in total)
16	Blight-Born Elk
17	Frost Lights (PC -1 in total)
18	Dragoul (PC -1 in total)
19	Necromage
20	Roll twice, use both (if it makes sense the enemies cooperate, if not they are probably at each other's throats and the PCs may choose sides)

Table 6.2: Encounters in Wild Davokar

D20	ENCOUNTER
1	Elven war band (PC in total), Late Summer Elves led by an Autumn Elf
2	Rage Trolls, famished (PC -2 in total)
3	Liege Troll, together with Rage Troll(s), group-living (PC -3 in total)
4	Arch Troll
5	Etterherd (PC -1 in total)
6	Thrickleesting
7	Mare Cat, a pack equal to the number of PCs +2
8	Baiagorn
9	Aboar
10	Kanaran
11	Lindworm
12	Violing, a flock equal to the number of PCs +4
13	Dragon Fly
14	Blight-Born Elks (RP -2 in total)
15	Blight-Born Aboar
16	Primal Blight Beast
17	Dragouls (PC in total)
18	Necromage
19	Cryptwalker
20	Roll twice, use both (if it makes sense the enemies cooperate, if not they are probably at each other's throats and the PCs may choose sides)

Travels in Davokar

For inspiration regarding journeys through Davokar, see the Symbiolum Core Book, page 36–37 and 183–184.

The Curse of the River Goddess

TRAVELLING BY FOOT in Ambria or Davokar is dreary, slow and often dangerous, why the water ways are used as often as possible. In Ambria these are safe, in Davokar less so but still better than the winding forest paths. This short adventure takes place during a water voyage, with the player characters travelling on a lone river boat somewhere in Davokar.

The Specific Location

The Curse of the River Goddess may take place anywhere on Davokar's or Ambria's waterways. A remote place is most thrilling – somewhere where help is far away and where the shoreline is full of threats. Hence, it is suggested that the GM locates the adventure in the depths of Davokar. And should you place it in Ambria, make sure it is in a region plagued by a bloody rebellion or by murderous robbers.

THE CURSE OF THE RIVER GODDESS is a small adventure landscape for Symbaroum. It presents a situation (a journey by river boat), a number of non-player characters (a smuggler, a stowaway and a monster – the sly River Hunter), and a dramatic event which sets things in motion (the disappearance of a passenger). It is up to the player characters to deal with the situation however they see fit.

BACKGROUND

The River Maiden freights cargo on Davokar's rivers and has gained a hungry free loader: a sly River Hunter that has latched onto the boat's keel and helps itself to crew and passengers with its long claw-arms, leaving few traces of the abductions on the deck. One crew-member vanished before the player characters boarded the sail boat, the river-roamer (i.e. crew-member) Belda, but the rapidly growing beast needs more and more fodder.

NON-PLAYER CHARACTERS

Here follow the non-player characters that appear in the adventure. Study them carefully as they have different goals and different opinions about what is happening.

Ogval, Captain. Ogval has been raised aboard the River Maiden and took over as Captain from his mother. Whatever happens, he will not abandon ship! If stats are needed for Ogval, use the Robber Chief on page 211 in the core book.

Tamri, River-Roamer. Tamri believes in the legend of the River Goddess and blames Ogval for not making daily sacrifices to her. If stats are needed for Tamri, use the Robber on page 211, but armed with a sword.

Arelo, Head River-Roamer. Laughs at Tamri and her superstitions; he is more worried about "Two-legged monsters along the shoreline" himself. If stats are needed for Arelo, use the Fortune-Hunter on page 215.

Nigra, Goblin and River-Roamer. Nigra believes that Harasto is the cause of Belda's disappearance. He is after all a very shady character and was also the last person to see Belda before she went missing. If stats are needed for Nigra, use the Robber on page 211.

Harasto, "Scholar" and Smuggler. Harasto smuggles curiosities from the forest to Ambria, hoping to avoid the Queen's Rangers. As a disguise he claims to be writing a book about barbarian



culture, especially their religion. He hopes that the subject is so dull that no one will bother to ask any questions, thereby revealing that he knows next to nothing about it. A player character with the ability *Loremaster* can realize that without a die roll. If stats are needed for Harasto, use the Fortune-Hunter on page 215.

Mogga, Goblin and Stowaway. The goblin Mogga, brother to the crew-member Nigra, is hiding among the cargo. He is on the run from fences he has conned, and lacks the means to pay for (or the necessary skills to earn) his ticket. Mogga

has discovered Harasto's hidden contraband in the cargo hold and now the young goblin dreams that he and his sister will be able to flee with the goods. His plan is simple but (according to himself) brilliant: If they but sell the items in Thistle Hold they will be able to live happily ever after!

Belda, River-Roamer (dead). The River-Roamer Belda vanished before the player characters came onboard; the others have different ideas about how and why. It is not until Arelo disappears that more people adopt the thought that someone may be hunting the travelers ...

The waterways of Davokar can be treacherous but are often safer and faster than travelling by foot.

