

# Escape from the Horde



A meat-grinder dungeon for foolish adventurers

Last edited February 13, 2021



<b>1 Introduction</b>	<b>1</b>	<b>3 The Siege</b>	<b>27</b>
1.1 Overview . . . . .	1	3.1 Journey to the Black Alchemist . . . . .	27
1.2 Oneshot Rules . . . . .	1	3.2 The Black Tower . . . . .	29
1.3 History . . . . .	4	3.3 The Journey Back . . . . .	32
1.4 Plans . . . . .	5	3.4 The Siege Breaks . . . . .	33
<b>2 The Warren</b>	<b>8</b>	<b>8 Appendices</b>	<b>36</b>
2.1 The Lowest Level . . . . .	8	<b>A Additional Creatures</b>	<b>36</b>
2.2 Mid Levels . . . . .	14	<b>B Riddles</b>	<b>37</b>
2.3 Upper Levels . . . . .	17	<b>C Handouts</b>	<b>38</b>
2.4 The Top Floor . . . . .	21		

### ... thanks to

#### the playtesters

Chris Taylor, for dying three times, Annie N., for proving the cake is not a lie, Justinas Slepavicius for risking his life to go back and make sure all the children were dead, and Andrew, for successfully herding cats.

#### ... the artists

Dyson Logons, for all of the maps, Brian Garabrant for the goblin on the cover, and Roch Hercka for pages 2, 5, 13, 20, and 22.

### Resources

For the core books see

<https://belgradecats.tk>

or

<https://gitlab.com/bindrpg>

On the former, you'll find a few open source RPGs, so all are available to modify.

### Licence

#### COPYRIGHT

Copyright © 2019 Free Software Foundation, Inc. License GPLv3+: GNU GPL version 3 or later <<https://gnu.org/licenses/gpl.html>>.

This is free software: you are free to change and redistribute it. There is NO WARRANTY, to the extent permitted by law.



# Introduction

You awaken in complete darkness. Fuzzy memories return of the goblins raiding your home village, eating live cows, live dogs, and live villagers. Despite being small, they were faster than any normal human. They knocked you out with a rock. You remember being forced to walk towards a mountain, with your hands tied up. Your hands are free now, but your head still hurts.

## SECTION 1.1

## Overview

This short story serves as an introduction to Fenestra. It takes 2-3 sessions to play through, and should provide a real challenge even to seasoned tabletop gamers.

The PCs awaken to find themselves in a cell, deep underground. Their last memories surface slowly as the players themselves start to make their characters. Over the course of the adventure, they find out that the gnomes opened a portal to an astral plane where the nura seeped in. Once inside, the nura transformed the gnomes into more nura. These little nura are known as 'goblins'.

Transforming into a nura creature makes one tall, strong, fast, and incredibly stupid and hungry. Deeply hungry, all the time. Gnomes who turn into nura are known as 'goblins', and humans turn into 'ogres'. The size differs, the essence is the same – hunger.

Once out into the dungeon, the party may speak to a dragon who guards a hidden passage, grab magical scrolls made by the gnomes before they became so deformed, and avoid the traps, guards, and aberrations of the dungeon. They will meet other prisoners, and hear how the nura destroyed all the villages around, taking people back as captives to be eaten or turned into ogres.

Once out, they find the main town lies under siege, and the surrounding villages have been eaten. They will then need to journey out to find the Black Baron, deliver him a pardon for his criminal behaviour, and escort him safely back to town.

For more on nura and how they act, see *Adventures in Fenestra*, chapter 2.

## SECTION 1.2

## Oneshot Rules

### Creation

Players should start the adventure first, and make characters second. They will awaken in a dark room, and slowly pull together their identity while introducing themselves to each other.

The PCs will need to spend Story Points to navigate this dungeon, so remind them that they each have 5 Story Points which can be used to declare that they know a language, that they have known another PC, or to find a friend with some specialized skill.

Alongside the characters, a local accountant named

'Chris' rests in the corner. He explains to them that many prisoners waited here, until the shamans came to turn one into an ogre, who then ate the others, except for Chris, who hid under the debris.

### Death

If any character dies, another can be introduced once the party find any prison. The nura regularly send out raiding parties to capture people, and those people get dumped back into the prisons, so even if the PCs have



fled the prisons, any time they return, more prisoners can be found and liberated.

Returning characters should start with the same XP total they have accumulated, rather than the usual, lower totals. If a player earns 10 XP during the mission and then dies, they return with 60 XP.

### Newly Fledged Nura

---

The ogres here remember being human only hours or days ago. They still haven't accepted their transformation fully, so many will not want to kill or eat humans unless they feel really hungry.

If the party encounter ogres, but have not yet attacked them, they can make a Charisma + Empathy roll (TN 10), to convince the ogres to not attack for a round. The check has to be made each round if the players are in sight. This trick can't last forever, but it *can* buy them time to flee.

The gnomes have turned into goblins some time ago, and are quite beyond help.

### Light

---

Keep careful track of the light sources – they are rare and exceedingly valuable. If only a single PC has a light source, switch all narrative to that person's perspective – after all, everyone else will be in the dark, so they can only focus on the light-bearer.

Also, review the core book rules on fighting in the dark (page 41).

### Candles

While common, these light sources go out easily. Any running will put a candle out, but dropping them will do nothing. Wax and mushroom-based candles lay in almost every room in the warren, though they sit unlit unless someone sits with them.

### Torches

These far more practical light sources are held by most nuramancer goblins in the warren. Anyone with a torch can light up the entire room.

### Narrow Tunnels

---

Gnomes built these narrow hallways without regard for taller people. As a result, any attacking with a weapon which requires 6 or more Initiative inflicts a penalty equal to the number of initiative points over 6 which it requires. For example, a great sword requires 6 Initiative points, so it would take a -1 penalty while in a hallway.

Massive creatures, such as ogres, also receive a -1 penalty to all actions concerned with movement while in any hallway. Ogres sometimes wield massive clubs – these larger weapons require 8 Initiative, so they receive a -3 penalty to attack. See the core rules, page 41, for more on fighting in enclosed spaces.

## Noise

---

Nura fill the gnomish warren, and any loud sounds will summon them. If the party make any noise, whether casting spells, fighting, or just casting spells, the next room hears them. The next round whoever is in the next room comes to see what all the trouble is.

The “next room” is always the room with the next number, so if the party make a noise in room 3, then room 4 hears it, and if they make a noise in room 18, room 19 hears it, and so on.

If the people from room 4 arrive and decide they are outnumbered, and retreat, they go to get people in room 5, and so on. Travel times to raise the alarm vary, but if the party make noise and don't manage to kill the nura or escape, they will find themselves outnumbered.

## Sanctuaries

---

Throughout the warren, a number of rooms are out of bounds to the nura. These are The Dragon's Lair (page 12), Fungal Gardens (page 19), and The Lounge (page 22). The party can rest in these sanctuaries, but they may face ambushes later.

Most nura will leave their prey alone once they cannot see them any more, but nuramancer goblins tend to be a little more cunning, and will organize other nura to wait for the party's return if they ever come back.

## Magical Items

---

The gnomes went to the otherworldly desert to grab ingredients for magical items, and they returned with lots. As a result, the warren boasts many scrolls, talismans, and magical rings.

### Scrolls

The gnomes did not want anyone to be able to operate the items, except other gnomes, so they wrote riddles on the scrolls, and made the activation word the answer to the riddle. Some of those gnomes transformed into goblins and remember the passwords to the scrolls, but they have begun to forget them already.

If any of the PCs spend a Story Point to claim they have learnt the Gnomish language, they can guess a riddle in order to use the scroll. If a PC (or indeed, a *player*) actually states the word, then the scroll activates, regardless of the intention.

## Talismans and Artefacts

For all other items, the party can roll Intelligence + Academics to figure out how to activate them, TN 10. However, knowing what makes a magical item go, and knowing what it does are different things. Figuring out the function, rather than just the activation command, an Academics roll at TN 12.

See the core book, page 95 for more on identifying magical items.

### Portal Scrolls

These scrolls open a magical doorway to another world known as the Realm of Shifting Corridors. The gnomes made these scrolls as escape routes in case of sudden danger, and as a way to gather the gems which spill from the walls of this realm. All portal scrolls lead to places nearby each other in the Realm of Shifting Corridors, so if anyone is lost in that realm, they may be seen again the next time a scroll is cast. See *Adventures in Fenestra*, page 17 for more on The Realm of Shifting Corridors.

Any time a portal is opened, an encounter should be rolled to see what is happening on the other side. Here are some pre-rolled encounters:

#### → Encounter 1

- ⇒ 14 maze-dwarves spill out of a room, fleeing the poisonous gas of a watcher.
- ⇒ The dwarves have no languages in common with the PCs, but they will jump out, kill any nura in sight, then try to return to their labyrinthine realm with goblin heads as trophies.

#### → Encounter 2

- ⇒ A single dark corridor stretches out. At the other end, rests a watchman, spilling poisonous gas slowly into the single, trapped area.
- ⇒ Any PC caught here makes a Wits + Vigilance check, TN 10. If they pass, they still live the next time a portal scroll opens (having found their way to the next encounter). If they fail, they have died from the poisonous gas.

#### → Encounter 3

- ⇒ A long, dark corridor beckons. At the other end, 10 maze dwarves discuss what to do about the injured archmage in front of them. It was 5 MP left, and will retaliate if approached.
- ⇒ Since these maze dwarves are trapped in their current room, they follow any PCs back through the dark corridor. They will fight any nura present, before returning.

<sup>1</sup>See *Adventures in Fenestra*, chapter 5.2 for details on magical items.

⇒ Before returning, they gift the players one Bag of Holding .<sup>1</sup>

→ Encounter 4

⇒ A wide corridor with nothing but an umber hulk opens. It crashes through and fights the first thing it can eat, before returning to its own realm.

### ♂♂ Maze Dwarves

Strength	1	Dexterity	1	Speed	0
Intelligence	0	Wits	0	Charisma	-1

**Skills:** Combat 2, Crafts 1, Tactics 1  
**Equipment:** Wood axe, partial chainmail, 4 sp

**Knacks:** Chosen Enemy: Goblinoids , Defender

Attack 10, Initiative 0, Damage 1D6 + 3, TN 9 (12), DR 4 P, 7 HP □□□□□□

6 XP 4 FP □□□□

### ♂ UMBER HULK

Strength	5	Dexterity	0	Speed	1
Wits	2				

**Skills:** Aggression 2, Stealth 2, Survival 1, Vigilance 0

**Abilities:**

Attack 10, Initiative 1, Damage 2D6 + 1, TN 7 (12), DR 5 C, 11 HP □□□□□□□□□□  
 9 XP

For rules on large battles between NPCs, see the core book, page 93.

## SECTION 1.3

### History

Ten years ago, the gnomes of the Whittling Warren made a magical portal to the Realm of Bright Rocks in order to start making excursions there, and steal the precious flowers which produce such excellent magical items.<sup>2</sup>

The deep creatures from the Realm of Darkness and Fire had their own portal in the Realm of Bright Rocks. They don't usually journey to that domain much, as there is no food, and they do not like the Sun. However, the goblins and ogres of that deep realm soon found the entrance to the gnomish warren. They entered, grabbed the little gnomes, then ate them. As they made their way up the warren, filling their stomachs, they started taking captives, and then used their Saurecanta magic to turn the gnomes into more nura.

Many nura died as they fell victim to the various traps the gnomes had laid, but there were always more nura coming to fight and die. The nura-gnomes ('gob-

lins') remade the warren into a war-ready stronghold.

At this point, a dragon from the Realm of Bright Rocks wandered into the portal. The dragon – 'Makil' – cannot fit through the small door to the treasure room it found, so he decided to just sleep there, waiting for someone small enough to help him. The nura have had to leave the gold and precious magical items of this room well alone.

The next day, the nura went above-ground to raid various human villages close to the warren, and take those humans back to become food, or to be transformed into ogres. The day after that, they used those ogres to bring back more people, completing their army.

On the third day, they laid siege to the local town. They cannot get beyond the tall, stone walls, but that raiding party has plenty of food brought from the villages nearby.

<sup>2</sup>See Adventure in Fenestra, page 16 for details of this realm.





## SECTION 1.4

## Plans

These are the scenes which are coming for the PCs, whether they like it or not, no matter which paths in the warren they move through.

The first introduces the adventure, the second throws a raiding party in their path, and the third is stop guard to them them some chance of surviving a bad encounter.

### The Escape

You awake in darkness with ropes binding your hands behind your back. From the shifting and murmuring sounds around, you know others rest in the same room.

Here the PCs awaken to their hopeless situation. The players may make their characters at this juncture – everyone's in the dark, so nobody knows who anyone is at this point.

Once your players have made their PCs, give them a chance to introduce themselves, then introduce the quite voice of Chris. Remember, that everything is pitch black – at best they can feel out the room a little, but they don't have long.

**If anyone tries to wriggle free of their ropes,** have them roll Dexterity + Larceny, TN 11. Freeing another character requires a Dexterity + Crafts roll, TN 7, over the space of a round.

Remember that if a player cannot make a roll, it's possible for them to take a resting action.<sup>3</sup>

Heavy footsteps pad down the hall, you hear the door's bar being lifted, and a little goblinoid face peeps in, with a massive sack over her shoulder. Behind her, an ogre stoops to the height of a man to avoid the low ceiling while she unties the sack. The contents are chucked into the room – apples, pies, raw potatoes, and lettuce, all in a pile on the filthy floor. Chris shouts to the ogre 'Alf – don't do this! Help me!', but the ogre only stares back at him before the little goblin retreats, taking the massive, deformed man with him.

Chris bleats for a moment before he crawls over and begins eating the food. He knows what will happen to him, but he cannot stand to wait, starving in a cell, any more.

**If the party kill Chris immediately** then this is a good time to introduce the Sneak Attack rules. Chris will be very vulnerable to attack in this state.

<sup>3</sup>See the core book, page ??.



## ♁ 5 Goblins

Strength	-1	Dexterity	1	Speed	2
Intelligence	0	Wits	0	Charisma	-4

**Skills:** Combat 1, Aggression 2, Projectiles 1, Athletics 1, Deceit 1, Stealth 1,

**Equipment:** Wood axe , lock picking set .

Attack 9, Initiative 2, Damage 1D6 + 1, TN 9, 5 HP

1 XP 1 FP

If the party encounter the raiding party by the lift, remember that the raiding party can only go down a

couple of ogres at a time, due to the weight limit.<sup>4</sup>

The ten prisoners do not have the strength to fight, but will flee if pushed.

### Captured

If the party ever lose a fight, do not push this until each lie dead. Instead, when it becomes obvious they cannot win, have the nura draw back, mock the party, and then tell them to drop their weapons so a group of ogres can escort them down to their cells.

If any of the party have died, more prisoners come in soon, so another character can be rolled and added to the story from this new group once someone in the party spends the necessary Story Points.

Once this is done, the party can attempt to flee again.

<sup>4</sup>See page 12.

# The Warren

## SECTION 2.1

## The Lowest Level

### 1: Cells

*Gnomes erected cots, cribs and hammocks here to be used as a communal sleeping area. Since then, goblins have placed a bar over the outside of the door to house prisoners.*

This is the room where the PCs awaken. Run the first event in the time line – *the Escape* (page 5).

**If the PCs exit quietly,** they will likely be spotted in the next room.

**If the party do not manage to escape** then add 3 Fatigue Points for their time starving in prison, and throw in a load of new prisoners.

Once new prisoners are in, the players can spend Story Points to introduce old friends, and have *them* roll to escape from bondage.

### 2: Exit Shaft

*This exit shaft was used by gnomes to travel up quickly. Aware of the dangers below, they trapped the ladder and hid the door at the top. Since then, the goblins have forgotten how the ladder works, and stopped using it.*

If the players attempt to climb, they find that every rung of a multiple of five (the fifth, tenth, fifteenth, and so on), are coated in a slipper substance made from the fungal gardens. The rungs which are a multiple of 7 are set to break once anything with a Weight Rating 7 or more will break the rung.<sup>1</sup> These breakable sections are actually solid illusions, so they appear again shortly

after breaking, but will resist any markings such as paint, as those marking disappear as the illusion resets every so often. Meanwhile, any rung which is both a multiple of 5 and 7 indicates that the next section is invisible and has switch to the wall on the left.

Despite the ladder switching places, it appears to be one solid piece, reaching upwards.

The nura have since abandoned this path, and have forgotten the door at the top.

**If the players climb up the staircase without understanding the trap,** have them make a Group roll of Dexterity + Athletics, TN 10.<sup>2</sup> If they fail, they receive 1D6 – 2 Damage.

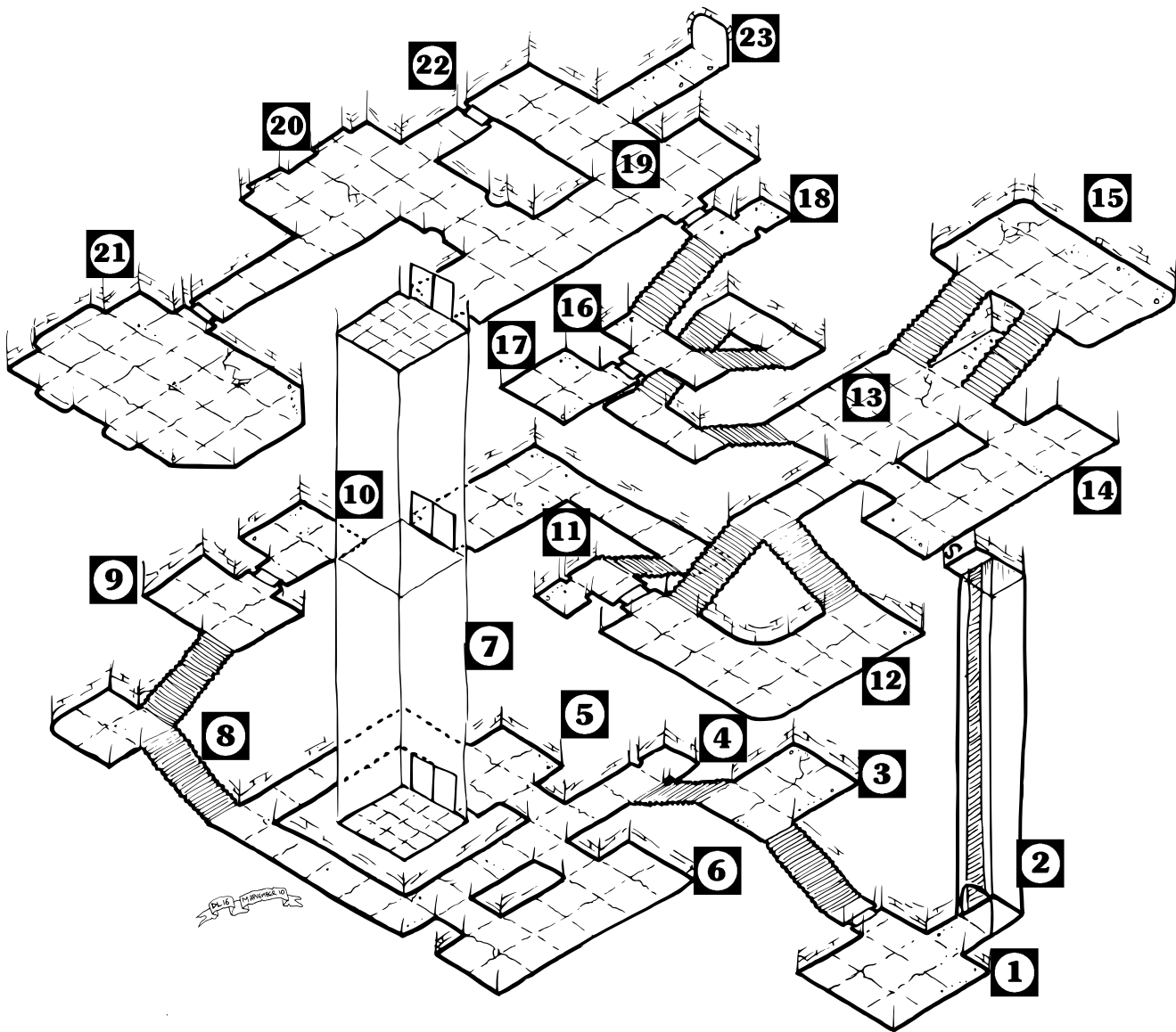
If they continue climbing, give additional Dexterity rolls. The character can then make an Intelligence + Academics roll to understand the trap, TN 12. Whatever number they roll, keep that result; it will tell you how long the character takes to figure out the trap. Every time they make a new roll:

- The Damage they get for failing increases by 1.
- The roll to understand the trap decreases by 1.

Of course, if the player figures out the trap, all rolls can be dispensed with, and the player can ascend to room at the top, on page 15.

<sup>1</sup>A creature's Weight Rating is equal to its HP. See the core book, page 17.

<sup>2</sup>See the core book, page 11 for Group rolls.