The River Maiden

THE RIVER MAIDEN has three pairs of oars and a small sail, and is a good example of the more speedy cargo ships used on Ambrian rivers and lakes. On the slow waters of the lowland, boats like her are replaced by heavy sail barges that can carry bigger loads, but where the currents are quicker the ships must have both oars and sails to be able

to travel upstream. Simply put, close to Davokar and the mountains, boats like the River Maiden are superior.

Upstream the River Maiden is driven by oars, or it can cruise where the river is wide enough. Downstream she often lies in the stream bed and the oars are only used to avoid obstacles in the water.



MAP OF THE RIVER MAIDEN

1. Cargo Hold. The cargo hold runs below the whole deck, but is loaded and unloaded through an opening in the foredeck covered by wooden bars.

2. Oars. Three oar-pairs propel the River Maiden when the winds are calm.

3. Mast and Lookout. When travelling foggy lakes a watcher is needed to avoid collisions. In combat, someone sitting in the lookout has an advantage against those below. Climbing to the lookout during combat requires a successful *Quick* test with every movement action.

4. Main Deck. On the open deck between mast and the aftercastle, the crew-members and passengers sleep under suspended sailcloths.

5. Aftercastle. "Aftercastle" may be a too fancy word for the permanent tent where the ship's Captain has his quarters.

6. Tiller. The River Maiden is steered by a fixed oar from a podium in the stern. The podium grants a height advantage in combat and a *Quick* test is needed to climb it under stress (if one does not use the stairs at the very back of the boat).

The Disappearance

SOON AFTER the player characters have embarked, when all but Tamri and Arelo are asleep, the river-roamer Arelo vanishes without trace. The ship lies bobbing outside the stream bed, far from the shore. It is likely that the player characters are wakened by Tamri calling to the river mists: "Arelo, Aaarelol? No, not you too!" Everyone onboard (except Mogga) gather on the deck, drowsy and armed with what weapon lay closest to their beds.

The following is what can be discovered by looking around and speaking to people:

- Arelo's equipment is still at his bunk, indicating that he has not run off.
- The river-roamer Belda is mentioned; she vanished in a similar fashion before the player characters embarked, traceless, out on the river. The crew members have different theories, but with Arelo gone the more sinister ones grow stronger. If the player characters ask, the crew members are happy to speculate:

Ogval: The Captain is careful not to run his mouth and asks the player characters to "search for clues, instead of hunting myths and rumors."

Tamri: Tamri is sure that the River Goddess has taken both Belda and Arelo, as reprisal for Ogval disrespecting the river by refusing to make sacrifices.

The Legend of the River Maiden

There are many tales about the rivers of Ambria and Davokar, one of them telling of the River Goddess or River Maiden. The myth is told in many different forms but has the following basic features:

One early morning, a river fisherman harvested his fish traps and found an elderly woman in one of them. She had gills and she had apparently exhausted herself trying to get free. As the fisherman helped the woman she asked to be let back into the water, but the greedy human asked for something in return. The woman suggested that his family always would get as much food as they needed from the river. The fisherman wanted more and asked that he should be granted food enough to feed the whole village. With a grunt, the woman accepted his request.

The next day, the fisherman made such a huge catch that all villagers could eat their fill. The joy was slightly clouded by one of the other fishing teams vanishing without a trace – nothing but their rowboat was recovered. The day after that, the lucky fisherman caught yet another motherlode, not as big as the first one but enough for all – since a second team of fishermen had disappeared. And so it continued: a big catch and missing colleagues, day in and day out, until none but the lucky one remained. Then the families of the lost fishermen gathered and forced the man to tell his tale, after which they flung him into the water as an offering to the angered River Goddess. The catches returned to their normal size and all the lost fishermen returned to their families without remembering what had happened. Ever since then, the villagers sacrifice a part of their daily catch to appease the Maiden of the River.

To Ambrians living by the slow rivers of the lowland, the River Goddess is a vague threat, something used to make children and landlubbers sit still in the boat. But among barbarians – and the Ambrians who travel the untamed rivers of Davokar – stories are often told about what happens to crews that do not respect the tradition of making offerings to the irritable Goddess of the river; stories about lone river boats, unharmed but empty, that come floating with the current until they get caught up in the mud along the riverbanks.

Nigra: The goblin is prepared to send dark gazes and harsh words against Harasto, partly because she does not like him, partly to divert attention from the part of the boat where her rascal of a brother – Mogga – is hiding.

Harasto: The "scholar" claims to know nothing, but if pressured he will point an accusing finger towards Nigra – not because he suspects her of having to do with the disappearance, but because the goblin has shown an unhealthy interest in Harasto and his cargo (contraband).

Harasto is prepared to promise the player characters a tenth of the contraband if they protect him – against the monster, the goblin siblings, the captain and the authorities in the closest town where he aims to sell the lot.

Mogga: The brother of Nigra hides in the cargo hold and sneaks around down there at night. That is how he found Harasto's contraband. Mogga imagines that he and his sister can get their hands on the goods and make a small fortune selling it. If they meet, he will suggest to the player character that they get in on the deal and offer to split the earnings between them.

Mogga has also seen the River Hunter take Arelo; that was when he lost his bracelet on deck (see below). The goblin will sit on that piece of information until he can use it, for instance as leverage in a deal with the player characters or the captain. Mogga is terrified of the monster in the water, but also of being thrown ashore in the middle of the forest.

- A successful *Vigilant* test lets the player characters find a simple bracelet close to the starboard rail - a leather strap tied to a tin plaque with an engraved sun symbol. None onboard admits to having seen it before, but Nigra knows it belongs to her brother; he has promised to stay in the cargo hold but sneaks around at night anyway. Passengers that get to see the bracelet will interpret the find in a way corresponding to what they believe or want others to believe:

Ogval and Tamri: Neither of them recognize the bracelet and they are not sure that it is relevant - a lot of passengers have embarked over the years and it could have been dropped by anyone.

- **Nigra:** The goblin says that she thinks she has seen it on Harasto's arm. A successful roll against *[Vigilant -3]* allows the player character to realize that she is lying. A *[Persuasive +3]* makes Nigra admit to the lie and tell on her brother: "He's below deck, but please don't tell the Captain!"

- A successful *[Vigilant -5]* test reveals a strange marking on the starboard rail. If it is shown to anyone with the ability *Monster Lore*, he or she may roll a *Cunning* test. If the test is successful the person concludes that it is a claw mark, as if some creature has gripped or held on to the rail with a giant claw.

If the roll succeeds by 5 or more, the monster expert also recalls the following:

The famous teratologist Maligro Huggus once described an odd crustacean creature, supposed to live in murky river waters where it lay in wait for incautious wanderers, claws at the ready. Local fishermen also told of such a creature that had clung onto the keel of a boat and picked the children of the fisherman one by one from the deck - a story that the somber magister Huggus found less believable. Maligro Huggus called the creature "Sly River Hunter".

MORE DISAPPEARANCES

The River Hunter will not give up, now that it has found such a well-stocked pantry; it attacks one person each night during the voyage, until the boat is empty or the player characters meet it in combat.

THE CONTRABAND

Harasto claims to be transporting "goods sensitive to moisture", but the materials are more valuable than that. His hidden stash consists of a mixture of curiosities from Davokar's ruins, mostly jewelry and two stone tablets with cryptic writings. A player character with the ability *Loremaster* (master) recognizes the symbols as ancient Symbarian and deduces that the tablets are a register of a year's worth of tithes gathered in an unnamed, equally ancient kingdom. The jewelry is worth about $100+1D100$ thaler and the tablets (only of interest to scholars) are worth $200+1D100$ thaler if, for instance, sold to an Ordo Magica chapter.

Appendix

DEVELOPMENTS

What happens on the boat is totally depending on the actions of the player characters:

- If they learn that the villain is a creature in the water, they can wait for night to fall and try to kill it in combat. More desperate (but possible) is to jump into the water and attack it under the boat. If they best the monster, Ogval and the others will be eternally grateful - they can travel with the River Maiden for free any time they like!

- The player characters may decide to flee the ship. If so they are forced to experience a dramatic journey by foot instead.
- The player characters may decide to join up with Mogga against Harasto, trying to earn a shilling or two on the contraband. Or they can help Harasto against Mogga, for a part of the profit. Harasto will try to lure the player characters, preferably by hiring a group of thugs (pc +2 in total, stats as a Plunderer) that attack precisely when the deal has been sealed.

SLY RIVER HUNTER		
Race	Crustacean	
Resistance	Challenging	
Traits	Amphibian, Armored (III), Natural Weapon (II), Prehensile Claws (II)	
Accurate	13 (-3), Cunning 7 (+3),	
Discreet	15 (-5), Persuasive 5 (+5), Quick 9 (+1),	
Resolute	10 (0), Strong 11 (-1), Vigilant 10 (0)	
Abilities	Natural Warrior (adept)	
Weapons	Prehensile Claws 5 (long), 2 attacks at the same opponent, [Strong←Strong] required to not get dragged into the water (see new rule: Combat in Water) Gnawing mandibles 2 (requires that the victim is dragged into the water)	
Armor	Chitin Shields 4	
Defense	+1	
Toughness	11	Pain Threshold 6
Equipment	None	
Shadow	Brownish green, like algal bloom in water (corruption: 0)	

Tactics: The creature uses water for protection and attacks targets with its claws hoping to drag them into the water. In practice, the enemy is fighting the claws, unless the combat is waged under the surface. If both claws are badly damaged (see the trait *Prehensile Claws*) the hunt is over and the River Hunter sinks to the bottom to heal its wounds.

- If the Game Master wishes, the incident with the River Hunter may be the straw that breaks Ogyal's back and makes him resign as a Captain; he offers the boat to the player characters for a reduced price (150 thaler, or 75 with a successful test against *[Persuasive -3]*, which they can pay in several installments if they cannot afford it right away). If so, the player characters will be able to experience lots of future adventures along the rivers, as traders, couriers or transporters in all sorts of expeditions and enterprises

NEW MONSTER: SLY RIVER HUNTER

Category: Beasts

Lots of beasts stalk the murky river waters, but few of them are cunning enough to match the Sly River Hunter. It clings to the river bed, the keel of a boat

or the underside of a bridge, scouting the surface with eyes set on long stems. The prey is then dragged into the depths and dies a wet death as the hunter gnaws away at its softer parts.