**3: Dining Room**

As you climb the stairs away from your cell you enter a room full of benches and tables, all overturned and broken. The floor is strewn with pots and plates, knives, forks and candlesticks, but no candles and not a scrap of food remains. It looks like a pack of ravenous dogs swept through here and licked ever morsel from every surface. In the middle of the room you can see upon a table two creatures – a goblin and the other you would call a rat, but only if the rat had been mated with a Great Dane. The two creatures seem to be fighting over something and as you focus on the scene before you it becomes clear that what they are fighting over is a bone (possibly human). It looks at first like they are pulling at it, one on each end, but then you hear the sound of grinding and snapping and you realise that they are both just chewing at either end.

If the players make a sound the goblin will stop fighting with the rat for the ownership of the bone and run out of the room shouting for the shaman who had left them in the cell previously. There are two knives in this room that can be wielded as daggers.

If the party have crept in quietly, then leave the nura rat and goblin will leave. The goblin will go up the lift, and the rat will leave to wander the hall, searching for more food.

## ♀ Hungry Goblin

Strength -1 Dexterity 2 Speed 3  
Intelligence 0 Wits 0 Charisma -4

**Skills:** Combat 2, Aggression 2,  
Projectiles 2, Athletics 1,  
Deceit 1, Stealth 1,

**Equipment:** Dagger, lock picking set.

Attack 10, Initiative 3, Damage 1D6, TN 9,

5 HP □□□□□

1 XP 1 FP □

## ♂ Nura Rat

Strength 0 Dexterity 0 Speed 1  
Wits 1

**Skills:** Aggression 2, Athletics 1,  
Survival 1, Vigilance 1

**Abilities:** Teeth (+1 Damage after  
grapple), Quadraped (double  
movement)

Attack 10, Initiative 1, Damage 1D6 + 1, TN 7  
(12), DR 1 C, 6 HP □□□□□

1 XP

## 4: Spellcasters

Two goblins wearing long black robes bicker with each other over a little table. Other goblins stand at the side, apparently bored of the argument.

The two spell casters cannot figure out what the scrolls on the table do, despite the fact that one is a Scroll of uprising, brought here by the nura.

**If the players try to sneak past,** they make a Group Roll with Dexterity + Stealth, TN 10.<sup>3</sup> If they fail, they receive 1D6 – 2 Damage. They will also have to put out their torch, if they have one.

**If the characters investigate the table,** they find a Portal Scroll, and a Scroll of Uprising.

## Scroll of Uprising

*Spells: Ghoulish Calling, Path: Saurecanta, Duration: Instant, Type: Pocket Spell, Potence: +3, MP: 7*

Once the spell is cast, all creatures with 11 HP or fewer in the surrounding 3 areas, raise from the dead as ghouls. See Appendix A for stats on the various ghouls.

## Portal Scroll

*Spells: Unrestrained, Open Teleport, Path: Alchemy, Duration: 2 Scenes, Type: Pocket Spell, Potence: 4, MP: 5*

The scroll takes 5 rounds to speak properly, and opens a doorway to the Realm of Shifting Corridors. The portal remains open for 2 scenes.

## ♀ Screamer

Strength -2 Dexterity 3 Speed 1  
Intelligence 1 Wits 0 Charisma -4

**Skills:** Combat 2, Projectiles 2,  
Deceit 3, Medicine 2, Stealth 1,  
Tactics 2

**Path of** Invocation 3, Necromancy 2,

**Nura:** Saurecanta 1

**Equipment:** Dagger, torch

Attack 10, Initiative 1, Damage 1D6 – 1, TN 10,  
5 / 5 MP □□□□□, 4 HP □□□□

4 XP 1 FP □

## ♂ Brock

Strength -2 Dexterity 1 Speed 1  
Intelligence 2 Wits 0 Charisma -4

**Skills:** Projectiles 1, Deceit 1,  
Medicine 1, Stealth 1, Tactics 2

**Path of** Invocation 1, Necromancy 3,

**Nura:** Saurecanta 2

**Equipment:** Dagger, Sleeping Dust

Attack 7, Initiative 1, Damage 1D6 – 1, TN 8,  
6 / 6 MP □□□□□□, 4 HP □□□□

4 XP 1 FP □

<sup>3</sup>See the core book, page 11 for Group rolls.

♂ 3 Goblins

Strength	-1	Dexterity	2	Speed	3
Intelligence	0	Wits	0	Charisma	-4

**Skills:** Combat 2, Aggression 2, Projectiles 2, Athletics 1, Deceit 1, Stealth 1,

**Equipment:** Dagger, lock picking set.

Attack 10, Initiative 3, Damage 1D6, TN 9,

5 HP

1 XP 1 FP

6: Kitchen

The door creaks open and as you peer into the darkness you can just make out the four figures sprawled over tables and chairs or curled up on the oven, snoring quietly. From the embers of the hearth you can see the ovens and cooking utensils that make up a substantial kitchen. Opening the door further, the light from the hall's sconces fills the room, and you can see that the four figures are more goblins with little fat bellies. At the end of the kitchen you can see a large door to a cold store with a lock on it and some large cleavers stuck into a butchers block.

5: Magic Portal

In this room there stands before you a Magical portal 8' high and 4' wide. A warm wind blows through the portal and on the other side you can see an endless desert of bright, yellow rocks. Runic writing sits above the portal. The room seems empty except for the scuff marks leading to and from the portal, and the massive double-doorway behind you.

The passageway continues, but becomes quickly lost in darkness as it loses the Sunlight through the portal.

**If any of the PCs are literate and speak the Gnomish tongue,** they can read the runes above the magical portal; they read "Desert Realm".

**If the PCs enter the portal and journey through the Realm of Bright Rocks,** they won't find much – not even a place to hide, given the desert is expansive and flat. If they stay there long, give them the usual 4 Fatigue Points and roll an encounter for that Realm.<sup>4</sup>

**If they enter the portal to flee from the nura,** it won't do much good... at first, however nura without food tire very quickly. If they run through 3 or more areas, the nura must turn back due to exhaustion.

**If the players try to find weapons,** they can use either of the two cast iron skillets. Two more goblins lie sleeping out of sight on the dark floor. Players can make a Wits + Vigilance roll, TN 9, to spot them.

**Should they make too much noise or light up the room,** all goblins will wake up and attack. Any action, movement, or speech requires a Dexterity + Stealth check, TN 8, made as a group. Any character not moving does not contribute to the noise.

**On the second round of combat,** roll a Morale check for the goblins.<sup>5</sup>

♂ 2 Goblins on the table

Strength	-1	Dexterity	1	Speed	2
Intelligence	0	Wits	0	Charisma	-4

**Skills:** Combat 1, Aggression 2, Projectiles 1, Athletics 1, Deceit 1, Stealth 1,

**Equipment:** Wood axe, lock picking set.

Attack 9, Initiative 2, Damage 1D6 + 1, TN 9,

5 HP

1 XP 1 FP

<sup>4</sup>See Adventures in Fenestra for more on the Realm of Bright Rocks, page 16.

<sup>5</sup>See the core book, page 45.

### ♁ 2 Goblins on the oven

Strength -1 Dexterity 2 Speed 3  
Intelligence 0 Wits 0 Charisma -4

**Skills:** Combat 2, Aggression 2,  
Projectiles 2, Athletics 1,  
Deceit 1, Stealth 1,

**Equipment:** Dagger, lock picking set.

Attack 10, Initiative 3, Damage 1D6, TN 9,  
5 HP   
1 XP 1 FP

### ♁ 2 Goblins on the floor

Strength -1 Dexterity 1 Speed 2  
Intelligence 0 Wits 0 Charisma -4

**Skills:** Combat 1, Aggression 2,  
Projectiles 1, Athletics 1,  
Deceit 1, Stealth 1,

**Equipment:** Wood axe, lock picking set.

Attack 9, Initiative 2, Damage 1D6 + 1, TN 9,  
5 HP   
1 XP 1 FP

**If the party raid the room for food,** they'll find a few canteens of water, one of wine, and some spare sacks of vegetables.

The players can unlock the cold store<sup>6</sup> with a Dexterity + Larceny roll at TN 10 to pick the lock, at which point they discover that the larder is still full of food.

## 7: The Gnomish Lift

The great double doors swing open, revealing a wide, empty room. Your torchlight stretches far above, and well out of reach you can see a ceiling covered in gemstones, inlaid into the wood. The room appears otherwise empty.

The gnomes created the lift with the Force sphere. It can lift a combined Weight Rating of 16, and safely descend with a total Weight Rating of 26 standing on it.<sup>7</sup> If the party step on it with a greater Weight Rating than this, each additional point inflicts 2 Fatigue Points on everyone in the lift upon impact with the ground.

The lift responds to magical passwords – the gnomish words for 'farm' (for the top), 'sleep' (for the middle), and 'food' (for the bottom). The various ogres and goblins who use the lift only know the passwords

for the bottom and middle section. Only the nura-mancer goblins know the word for the top.

The lift responds to any password within earshot.

**If anyone tries to cling onto the walls,** they will find less purchase than a Sun-screen salesman in a Scotland.

## 8: Dragon's Approach

Ahead, three charred goblin corpses lie on the ground. A strange scent wanders down from above, something like a chicken cooked in sulphur.

*These three goblins came up the stairs with a plan to use a portal scroll next to the dragon, then throw javelins at it until it went away. The dragon, however, was faster. It incinerated them without a pause.*

**If the party loot the bodies** they find a portal scroll wrapped safely in a scroll case.

## 9: The Dragon's Lair

*Shortly after the nura arrived from the Realm of Bright Rocks, a dragon followed. He wandered up the stairs towards the treasure room, but could not fit through the little gnomish door. He managed to pull a chest full of copper coinage through the door, but could not get anything else as he could not reach.*

*The nura wandered up the stairs, and found out too late they could not get any treasure. The dragon wanted to barter with them, and make a full army, but found that all the goblins and ogres responded to him either by trying to fight him, or by running away, and none spoke elvish.*

*The cautious beast won't approach the nura to attach when he has no idea how many there are around him. He may be powerful, but a room full of ogres alongside a spell caster could seriously injure or kill him, and he doesn't want to take the chance. Similarly, the nura don't want to take any chances, so they've decided to just leave him where he is.*