The River Hunter is invisible under water, but when it starts to scout an intended victim its eye-stems can be detected with a Vigilant test.



Combat in Water

To fight while wading, with only arms and head over the surface, requires a second success with all tests.

To fight while swimming

– totally submerged and without contact with the bottom – means both a second success is required for all tests and that the damage from all physical attacks is cut in half, including mystical powers based on fire. Moreover, a submerged creature must make a successful test against Strong each turn or take one (1) damage because of the strain and the lack of oxygen.

Creatures with the trait *Amphibian* are not affected by fighting in water. The undead require the second success on all tests but do not take any damage from fighting under the surface.



- I Both claws must hit their mark for the victim to be gripped, which also requires the victim to fail a [Strong←Strong] test. A gripped victim is held in place during the turn when it is gripped, and is dragged towards the creature the turn after if it fails a [Strong←Strong] test. When a [Strong←Strong] test succeeds the victim breaks free.
- II Only one claw must hit its mark for the victim to be gripped, which also requires the victim to fail a [Strong←Strong] test. A gripped victim is held in place during the turn when it is gripped, and is dragged towards the creature the turn after if it fails a [Strong←Strong] test. When a [Strong←Strong] test succeeds the victim breaks free.
- III If one claw hits its mark and the victim fails a [Strong←Strong] test it is immediately dragged towards the monster. If the test succeeds, the victim is still gripped and cannot break free until the claw is incapacitated.

Blight Night

DURING A VOYAGE somewhere in Ambria's border regions, the player characters make a stop at the inn Jakad's Heart – a place with a history full of both hope and tragedy. At night the inn is attacked by howling goblins, commanded by the robber baron Nightblade. She is on a desperate hunt for the Water of the Dusk, an artifact said to be able to save a blight-stricken soul from becoming thoroughly corrupt.

BLIGHT NIGHT is a miniature adventure landscape. It presents a setting (Jakad's Heart), a handful of NPCs with their own ambitions (the knight Nightblade among others) and a dramatic incident which sets events in motion (the siege) – then it is up to the players to (re)act!

The legend of the artifact called the Water of the Dusk (see the Core Book, page 186) is a key ingredient of the adventure, but the artifact itself does not have to make an appearance if the Game Master doesn't want it to.

Jakad's Heart

AT DAVOKAR'S EDGE lays the solitary inn Jakad's Heart. Jakad was a Black Cloak who felt drawn to the location by dreams and inner voices. When he arrived he found a wellspring flowing with holy Water of the Dusk. Jakad built a shrine by the well, and all who travelled along the forest edge were welcomed to stay there, to rest and heal and enjoy the comfort of the miraculous water. But the fate of the chapel was pre-determined, vulnerable as it was, resting there in the shadow of Davokar. Jakad was killed by an elven war band, and the shrine was razed to the ground to avenge human transgressions deeper into the woods.

The light of the spring dimmed out as soon as Jakad's heart was pierced by an elven arrow. However, that did not stop the energetic adventurer Koldra from monetizing on the legend, by building

an inn near the well. She settled on the name Jakad's Heart and fortified the place with a palisade – in contrast to her precursor, she was not about to trust solely in Prios' mercy for her survival.

MAP OF JAKAD'S HEART

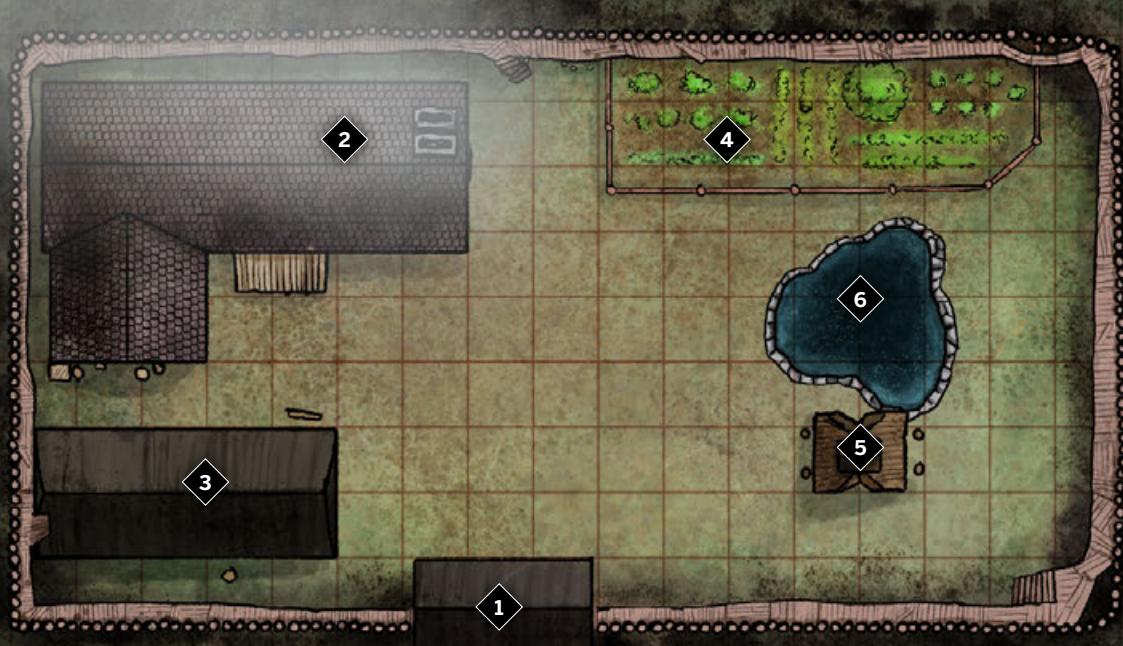
1. Palisade and Gatehouse. On the upper level of the gatehouse there is a bronze bell covered in verdigris, serving as an alarm. The palisade, made of sturdy logs poking up from an embankment, is about 12 feet high. There is a narrow ledge on the inside of the wall, so that a defender can fight with an advantage against anyone trying to scale the wall. To set the palisade on fire is not possible unless you have some kind of alchemical concoction; the goblins (see Varraguldr, page 20) have no such mixture, but that does not stop them from trying.