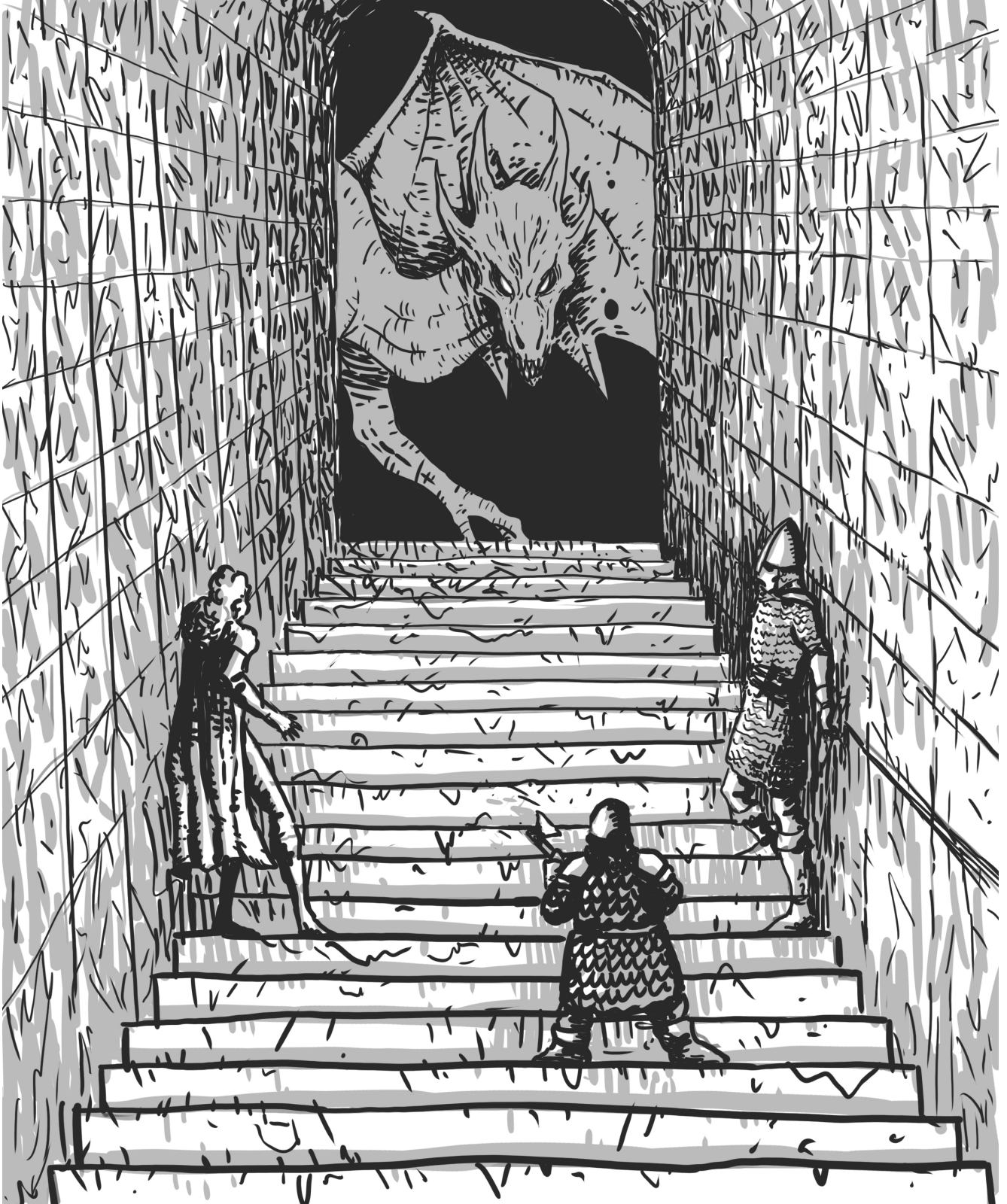
*The nura and dragon have ended with a stalemate.*

The dragon will happily talk with anyone who approaches, but only understands Quenya (the Elvish language). Despite his linguistic deficits, he can communicate using the Enchantment sphere to send ideas to characters.

<sup>6</sup>A cold store is an old fashioned fridge where people put ice to keep food from going bad.

<sup>7</sup>A creature's Weight Rating is equal to its HP. Some items count towards this total, but items with a negative Weight Rating do not.





The dragon's eventual goal is to obtain the rest of the treasure, then return through the portal to the Realm of Bright Rocks.

**If the party request he kill nura for them** then he obliges, in return for getting all treasure out of the treasure room, and leaving it with him.

**If the party offer to split the treasure,** he agrees to letting them take half the coinage, while he takes the other half and all other items.

The treasure chinks noisily of course, so the party will then receive a -1 penalty to all Stealth checks.

**If the party push for more treasure,** the dragon asks if they would like to challenge him to a game of riddles. Each point anyone scores allows them to





Some goblins and three ogres lie sleeping on the floor between workbenches. The place is so full, you can't make out how many lie here, but the snoring indicates more than you can see. On the benches, most of the equipment lies broken, but obviously delicate gnomish hands once used these tables to polish gems, craft magical items, and forge digging equipment. On one table, you can see a pile of weapons – short swords and spears – piled on a table.

Picks, shovels, wood, short swords, shortbows, and all manner of *Adenturing Equipment* lies around the room. The players can find whatever they need here.

**If the PCs have come up from their cells below** (room 1, page 8), they find the exit has been covered by an illusion of a wall. Upon stepping through it, the illusion fades, revealing the sleeping nura.

**If the PCs attempt to take either a short sword or a spear**, each attempt requires a Dexterity + Stealth roll, TN 7. Failure will awaken the entire horde.

#### ♁ 8 Goblins

Strength	-1	Dexterity	1	Speed	2
Intelligence	0	Wits	0	Charisma	-4

**Skills:** Combat 1, Aggression 2, Projectiles 1, Athletics 1, Deceit 1, Stealth 1,

**Equipment:** Wood axe, lock picking set.

Attack 9, Initiative 2, Damage 1D6 + 1, TN 9,

5 HP

1 XP 1 FP

#### ♁ 6 Ogres

Strength	5	Dexterity	0	Speed	4
Intelligence	-3	Wits	-1	Charisma	-4

**Skills:** Combat 1, Beast Ken 2, Tactics 2

**Equipment:** Greatclub

Attack 9, Initiative 5, Damage 3D6 + 1, TN 8,

11 HP

9 XP 1 FP

## 15: The Grand Library

At the top of the stairs you find the ruins of a massive library. Book cases lie in a smashed heap on the ground, others appear to be used as a makeshift bed for an ogre. The books themselves are gone, except for a few scrolls, now tightly clutched by a goblin in a black cowl. His hand shines with a thumb-ring, showing three massive gemstones.

In total, the room contains the following magical items:

### Bowl of Water

*Spells: Conjunction, Path: Alchemy, Duration: 2 Scenes, Type: Talisman, Potence: 4, MP: 3*

This bowl is always full of water. If it empties, then the air around it quickly forms into more water.

### Lock Scroll

*Spells: Lock, Path: Alchemy, Duration: 2 Scenes, Type: Pocket Spell, Potence: 4, MP: 3*

This lock scroll will lock any door, increasing the TN to break through it by 4.

### Portal Scroll

*Spells: Unrestrained, Open Teleport, Path: Alchemy, Duration: 2 Scenes, Type: Pocket Spell, Potence: 4, MP: 5*

As with any Portal Scroll, it leads to the Realm of Shifting Corridors. Once activated, you should roll three encounters for that area, as usual, and see if anything comes out.

### Ring of Wishes

*Spells: Conjunction 4, Path: Alchemy, Duration: 3 Scenes, Type: Talisman ×3, Potence: 5, MP: 8*

This ring is actually three pocket spells – each ruby in the ring is a separate magical item, and each use will make one ruby go dark.

The caster can summon anything available for Conjunction level 4.

### Scroll of Insight

*Spells: Mage Sight, Path: Alchemy, Duration: 3 Scenes, Type: Pocket Spell, Potence: 4, MP: 3*

The spell allows the user to feel the entire area (meaning 'room'), though not with much detail.

### Staff of Light

*Spells: Light, Path: Alchemy, Duration: Continuous, Type: Talisman, Potence: 4, MP: 3*

The gnomish word for 'morning', activates the light, while the gnomish word for 'night' stops it. The nura do not know, or have forgotten, these activation words,

so they simply keep it under blankets as they find the light irritating.

If wrapped up in heavy sheets and suddenly displayed, the light can blind opponents, as usual.

♀♁ **Goblin Nuramancer**

Strength -2 Dexterity 3 Speed 1  
Intelligence 1 Wits 0 Charisma -4

**Skills:** Combat 2, Projectiles 1, Deceit 3, Medicine 1, Stealth 1, Tactics 2

**Path of Nura:** Invocation 3, Necromancy 1, Saurecanta 3

**Equipment:** Dagger, torch

Attack 10, Initiative 1, Damage 1D6 - 1, TN 10, 5 / 5 MP □□□□□, 4 HP □□□□

4 XP 1 FP □

♁♂ **Sleeping Ogre**

Strength 4 Dexterity 0 Speed 4  
Intelligence -3 Wits -1 Charisma -4

**Skills:** Combat 1, Beast Ken 2, Tactics 2

**Equipment:** Greatsword

Attack 9, Initiative 5, Damage 2D6 + 2, TN 9, 10 HP □□□□□□□□□□

7 XP 1 FP □

SECTION 2.3

**Upper Levels**

**16: Winding Stairs**

As you round the stairs' third turn, you see a massive ogre crouching by a door. It blocks the path completely.

If the party have made a reasonable attempt at staying quiet, they can avoid alerting this ogre with a Wits + Stealth roll, TN 9. Whoever is at the front makes the roll. If it's unclear who's at the front, the character with the highest Speed + Athletics is in the lead. With a successful roll, the ogre is resting, and must take a round to pick up his weapon and gather what's left of his wits, but it will still wake if approached.

♁♂ **Rick, the Ogre Guard**

Strength 5 Dexterity 0 Speed 3  
Intelligence -3 Wits -1 Charisma -4

**Skills:** Combat 1, Beast Ken 1, Crafts 1

**Equipment:** Nothing.

Attack 9, Initiative 3, Damage 2D6 + 1, TN 7, 11 HP □□□□□□□□□□

5 XP 1 FP □

Rick has only recently been turned into an ogre, and he has eaten his fill of mushrooms, so a Wits + Empathy roll, TN 10, will allow the party to convince

him to let them go. However, if Rick lets them go, he will insist on joining them so he can be free. While he genuinely wants to escape and become human again,<sup>10</sup> the moment the party enter battle with other nura his instincts will kick in, and he will turn on the party.

**17: Second Prison**

This little room once housed a full family of gnomes, but now serves only as another prison. The prisoners require no locks or handcuffs – the ogre waiting outside suffices to terrify them into staying put.

**If any of the PCs have died,** a new PC can be found here once another has spent the requisite Story Points to bring someone back.

**If the party get a moment to ask about the outside world,** Annie tells them that she last saw hundreds of nura swarming around town, and she was on her horse to get away. She suspects that the entire place will have been overrun.

<sup>10</sup>Nura who have recently turned can change back to their original forms if they are starved for twice as long as they have been nura.