2. The Inn. The inn itself is a robust stone building with a slate roof. The house has three levels and a basement where goods are stored. Joists and floors are made of wood. If the goblins make it over the palisade they will try to set the inn on fire, but will not succeed.

3. Stable. The stable is made of wood alone and will start to burn as soon as the goblins have made their way into the courtyard.

4. Garden. The garden is the oasis of the house-ogre Mangold, where he grows vegetables and herbs.

5. Shrine. A small chapel stands next to the wellspring, waiting for travelers who have heard the legend and want to pray in this holy place.



6. Wellspring. A paved pond that also serves as a well for drinking water – pilgrims are kneeling on one side, and on the other the house-ogre Mangold fetches buckets of water for the inn and the garden.

BACKGROUND

A couple of days prior to the arrival of the player characters, a suspicious “pilgrim” was driven away by Koldra as he showed an unhealthy interest in the sacred spring. The obviously drugged man (see Ashfaru below) spoke incoherently about wanting to “*prepare the well-spring for the arrival of his mistress*”, but Koldra refused to let him stay within the palisade.

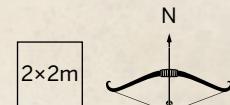
The supposed pilgrim swore that he would return and that he would be much less diplomatic when he did: “*Lady Nightblade will not be forgiving towards those who stand in her way!*” Koldra did not think twice about it; she had experienced worse

during her adventuring days. However, she has made sure that some family member is always on the lookout at night. That way the keeper of the inn, as well as any guests, will get a warning when the pilgrim and his mistress return – which they do, with a vengeance!

NON-PLAYER CHARACTERS

Koldra, innkeeper. Koldra is a charismatic person, with hard hands due to her previous career as a fortune-hunter. Use the values of a Queen’s Ranger (page 212 in the core book) when called for.

Koldras family. The husband Tandrag and their four children Melga (13), Nefer (11), Sandros (7) and Pegel (5), keep to themselves and manage the inn. During the siege they will help to the best of their abilities, which under the circumstances amounts to not much more than keeping watch and fetching water to quench fires.



JAKAD'S HEART

1. Palisade and Gatehouse
2. Inn
3. Stable
4. Garden
5. Shrine
6. Wellspring

The Location of Jakad's Heart?

This text assumes that Jakad's Heart is located along the southern edge of Davokar, but the inn may easily be relocated to some other place where Ambria borders on the wilds. The place just north of the Titans where – according to legend – Queen Korinthia found holy water suits just as well, but if so the shrine was probably burnt down by robbers instead of by elves. Also, the goblins of Nightblade are probably human robbers instead. This location is a good choice if the GM wants to run *Blight Night* directly after the core book adventure, *the Promised Land*.

Mangold, plant-loving house-ogre. Mangold is an unusually meek ogre, who is happiest when he gets to tend to the well-kept garden of the inn. When the ogre gets agitated – for instance, if Koldra or her family are threatened – you can use the values of a Plunderer (page 215 in the core book).

Blackhawk, minstrel. The minstrel Blackhawk travels along the edge of Davokar, entertaining others in exchange for shillings and ortegs. The overly genteel bard, “tutored by the elves of Ylhurandy” according to himself, is a heavy drinker but knows much about the region’s legends. If no one else has told the legend of Jakad’s Heart to the player characters, Blackhawk will. The minstrel has no intention of fighting other than in self-defense, but can be persuaded to grip his spiked club if the player characters can get him to understand that they must stand together in order to survive. If so, use the stats of a Fortune-Hunter (page 215 in the core book).

Nightblade, robber baron. The tragic figure who calls herself Nightblade would be laughable or pitiful if not for the fact that she is blight-stricken and very desperate: she has lived a long life plagued by corruption and is placing her last hope in the legend of the Water of the Dusk, hoping that it can save her from the darkness gathering within her. With the help of powerful drugs she has been able to keep the madness at bay, but the elixirs do nothing to stop or delay the physical corruption. Nightblade displays a number of visible blight marks – her blood red eyes glow in the dark, there is pus secreting from wounds on her neck, and she brings with her an odor of sulfur and doom.

Race	Human (Ambrian)
Resistance	Challenging
Traits	Privileged
Accurate	10 (0), Cunning 5 (+5), Discreet 7 (+3), Persuasive 15 (-5), Quick 11 (-1), Resolute 9 (+1), Strong 13 (-3), Vigilant 10 (0)
Abilities	<i>Dominate</i> (adept), <i>Man-at-arms</i> (master), <i>Two-Handed Force</i> (master)
Weapons	The two-handed sword Black Gift 6 (see the artifact on page 23)
Armor	Fortified chainmail 4 (Impeding)
Defense	0
Toughness	13
Equipment	Soothing drugs (a mixture of Dream Snuff and Blue Drops, see the textbox Goblin Drugs), 1D10 thaler

Shadow Dark purple with bobbing flakes of silver, slowly sinking into darkness (corruption: 6)

Tactics: The goal of Nightblade is clear: to conquer Jakad’s Heart and take control of its wellspring. She trusts the goblins to breach the palisade, then she walks onto the battlefield to the sound of the blood thirsty singing of her black sword.

Varraguldrú, Nightblade’s goblin tribe. The remnants of what was once the proud goblin tribe Varraguldrú is a sad sight. The leader of the tribe joined up with Nightblade as she promised him gold and honor, a promise on which she initially delivered as they were pillaging ruins. They found gold as well as terrors enough to drive them into abusing the drugs offered by the knight. Since then Nightblade has ruthlessly exploited them for her dark cause; the remains of the tribe now serve her with drug-instilled loyalty. The drugs make the goblins stronger, but at the cost of emotional instability and odd compulsions.

Insight with a successful Vigilant: Many goblins scratch their arms, laugh or cry hysterically, foam at the mouth or stare into nothingness with almost dead eyes as they go about their business. Something is clearly not right ...

Insight with a successful Vigilant and Alchemy or Medicus: The goblins are obviously drugged!

The following statistics take the effect of the drugs into account:

Race	Goblin
Resistance	Weak
Traits	<i>Bushcraft</i> , <i>Short-lived</i> , <i>Survival instinct</i> (I, because of the drugs)
Accurate	10 (0), Cunning 9 (+1), Discreet 13 (-3), Persuasive 5 (+5), Quick 15 (-5), Resolute 7 (+3), Strong 10 (0), Vigilant 11 (-1)
Abilities	<i>Berserker</i> (novice, because of the drugs)
Weapons	Rusty one-handed weapons 6
Armor	Crow Armor 3 (Cumbersome)
Defense	+9
Toughness	10
Equipment	Tobacco pouch with sticky Wild Chew (see textbox on drugs), 1D10 ortegs
Shadow	Various colors with spots of drug-sick blackness (corruption: 3)

Tactics: The warriors of tribe Varraguldrú are drunkenly wild. They swarm around their enemies, trying to engage them all in melee at once.

The Survival instinct ability is used to bypass the front line, and reach archers and mystics further back. Inspired by the drugs, the frothing goblins will fight to the death.

Shuggludd, rebellious goblin. The tribe of Varraguldru no longer has a leader, but is instead commanded by Nightblade, constantly dreaming about the poison maker Ashfaru's drugs – with one exception: the goblin Shuggludd. By studying Ashfaru at work, Shuggludd has learned enough to be able to concoct Blue Drops of his own, thereby negating the corrupting power of the Wild Chew. Sadly, he has instead become addicted to the seductive comfort of the Blue Drops. They make him docile, but at least they will not kill him.

Shuggludd has the same values as his tribesmen, with the addition of the ability Alchemy at the novice level. Shuggludd also has an alchemy set in his backpack, with which he makes Blue Drops that he consumes every time he has been force fed Wild Chew. This has saved him from its negative effects, both the short-term and the long-term ones.

Insight with a successful [Vigilant -3]: This goblin appears to behave like the rest, but acts rationally and with an evident will to survive.

Insight with a successful [Vigilant -3] and Alchemy or Medicus: The goblin lacks the physical symptoms of drug-sickness – his intoxication is an act!

Race	Goblin	
Resistance	Weak	
Traits	<i>Bushcraft, Short-lived</i>	
Accurate 10 (0), Cunning 9 (+1), Discreet 13 (-3), Persuasive 5 (+5), Quick 15 (-5), Resolute 10 (0), Strong 7 (+3), Vigilant 11 (-1)		
Abilities	Alchemy (novice)	
Weapons	Rusty one-handed weapon 4, throwing knives 3	
Armor	Crow Armor 3 (Cumbersome)	
Defense	-1	
Toughness	10	Pain Threshold 4
Equipment	1D6 throwing knives, basic alchemy set, 1D4 doses of Blur Drops, 1D10 ortegs	
Shadow	Healthy green colors	

Tactics: Shuggludd acts drugged but stays away from combat if possible. Instead, he tries to reach out to the player characters hoping to come to an agreement – if they attack Ashfaru and his cauldron the goblins can be freed from their addictions. If that happens, Nightblade and Ashfaru can be fought without them huddling behind a hoard of minions.