## ♀ Annie of the Twisted Glen

Strength 0    Dexterity -1    Speed 0  
 Intelligence 2    Wits 0    Charisma -1

**Skills:**    Combat 1, Academics 2,  
 Deceit 3, Empathy 1,  
 Vigilance 2

**Equipment:**    Nothing

Attack 9, Initiative 0, Damage 1D6, TN 6,

6 HP

1/3 4 FP

## ♂ Justin Glen

Strength 2    Dexterity 0    Speed 0  
 Intelligence 0    Wits -1    Charisma 1

**Skills:**    Beast Ken 1, Crafts 1,  
 Empathy 1

**Equipment:**    Nothing

Attack 7, Initiative 0, Damage 1D6 + 2, TN 7,

8 HP

1/3 6 FP

## 18: Armoury

At the top of the stairway, three dying fireflies wander pointlessly. Behind them, you see shadows, with a glimpse of metal, lying in an alcove. To the left, a wooden door waits, with dirty footprints visible on the floor.

*The gnomes once stashed their little weapons here. The nura horde have added to it considerably.*

- 3 buckler shields
- 1 crossbow (unstrung)
- 3 quivers, each with 20 arrows
- shortbows (also unstrung)
- 3 shortswords
- 7 wood axes

## 19: Trapped Hallway

Your lantern illuminates dirty footprints leading out the door, to the left, and down a dark corridor. To your right, two statues of ogres stand, like stooping gargoyles, blocking the path. All around, the floor glistens with tiny gemstones carved into the centre of flagstones.

The squares between the exit door and the party's path can turn anyone stepping upon them into stone. One ogre was unfortunate enough to trigger the trap. The second ogre did not believe the goblins about why the first was there, and ignored the statue, so he was turned to stone too.

This magical trap didn't look quite right when the flagstones had to be inlaid with gems in order to complete the alchemical spell – that kind of shine gives the game away. The gnomes' solution was to make sure *all* flagstones had a magical amulet in them, so nobody could tell which might hold a deadly spell.

**If anyone steps into the trap,** they may spend 5 FP to ignore the effects of the trap. If this happens, explain that their foot or hand begins to harden, then turn to stone for half a second before they retract it.

**If the players figure out that the area is trapped and try to jump over it,** remind them that they cannot see where the trap starts and where it ends. If they avoid stepping into the trap, they can make a Speed + Athletics roll, TN 9, to jump over the afflicted area.

## 20: The Top of the Shaft

Ahead lies to massive double-doors. To the right, the hallway extends into a massive room, where you can hear the sound of sawing.

Grank the nuramancer goblin has heard the PCs coming, and has no intention of fighting them alone. He knows he has the only key to the exit door, so he intends to untie the hell-hounds he has tied up at the room's side before fleeing into the fungal gardens.

By the time the party reach round the corner, he will have disappeared, leaving unchained nura wolves.





### ♁ Black Ooze

Strength 4    Dexterity -1    Speed -1  
Wits 3

**Skills:** Aggression 4, Projectiles 3,  
**Knacks:** Disarm, Unstoppable  
**Abilities:** Acidic damage, gelatinous (DR does not apply to fire-based attacks)

Attack 12, Initiative -1, Damage 2D6, TN 6 (11),  
DR 6 C, 12 HP   
10 XP

### Seeing Stone

*Spells:* Clairvoyance, *Path:* Alchemy, *Duration:* Continuous, *Type:* Talisman, *Potence:* 3, *MP:* 1

The Seeing Stone is a simple stone with a hole. Staring into the hole allows one to watch the Realm of Bright Rocks. Particularly perceptive watchers will notice that those watching in the stone can see exactly the spot where the portal on the bottom level of the warren opens.

### 22: The Locked Door

The locked door has a bronze border and cannot be broken without a Strength + Crafts roll, TN 18. The exit key, however, fits in nicely.

If the party rest here long enough (perhaps because they have failed to get any key), a raiding party of nura return. See page 6 for the returning raiding party.

### 23: The Exit

This is where the party exit the lower portion of the warren, and enter the upper part.

**If the PCs don't have a key,** they might try tricking the goblin on the other side, who has a key to let people in and out. See area 1, section 2.4.

**If the PCs examine the door,** they can see the goblin in the next area by a glimmer of candle-light.

### ♂ Grank

Strength -2    Dexterity 1    Speed 4  
Intelligence 1    Wits 2    Charisma -4

**Skills:** Combat 1, Projectiles 1,  
Athletics 2, Medicine 1,  
Stealth 2, Tactics 2  
**Path of Nura:** Invocation 2, Necromancy 3,  
Saurecanta 2  
**Equipment:** Seeing Stone

Attack 9, Initiative 4, Damage 1D6 - 2, TN 8,  
5 / 5 MP , 4 HP   
4 XP 1 FP



## The Top Floor

### 1: Entrance Hallway

At the other side of this door sits the lonely guard, Bobble. He only turned into a goblin recently, and he doesn't like it. He is also extremely hungry.

**If the party attempt to trick Bobble,** it's not terribly difficult.

**If the party simple enter,** then Bobble will run as fast as he can, away from the door, in order to alert the rest of the upper warren.

#### ♁ ♂ Bobble

Strength	-1	Dexterity	1	Speed	2
Intelligence	0	Wits	0	Charisma	-4

**Skills:** Combat 1, Aggression 2, Projectiles 1, Athletics 1, Deceit 1, Stealth 3,  
**Equipment:** Wood axe , lock picking set .

Attack 9, Initiative 2, Damage 1D6 + 1, TN 9,  
5 HP   
1 XP 1 FP

- Find a missile weapon in order to force guardian ogres into chasing them.
- Distract the ogres with illusions of something, while running up the stairs.

Exactly what plans they come up with and how well they work depends entirely on your players and how their situation emerges.

**If the party attempt to get the ogres to chase them,** only the ogre without armour gives chase, as he has no orders.

#### ♁ ♂ 2 Guardian Ogres

Strength	6	Dexterity	0	Speed	4
Intelligence	-3	Wits	0	Charisma	-3

**Skills:** Combat 1, Crafts 1, Vigilance 2  
**Equipment:** Greatsword, partial leather armour

Attack 9, Initiative 5, Damage 3D6, TN 9 (12),  
DR 3 P, 12 HP   
13 XP 2 FP

### 2: Banquet Hall

The door at the top of the stairs reveals a large banquet hall. Human bones lie on the table, all polished clean. The cups and cutlery lie smashed and broken. At the far end of the hallway, a door stands ajar. On the right, a passageway with a hint of sunlight.

**If the players search the table,** they can find a knife which functions as a dagger.

### 3: The Spiral Staircase Exit

In the sunlit intersection of four hallways, three ogres sit playing a game of dice. Two are clad in black leather armour, with a massive sword by their side. One sucks on a horse's uncooked head, and the other chews the rest of the body.

The party can see the exit, but cannot get up it without near-certain death. In order to progress, they could do any number of things:

- Trick one of the ogres into chasing them.

#### ♁ ♂ Chasing Ogre

Strength	4	Dexterity	0	Speed	4
Intelligence	-3	Wits	-1	Charisma	-4

**Skills:** Combat 1, Beast Ken 2, Tactics 2  
**Equipment:** Greatsword

Attack 9, Initiative 5, Damage 2D6 + 2, TN 9,  
10 HP   
7 XP 1 FP

### 4: The Trapped Hallway

The door swings open with a loud creak, revealing a hallway covered wall-to-wall with sticky webs. Two goblin corpses stand upright, pierced in multiple places, with a pool of their own blood lying on the ground.

*When the nura invaded, three little gnomes found themselves trapped in this little side-room. They got together enough food for a few days, and have been waiting since then for someone to come and rescue them.*

**If anyone tries to wriggle past the webbing,** have them roll Dexterity + Athletics, TN 12.

**If they get caught,** three gnomes will rush out and try to kill them while they're trapped and unable to defend themselves. Have them make a Wits + Empathy roll, TN 8, to avoid the initial attack.

**If the party use torches to destroy the webs,** it works okay, but moving through quietly isn't easy. Have them roll Intelligence + Stealth to plan a route through, without upsetting the goblin corpses (which could fall and clatter), or otherwise make a racket.

### 5: The Lounge

Row after row of beds, little hammocks, and tables with old, cold pipes sitting on them stretch across the room. In the distance, little voices come through an open doorway. They talk lazily, quite unlike the goblinoid chatter you normally hear.

If the party entered secretly, have them roll Wits + Vigilance, TN 8, to notice a dozing gnome. If the party move through without explaining themselves, he wakes, then sounds the alarm, and Tarik in the far room incinerates the place with a *Wide Fireball*, inflicting 1D6 + 3 Damage.

### 6: Trapped Gnomes

What happens here depends entirely on how the party have come through the previous rooms.

**If they shouted in a loud, friendly manner,** they get a friendly greeting as all the gnomes here thank them for their presumed rescue, and hope to join them in the escape.