Ashfaru, the Poison-Maker of Nightblade.

Ashfaru is a renegade man-witch who left his clan and the witches circle after having poisoned a rival in love. Nightblade saved the alchemist from the jaws of a rage troll, and since then they have traveled together. Nowadays Ashfaru's primary task is to provide the goblins of Varraguldru with drugs, to make them serve Nightblade as loyal slaves. He also provides Nightblade with an elixir which stabilizes the fragile mind of the blight-stricken knight. He has not been able to do anything about the physical condition of his mistress – for that stronger fluids are needed, as for instance the Water of the Dusk. Ashfaru has become addicted to his own drugs, which is evident when looking into his bloodshot eyes or at his pale lips and quivering hands. You can often see dusty traces of Dream Snuff around the old mystic's nostrils.

Race	Human (barbarian)	
Resistance	Ordinary	
Traits	<i>Bushcraft</i>	
Accurate 9 (+1), Cunning 15 (-5), Discreet 13 (-3), Persuasive 10 (0), Quick 10 (0), Resolute 11 (-1), Strong 7 (+3), Vigilant 5 (+5)		
Abilities	Alchemy (adept), Entangling Vines (novice), Polearm Mastery (novice)	
Weapons	Spear 5	
Armor	Witch Gown 2 (Flexible)	
Defense	0	
Toughness	10	Pain Threshold 4
Equipment	The artifact Barrvalg's Cauldron (see the artifact on page 23), recipes for Wild Chew, Dream Snuff and Blue Drops, 1D10 doses of Wild Chew, 1D10 doses of Dream Snuff, 1D10 doses of Blue Drops, 1 dose strong poison, 1D10 shilling	
Shadow	Greenish grey, as mold on a decaying tree (corruption: 4)	

Tactics: Ashfaru huddles behind the goblins by his cauldron. If severely threatened he boils a dose of strong poison in the cauldron, which then affects everyone in the area but him. After that he will try to run for the forest with his artifact.

Shuggludd Takes Action

The freedom-loving goblin Shuggludd will try to contact the player characters as soon as possible – for example by surrendering in combat or sneaking in over the palisade – hoping to gain allies against the real enemy: Ashfaru and his damned cauldron!

The Siege

THE PLAYER CHARACTERS wake up in the middle of the night as a black-feathered arrow hits the shutters: the inn is under attack! Koldra's eldest, Melga, sounds the alarm bell, and moments later the fortified inn is in an uproar.

Nightblade is back, and this time she is not asking for permission – the inn shall fall and all witnesses must die, so that she can enjoy the legendary water of the wellspring in peace and quiet.

Outside the palisade some thirty goblins are running around, trying to get the gate open (requires a battering ram that they do not have) or climb the walls (requires ladders). The goblins only have one ladder, which they put to good use – they will soon join Melga atop the gatehouse. If she is killed the gates will swing open and the roaring goblins pour into the courtyard, followed by Nightblade herself.

If Melga is saved and the gatehouse secured the goblins retreat. They surround the inn and start chopping wood to make more ladders and a battering ram.

This gives the defenders a chance to prepare and it is up to the player characters to decide if – and in that case how – the inn should be defended against the next wave.

Further out, on the field south of the inn, out of range from projectiles, a larger group of goblins are dancing around a lone, towering figure (Nightblade). The robed shape stands absolutely still, until the time has come to order the goblins to attack.

How many goblins are there?

The exact number of goblins is not set in stone. The important thing is that they swarm, and that they appear to be so many that the players realize that they cannot win this battle by meeting them on the open field.

- Combat in/on the gatehouse, on the palisade and so on are best handled as isolated events against [PC +2] goblins.
- If the gates are breached a wave of [PC ×5] goblins come storming through, but they are broken up into smaller groups made up of [PC +2] goblins, that scatter over the courtyard in the hunt for loot and easy targets.

A successful test against Vigilant reveals that another tall person stands in the midst of the goblins, crouching over a cauldron from which a red mist rises to shroud those around. The goblins that inhale the red mist seem to become even more agitated.

EXPERIENCE

The experience gained from an adventure landscape is based on what scenes emerge: each scene which is a challenge in the form of combat, problem-solving or a social dilemma gives 1 experience point.

DEVELOPMENT

This one-shot adventure may be developed in a number of ways, depending on what the GM wants and the players do.