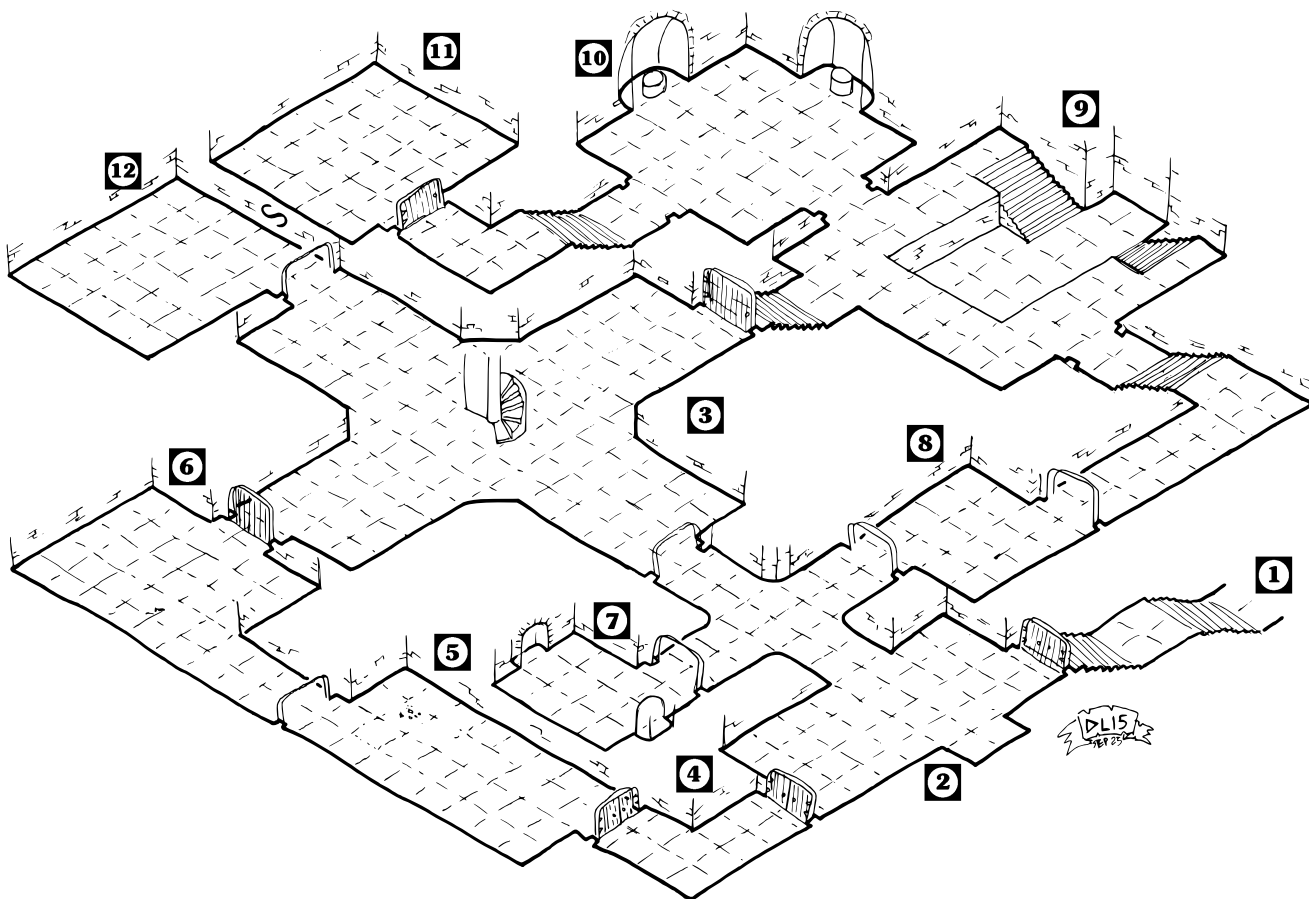
These gnomes know the entire warren, and can tell them about the contents of every room.

**If the party entered secretly,** then as soon as the gnomes spot them, they will draw their weapons while Tarik throws invocation spells at them.

**If the party ask what has happened here,** the gnomes tell them everything. See page 4 for the complete history.

**If the gnomes join the party,** remember to keep track of their Fate Points. Each scene they will regenerate 2.





Before the party leave, the gnomes request they nip out to the kitchen, (room 7) and get them some food.

With proper food, the party and the gnomes can rest, regain any Fatigue Points they may have accumulated, and the gnomes can do the same.

♂ Derkel

Strength -1 Dexterity 1 Speed 0  
Intelligence 2 Wits 1 Charisma 0

**Skills:** Combat 1, Projectiles 1, Academics 1, Deceit 1, Larceny 1, Stealth 1

**Equipment:** Shortbow, Dagger, 5 sp

Attack 9, Initiative 0, Damage 1D6, TN 8, 5 HP   
1/3 5 FP

♀ Merkel

Strength 0 Dexterity 2 Speed 1  
Intelligence 3 Wits 2 Charisma 1

**Skills:** Combat 2, Academics 1, Crafts 2, Deceit 1, Stealth 2

**Equipment:** Shortsword, 11 sp

Attack 10, Initiative 2, Damage 1D6 + 1, TN 11, 6 HP   
2 XP 6 FP

♂ Klaus

Strength -1 Dexterity 1 Speed 0  
Intelligence 1 Wits 1 Charisma 0

**Skills:** Combat 1, Projectiles 1, Academics 1, Crafts 1, Deceit 1, Stealth 1

**Equipment:** Shortbow, Dagger, 16 sp

Attack 9, Initiative 0, Damage 1D6, TN 8, 5 HP   
1/3 5 FP

## ♀ Tarík the Alchemist

**Archetype:** Tribe**Personality:** Nosey**Mannerism:** Picks nose

Strength	-3	Dexterity	1	Speed	-2
Intelligence	2	Wits	1	Charisma	-1

**Skills:** Projectiles 1, Academics 2, Empathy 1, Tactics 2**Path of Alchemy:** Force 1, Invocation 3, Illusion 3**Equipment:** Mana stone with 4 MP

Attack 7, Initiative -2, Damage 1D6 – 3, TN 8,  
4 / 8 MP □□□□□□□□, 3 HP □□□,  
8 SP □□□□□□□□  
4 XP 4 FP □□□□

- 1 suit of partial leather (for someone with Strength 1)
- A longbow for Strength +2
- 3 quivers of 20 arrows
- A portal scroll

If the party examine the map on the wall, they find it to be a map of the current level of the warren. See Appendix C for the map handout.

## 9: The Woodspy Pool

In the distance, you can see a massive pool of water shimmering in the dark room. It seems to move a little, as if it had its own subtle tides.

Close by, you can see a room full of goblins arguing with each other, surrounded by candlelight.

## 7: The Kitchen

This Spartan kitchen has pans, pots, and boxes strewn all over the place. A fireplace with ventilation through the roof sits to your right. Amid the mess of sacks and broken plates, you can see that a little food remains, apparently dumped here.

A recent raiding party managed to get enough food to save, and one of the goblins convinced the ogres to leave it here for later.

If the party want the food, they will have to make a Dexterity + Stealth roll to pilfer it without making any noise, TN 8. Each margin on the roll gives them enough food to heal 4 Fatigue Points. They can roll as many times as they like, but each roll carries the danger of being spotted.

**If the party make any noise,** the chasing ogre from the central room rushes after them (Page 21).

## 8: The Storage Room

Inside the next room, you find weapons, leather armour, rope, mining supplies, scrolls, and a desk with a full map on the wall.

A portal at the other end leads out into a long, dark hallway.

The room contains every item which could be called 'Adventuring Equipment',<sup>11</sup> in addition to:

- 10 shortwords
- 2 suits of partial leather (for someone with Strength 2)

*The gnomes once bread woodspies in this little pool. They would chuck in various leftover food and organic waste from the surface world, and as soon as a woodspy laid some eggs, the gnomes would catch it and eat it. They never presented a danger, so long as they stayed small.*

*Since then, the nuramancers decided to cast a spell on one, turning it into a nura. It ate all the others, and now sits hungrily, at the bottom of the pool.*

## ♁ Nura Woodspy

Strength	4	Dexterity	2	Speed	3
Wits	3				

**Skills:** Aggression 4, Athletics 2, Survival 2, Stealth 2, Tactics 2**Abilities:** None

Attack 12, Initiative 3, Damage 2D6, TN 9 (14),  
DR 3 C, 10 HP □□□□□□□□  
10 XP

**If any non-nura attempt to run past the pool of water,** the woodspies within reach up and try to grab them.

**If the PCs attempt to shoot at the woodspies,** then the woodspies retreat into the water, where they cannot be hit by anything.

<sup>11</sup>See the core book, page 18.

## 10: The Duelling Room

When gnomes practice magic, things can get dangerous, so they set aside a room where all the dangerous fireballs and shield spells could go off, without people accidentally getting in the way. The traditional alchemist-battles here involved each participant placing a statue on a plinth, and then trying to protect their own statue, and knocking the other one over.

Currently the room hosts a rabble of goblins, arguing over battle-plans in the common tongue, while a nuramancer in the corner tries to get them to calm down.

### ♂ 14 Goblins

Strength	-1	Dexterity	1	Speed	2
Intelligence	0	Wits	0	Charisma	-4

**Skills:** Combat 1, Aggression 2, Projectiles 1, Athletics 1, Deceit 1, Stealth 2,  
**Knacks:** Perfect Sneak Attack  
**Equipment:** Wood axe, lock picking set.

Attack 9, Initiative 2, Damage 1D6 + 1 (2D6),  
 TN 9, 5 HP   
 2 XP 1 FP

### ♀ Goblin Nuramancer

Strength	-2	Dexterity	3	Speed	1
Intelligence	1	Wits	0	Charisma	-4

**Skills:** Combat 2, Projectiles 2, Deceit 3, Medicine 2, Stealth 1, Tactics 2  
**Path of Nura:** Invocation 3, Necromancy 2, Saurecanta 1  
**Equipment:** Dagger, torch

Attack 10, Initiative 1, Damage 1D6 - 1, TN 10,  
 5 / 5 MP   
 4 XP 1 FP

If the PCs make any noise, the prisoners in the next room shout for help.

## 11: The Upper Prison

Entering another room which once housed gnomes, but now houses prisoners, it suddenly dawns on you just how far you have come – how many problems you have solved, and how many adversaries you have faced. The people in the room rush towards you, eagerly asking about the possibility of escape. They all appear starved and cold. Half of them have torn the little gnomish tapestries on the wall down to provide extra layers of clothing.

When gnomes slept here, some of the cheeky young ones wanted to get out and play, so they poked away at the walls and eventually dug an exit for themselves behind a tapestry.

This room has a shoddily-made bar on the outside, so the prisoners cannot exit.

This is another point for the group to spend Story Points in order to bring NPCs into the group, or add another PC if someone has lost their character.

The local farmers imprisoned here need food badly. They will be little use in a fight, but will agree to try if given proper weapons and at least a snack.

If the players end up captured in any areas nearby, they are imprisoned here, rather than down stairs.

If the PCs search around the room, they will soon find the secret exit. If they don't search, have them roll a Wits + Vigilance check, TN 10 (Teamwork roll).<sup>12</sup>

The secret hole in the wall is, unfortunately, rather narrow. It is not possible for anyone with a Strength bonus greater than 0 to get through, but a Strength + Crafts check, TN 11, might allow someone to chisel away at just enough to let someone of Strength +1 through.

### ♂ Andrew

Strength	2	Dexterity	0	Speed	0
Intelligence	-1	Wits	-1	Charisma	1

**Skills:** Crafts 2, Empathy 1, Vigilance 1  
**Equipment:** Nothing

Attack 7, Initiative 0, Damage 1D6 + 2, TN 7,  
 8 HP   
 1/3 6 FP

<sup>12</sup>See the core book, page 12 for Teamwork rolls.

## ♀ Ronda Marsh

Strength	1	Dexterity	0	Speed	0
Intelligence	0	Wits	-1	Charisma	0

---

**Skills:** Beast Ken 1, Crafts 1,  
Empathy 1

**Equipment:** Nothing

---

Attack 7, Initiative 0, Damage 1D6 + 1, TN 7,  
7 HP

---

1/3 5 FP

---

## The Siege

As you cross the next hill, you see the stone walls of the town ahead, and the smoke coming up from the hundreds of chimneys within. Climbing higher, you can see ladders poking at the town's tall walls. A man runs along the edge, pushing them aside. You climb higher, and see the town surrounded by energetic, deformed, creatures of all sizes. The nura have multiplied more than you thought. They have laid siege to the entire town.

## SECTION 3.1

### Journey to the Black Alchemist

The party probably thought they were out of the water, but you can continue the adventure with the siege.

#### The Last Messenger

*Laith and his men were charged with escaping the city, and delivering a message to 'Baron Quenn' (as he likes to call himself), otherwise known as the 'Black Alchemist'. The message would pardon him of all wrongdoings, and recognize his current lands as an official domain, if only he approaches the town to save it.*

*Unfortunately, Laith and his men were then attacked by dozens of goblins. All died, except a heavily wounded Laith, who is bleeding heavily.*

You see a man wandering towards you, wearing thick, black, leather armour. He seems to be a member of the Night Guard. As he stumbles closer, you notice the trickle of blood leaking a river behind him.

The moment Laith approaches, he explains his mission, and gives the party directions.

You must walk East until the Sun sets, find the place in the forest where the trees neither grow, nor die, then scout for the Black Alchemist who lives there in his tower, and hand him this message. The town needs him. He is our only hope.

**At this point,** the party spot a goblin sniffing along the stream of blood Laith left behind, far in the distance. He shrieks in delight, then runs back.

**If the party leave Laith behind immediately,** they can run to safety, but will still hear Laith being torn apart.

**If they wait to speak with him,** a horde of goblins and ogres run fast behind them, but they should get the opportunity to ask any questions they wish.

**If they insist on saving Laith,** they will have to carry him, with all the encumbrance that entails.

**If the party end up fighting with Laith,** he has only 1 HP left, but can still make one last stand.

**When the party flee,** they will find that the nura stop to feast on the dead before following, so they have plenty of time to get away.

If the players decide they'd rather go directly to the town, skip ahead to section 3.3: The Journey Back. They will find the entire situation hopeless, and will not survive without a lot of sneaking. Make sure to impress upon them just how many nura wander around the outskirts freely.

## ♂ Laith

Strength	2	Dexterity	0	Speed	1
Intelligence	0	Wits	-1	Charisma	0

**Skills:** Combat 1, Beast Ken 1, Tactics 2

**Knacks:** Stunning Strike,

**Equipment:** Shortsword, partial chainmail, 4 cp

Attack 9, Initiative 2, Damage 1D6 + 3, TN 9 (12), DR 4 P, 8 HP

7 XP 5 FP

## (( ♂ 2 Ogres

Strength	5	Dexterity	0	Speed	4
Intelligence	-3	Wits	-1	Charisma	-4

**Skills:** Combat 2, Beast Ken 2

**Equipment:** Nothing.

Attack 10, Initiative 4, Damage 2D6 + 1, TN 7, 11 HP

6 XP 1 FP

## (( ♂ 9 Goblins

Strength	0	Dexterity	1	Speed	2
Intelligence	0	Wits	0	Charisma	-4

**Skills:** Combat 1, Aggression 2, Projectiles 1, Athletics 1, Deceit 1, Stealth 2,

**Knacks:** Perfect Sneak Attack

**Equipment:** Wood axe.

Attack 9, Initiative 2, Damage 1D6 + 2 (2D6 + 1), TN 9, 6 HP

3 XP 1 FP

## Finding the Tower

You walk East for hour upon hour. Civilized roads are far behind you – you can see only the heavy foliage of the forest.

The tower is 15 miles away, which is a reasonable walk for most humans, but any non-humans in the group will need a rest before that.<sup>1</sup> Have the players roll Intelligence + Survival, TN 8. Failure indicates that they have lost their way for a full day, inflicting 5 Fatigue Points. Success indicates that they have found the location, but also receive 5 Fatigue Points. Each margin on the roll reduces the total Fatigue Points by 1.

## The Chitincrawler

En route to the tower, the party run into a chitincrawler's web. Have them roll Wits + Vigilance, TN 10. This is a group roll, so everyone who fails has been caught in the web.

## ♂ Chitincrawler

Strength	5	Dexterity	1	Speed	3
Wits	3				

**Skills:** Aggression 3, Athletics 3, Survival 3, Vigilance 3

**Abilities:** Web (Strength + Athletics, TN 11 to break free as a movement action)

Attack 11, Initiative 3, Damage 2D6 + 1, TN 8 (13), DR 5 C, 11 HP

12 XP

## Footprints

Have the party make a Teamwork Roll of Wits + Survival, TN 10. Success indicates that one has spotted nura footprints nearby.

The dark forest has no roads, but despite this you notice the smallest hint of a trampled path. Wandering over, you find two distinct types of footprints – one very large, and another very small.

The characters guess at least a dozen goblins, and half a dozen ogres, given the footprints.

<sup>1</sup>See the core book, page 38 for Fatigue rules.

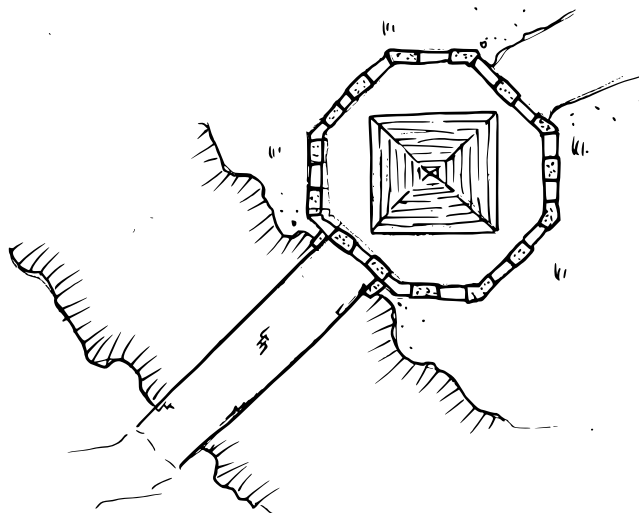


## The Black Tower

When Baron Quenn first came to the black tower, it was a lonely outpost, hoping to be the first part of a grander civilisation. Unfortunately, once men built the tower, funding fell away.

When the local lawmakers outlawed Theodore Quenn for learning Necromancy, and for refusing to reply to various summons from the College of Alchemy, he ventured into the wilderness and made his home here. Since then, the local declared theoretical war on him, and he declared himself theoretically 'baron' of his own domain, and everyone in practice left each other well-alone. After all, 'the Black Baron', can summon enough raging fire to wipe out an army, and he managed to explain this politely to any of the Night Guard who came to his gates, before offering his sympathy with their position.

Since then, things have been good for Baron Queen, until today. Nura have invaded his home, which he killed. Then more nura invaded, so he captured some in a room before locking it with magic. Then more came, and now he finds himself stuck on his own roof with three apples and yesterday's pie.



### The Approach

Ahead, a wide, raging river stands in front of the black tower, which is in fact a grey colour typical of large stones.

#### 1: The Bridge

#### 2: The Portcullis

Approaching the portcullis, two ogres inside race forward, then pull it up with their hands, keeping eye-contact with you the whole time.

By the time the party stand 13 squares away, the ogres start to pull the gates up. It takes the ogres 8 Initiative points to raise the portcullis.<sup>2</sup>

If someone in the group kills an ogre, the portcullis is lowered. More ogres stand inside, but they will have to be enticed outside to raise the bridge again.

If some of the party dart inside, the ogres will go to whichever side has more people.

Raising the portcullis requires a total of 6 Strength points, so the party will have a difficult time doing this on their own. However, if one ogre remains alive inside, tricking it into opening the gate will not pose much difficulty.

If anyone ends up in the river, have them roll Speed + Athletics, TN 9. Failure indicates they have been washed downstream, and must take a scene trudging back. Larger party members carrying small ones will gain the standard penalties for carrying a heavy item (or in this case, 'party member').<sup>3</sup>

<sup>2</sup>See the core book, page 34 for rules on maximum movement.

<sup>3</sup>See the core book, page 17.

☞ ♂ 2 Ogres

Strength 4    Dexterity 0    Speed 3  
 Intelligence -3    Wits -1    Charisma -4

**Skills:**            Combat 1, Beast Ken 1,  
                               Crafts 1

**Equipment:**     Nothing.

Attack 9, Initiative 3, Damage 2D6, TN 7,  
 10 HP   
 4 XP 1 FP

☞ ♂ 13 Goblins

Strength -1    Dexterity 2    Speed 3  
 Intelligence 0    Wits 0    Charisma -4

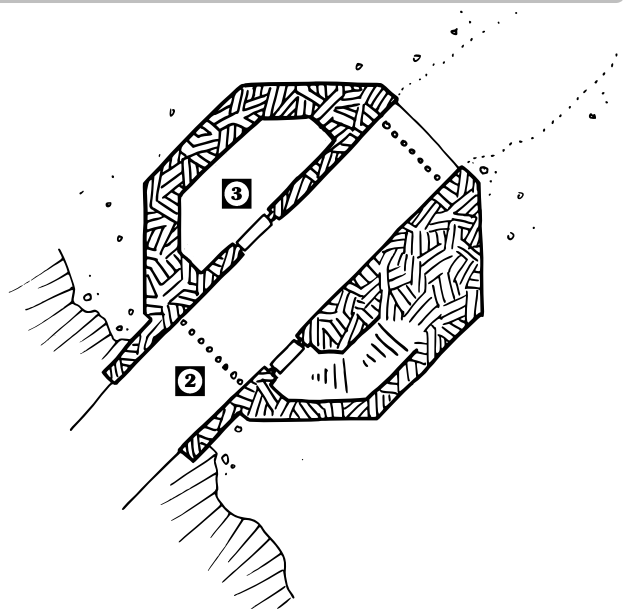
**Skills:**            Combat 2, Aggression 2,  
                               Projectiles 2, Athletics 1,  
                               Deceit 1, Stealth 1, Tactics 2

**Equipment:**     Javelin, dagger, lock picking  
                               set.

Attack 10, Initiative 5, Damage 1D6, TN 9,  
 5 HP   
 2 XP 1 FP

### 3: The Stable

Opening the door, you find a room covered in straw. At the far side lies a horse-corpse, covered in goblins, swarming like maggots.



If the party have any sense, they will close the door.

If they draw attention to themselves, the goblins pick up their weapons, then attack.

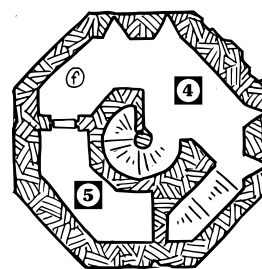
### 4: The Armoury

Outside, a full moon glimpses in through the arrow slits in the walls. Goblins have clearly vandalized this armoury, but the armour itself remains undamaged. To your left, a spiral staircase leads upward. Down the hall, the tower continues round.

Human feet can be seen lying there.