- Maybe there is some of the holy water left, a couple of drops in a bottle hidden in the basement? The player characters may find the bottle, or someone (Koldra, Mangold?) knows it exists and asks the player characters to take it to safety. This will require a dramatic escape from the burning inn, and a wild hunt towards the nearest fortress or temple where the artifact can be properly defended.
- The goblins of Varraguldrū are fed up with the bully Nightblade and her poison-maker. Sadly, they are severely addicted to the Wild Chew and the addiction must be broken if the tribe members are to be spared from insanity and death. Player characters who promise the freedom fighter Shuggludd to aid the tribe will get a group of loyal goblins as allies – allies that first must be helped in ridding themselves of the addiction, before they succumb to or run amok due to withdrawal symptoms.
- If the player characters get a hold of Barrvalg's Cauldron, it can be used to liberate the Varraguldrū goblins, but it will also attract the attention of Davokar's witches. According to them, the cauldron is theirs, and they need it in the fight against the horrors that are currently haunting their clan territories in alarming numbers. If the player characters are reluctant to hand it over they are willing to trade for the cauldron, in exchange for another artifact or a serious favor/service. If the PCs still refuse a smaller group of witches may – driven by the desperate situation – try to win back the cauldron through sneaky maneuvers or more violent methods ...

Artifacts

THE SWORD BLACK GIFT

A night-black sword, forged in Symbaroum on the altar of dark gods and found by Nightblade in a flooded temple a decade ago. When she was disowned by her family, the knight renamed herself after the weapon. The blackened steel hums a blood-thirsty melody, which in the midst of combat turns into a murderous hymn that spurs the wielder and intimidates the enemy.

Villainous Stab

When the master so wishes, the blade is licked by a black flames dealing $+1D4$ of burning damage with each attack.

Action: Free

Corruption: 1D4

Shackles of Battle

To a wielder with the ability Dominate the sword has even greater powers. Each time an enemy falls (0 in Toughness), the master of Black Gift can let the cold winds of death sweep across the battlefield. All enemies in the area must make a test against [Resolute-<Resolute] or lose the next combat action. When in Nightblade's hands the test is [Resolute -1].

Action: Reactive

Corruption: 1D4

BARRVALG'S CAULDRON

The witch Barrvalg forged this powerful cauldron, whose rim is decorated with thorns and winding vines of iron. With the cauldron the master alchemist Barrvalg could protect his people by cooking invigorating elixir mists for the village warriors.

The cauldron was handed down from witch to apprentice for generations – until it was stolen by Ashfaru. The artifact is of little value to non-alchemists, but in the hands of an alchemist it is a powerful tool.

Mist of Elixirs

If the master of the cauldron knows alchemy, he or she can cook a mist of an already existing elixir. The mist then affects all who stand close to the cauldron, with the same effect as if they had swallowed a dose. Player characters who wish to stay unaffected by the mist must succeed with a test against [Resolute-<Resolute]. The master of the cauldron may always exempt itself from the effect, without needing to make a die roll.

Action: Active

Corruption: 1D4

Goblin drugs

Through Nightblade's companion Ashfaru, the goblins have access to – and are addicted to – a number of potent drugs. Ashfaru harvests ingredients at secret locations in Davokar, which he then combines into three different concoctions. All of these can be crafted by someone with the ability *Alchemy* (novice).

WILD CHEW

The red chew is a strong stimulant, making the chewer more spirited, less careful and very aggressive. Wild Chew is what the goblins of Varraguldru are on during the scenario, which is reflected in their statistics.

RULES: One dose of Wild Chew transfers 2 points from *Discreet*, *Cunning* and *Resolute* to *Quick*, *Strong* and *Accurate*. The effect lasts for a scene. The scene thereafter the user feels empty and weak, -2 on all attributes. The elixir Blue Drops aborts the effect of Wild Chew, both the positive and the negative ones.

With time Wild Chew is very addictive and severe withdrawal symptoms will occur unless the user consumes one dose each week, with the risk of permanent madness or death. No known drugs can counteract this. All goblins (save Shuggludd) have consumed enough Wild Chew for such serious side-effects to set in if the drug ceases to flow from Ashfaru's cauldron.

DREAM SNUFF

The white powder is inhaled and induces a comatose state with very real and often strikingly beautiful hallucinations. To the goblins the Dream Snuff is a reward for a job well done. The drug is treacherous in the sense that he who has tried it always wants more of the wonderful dreams. When living a life without any other pleasures, the risk is great that the user gets caught up in the dreams and fades away. It is only thanks to the restricted access, controlled by Ashfaru, that the whole Varraguldru tribe has not died a collective and peaceful dream death.

RULES: The Dream Snuff also has the effect of a Magic Concentrate, for mystics who want to use it as such. In that case the hallucinatory effect becomes negligible.

BLUE DROPS

The Blue Drops are used to bring down a drug-addled goblin and negates both Wild Chew and Dream Snuff. Sometimes it is force-fed to goblins that have overdosed on Wild Chew; then half a dozen goblins hold down the rabid warrior and force him or her to swallow the drops. The drug makes the goblins calm and wistful, although the latter may have less to do with the drops and more to do with them realizing that they are living a degrading existence as the slaves of evil humans.

RULES: Blue Drops work as a weak antidote and also takes the edge off Wild Chew and Dream Snuff.