The party can pick up three suits of chainmail for anyone with Strength 2-3, and three longswords.

The human feet across the room belonged to Baron Queen's servant, who kept the place tidy, and helped with the portcullis. He has been eaten, and little remains except his boots and bones.



### 5: The Portcullis Mechanism

Here, the cogs which control the portcullises sit unused. They require only a Strength Bonus of +1 to operate.

### 6: Kitchen

Traipsing up the steps, you heard the sound of angry mastication. At the top, you see an open door, with an ogre inside a kitchen, pulling down fruits with one hand and salted meats with the other.

He looks up at you, but does not stop eating.

If the party look formidable but unthreatening, the ogre leaves them be. Otherwise, he attacks.

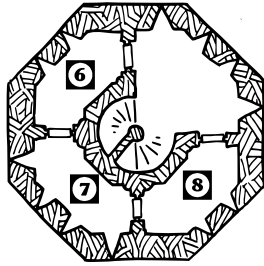
♁ Hungry Ogre					
Strength	5	Dexterity	0	Speed	3
Intelligence	-3	Wits	-1	Charisma	-4
<hr/>					
<b>Skills:</b>	Combat 1, Beast Ken 1, Crafts 1				
<b>Equipment:</b>	Nothing.				
<hr/>					
Attack 9, Initiative 3, Damage 2D6 + 1, TN 7, 11 HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
5 XP 1 FP <input type="checkbox"/>					

**7: Servant's Room**

A high-pitched voice gives a lecture in the common tongue, but it's so fast the contents make little sense.

Have the party make a Group roll of Dexterity + Stealth, TN 6. Success indicates that they can pass unnoticed, or stay and listen.

Understanding the conversation from outside the room requires a Wits + Empathy check, TN 9. If the roll succeeds, tell the players that the Black Alchemist is hiding on the roof, and the head goblin is having a hard time explaining that if anyone goes up there, they will have their head incinerated by magic.



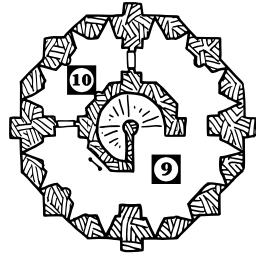
**8: Storage Room**

This room contains spare clothing and all manner of long-life food. The nura have not managed to figure out the lock yet. It has no key – instead, there is a hole with a series of ropes inside which one must lift in the correct way. An Intelligence + Larceny check (TN 10) is required to figure out how to open it.

**9: Library**

Stellar maps cover the walls, full of numbers etched into the side. The desks have etches of Sunlit deserts, with strange geometrical shapes. Scrolls have calculations concerning abstract coordinates, such as 'area A', with no mention of what that area may be.

Players may spot at this point that the maps pertain to the Realm of Bright Rocks lying on a table. What they may not spot, is a little goblin who came up to look for food, who ended up hiding behind that table, in order to avoid being caught by the party.



**If the players succeed on a Wits + Vigilance roll (TN 10), they find the hiding goblin.** If not, the last one to exit the room has a nasty surprise in store as the goblin attacks from behind, prompting a Sneak Attack.<sup>4</sup>

♁ Hiding Goblin					
Strength	-1	Dexterity	2	Speed	3
Intelligence	0	Wits	0	Charisma	-4
<hr/>					
<b>Skills:</b>	Combat 2, Aggression 2, Projectiles 2, Athletics 1, Deceit 1, Stealth 2, Tactics 2				
<b>Knacks:</b>	Perfect Sneak Attack				
<b>Equipment:</b>	Javelin, dagger, lock picking set.				
<hr/>					
Attack 10, Initiative 5, Damage 1D6 (1D6 + 3), TN 9, 5 HP <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
4 XP 1 FP <input type="checkbox"/>					

**Once the PCs enter** they notice a trapdoor in the roof.

If any goblins enter, they will be fried by the Black Alchemist, but the players only need to shout up in a friendly voice, and say they mean no harm to come up without being incinerated.

**If the PCs scour the room,** they find magical item: Bag of Holding <sup>5</sup>.

**10: Baron Quenn's Room**

The baron's room is a mess, but one made of fine quilts and quality pillows. Anyone familiar with gnomish culture can roll Wits + Crafts (TN 8) to notice that the bedding and most of the room's contents is Gnomish in origin. The Baron will not speak about this in any way.

<sup>4</sup>See the core rules, page 43.  
<sup>5</sup>See *Adventures in Fenestra*, page 46, for magical items.



## The Goblins

By this point, there is a good chance the party have become too tired to move, and will need to rest.

If they decide to recover Fatigue Points by resting, they will need to put up with the additional encounter of goblins riding nura wolves.

### 7 Goblin Riders

Strength	0	Dexterity	2	Speed	3
Intelligence	0	Wits	0	Charisma	-4

**Skills:** Combat 2, Aggression 2, Projectiles 2, Athletics 1, Deceit 1, Stealth 3, Tactics 2

**Equipment:** Javelin, dagger.

Attack 10, Initiative 5, Damage 1D6 + 1, TN 9,  
6 HP   
3 XP 1 FP

### 8 Nura Wolves

Strength	2	Dexterity	0	Speed	3
Wits	1				

**Skills:** Aggression 3, Athletics 2, Survival 1, Vigilance 1

**Abilities:** Teeth (+1 Damage after grapple), Quadraped (double movement)

Attack 11, Initiative 3, Damage 1D6 + 3, TN 7 (12), DR 2 C, 8 HP   
6 XP

If, on the other hand, they do not rest, they will not recover Fatigue Points from the journey.

## SECTION 3.4

# The Siege Breaks

The party must break the siege, by allowing the Black Barron to cast a spell over a massive section of the nura horde surrounding it.

Specifically, the baron plans to cast a *Massive, Raging Fireball*, which will cover 5 areas around the town, inflicting 2D6 + 1 Damage on everything inside. These areas may be any areas around the town which he can see, so he can simply cast fire over any half of the town which he can see.

Alternatively, he might cast a *Ranged, Massive Fireball*, but this would inflict only 1D6 + 3 Damage on everyone inside.

This final part of the adventure leaves everything open to player planning and plotting. They have time to deliberate, but not too long. You may wish to set a ten minute timer, and tell them that nightfall comes once the timer ends (of course, this is artificial 'game-time', as Sunset does not necessarily come in ten minutes).

**At the start of the encounter**, show the players the town map and explain their options.<sup>6</sup>

The party have a number of questions to answer before they begin this exercise:

- Where do they begin the spell, such that the Barron can see everything he needs to, but will not be overrun by nura?
- If surviving nura rush towards them, what will they do?

- Do they want to orchestrate something inside the town walls to coincide with the attack?

**If the party scout around the area**, have them make a Group Roll of Dexterity + Stealth, TN 9.

**Margin 0:** only allows them to return safely with the knowledge that the town is indeed surrounded.

**Margin 1:** tells them that the majority of the nura horde around them are ogres.


**Margin 2:** tells them that the Southern portion of the wall has fewer nura around it.

**Margin 3:** tells the group that a number of goblins go diving around the East section of town, and seem to have found some secret entrance to town.

**If the party wait until nightfall**, the goblins enter town through a sewage system which leads to the river at the Eastern side. The town spends the rest of the night dealing with these dozens of goblins, and by the morning the drawbridge has been lowered, ogres enter, and the town is doomed.

**If the party get caught wandering**, then some ogres will chase after them. The Barron will probably be able to save them with his magic, but will afterwards be depleted, forcing them to hide and rest.

<sup>6</sup>See appendix C: Handouts, for the map handouts.

 2 Ogres

Strength	5	Dexterity	0	Speed	4
Intelligence	-3	Wits	-1	Charisma	-4

---

**Skills:** Combat 2, Beast Ken 2,  
Tactics 2

**Equipment:** Greatclub

---

Attack 10, Initiative 5, Damage 3D6 + 1, TN 8,

11 HP

11 XP 1 FP

---

# Appendices

## Additional Creatures

### ◀ ○◐ Gnomish Ghoul ▶

Strength -2 Dexterity -1 Speed -1  
Wits -2

**Skills:** Aggression 2, None  
**Abilities:** Undead

Attack 10, Initiative -1, Damage 1D6 - 2, TN 6 (11), DR 2 C, 4 HP ◻◻◻◻

1/3

### ◀ ○◐ Human Ghoul ▶

Strength 2 Dexterity -2 Speed -1  
Wits -2

**Skills:** Aggression 2,  
**Abilities:** Undead

Attack 10, Initiative -1, Damage 1D6 + 2, TN 5 (10), DR 2 C, 8 HP ◻◻◻◻◻◻◻◻

2 XP

### ◀ ○◐ Goblin Ghoul ▶

Strength -1 Dexterity -2 Speed 1  
Wits -4

**Skills:** Aggression 2,  
**Abilities:** Undead

Attack 10, Initiative 1, Damage 1D6 - 1, TN 5 (10), DR 2 C, 5 HP ◻◻◻◻◻

1/3

### ◀ ○◐ Nura Woodspy Ghoul ▶

Strength 4 Dexterity -1 Speed -1  
Wits -2

**Skills:** Aggression 2, Vigilance 1  
**Abilities:** Undead

Attack 10, Initiative -1, Damage 2D6, TN 6 (11), DR 4 C, 10 HP ◻◻◻◻◻◻◻◻◻◻

5 XP

### ◀ ○◐ Ogre Ghoul ▶

Strength 5 Dexterity -2 Speed 0  
Wits -4

**Skills:** Aggression 2,  
**Abilities:** Undead

Attack 10, Initiative 0, Damage 2D6 + 1, TN 5 (10), DR 2 C, 11 HP ◻◻◻◻◻◻◻◻◻◻

4 XP



## Riddles

The rules for riddles are simple – any question which someone has the knowledge to answer is a fair riddle. Asking ‘how many letters in the Greek word for “mushroom”?’ is not a fair riddle, because someone may not know.

Any possible answer to a riddle is ‘the correct one’. If someone asks ‘what is black and white and read all over’, anything which fits all descriptions must be accepted as an answer.

We have six legs, but only walk on four.  
What are we?

**Answer: A rider and their mount.**

The more I take the more I leave behind.  
What am I?

**Answer: Footsteps.**

David’s father has three sons: Snap,  
Crackle, and ... ?

**Answer: David.**

You must give me in order to keep me.  
What am I?

**Answer: Your word.**

I can crush great boulders into fine sand,  
But without me you will die as sure as  
you stand.

I rise when I’m cold and I soar when I’m  
hot,  
Tell me what I am and what I am not.

**Answer: Water**

I stand on one leg with my heart in my  
head. What am I?

**Answer: A cabbage.**

What comes once in a minute, twice in  
a moment, but never in a thousand years?

**Answer: The letter M.**

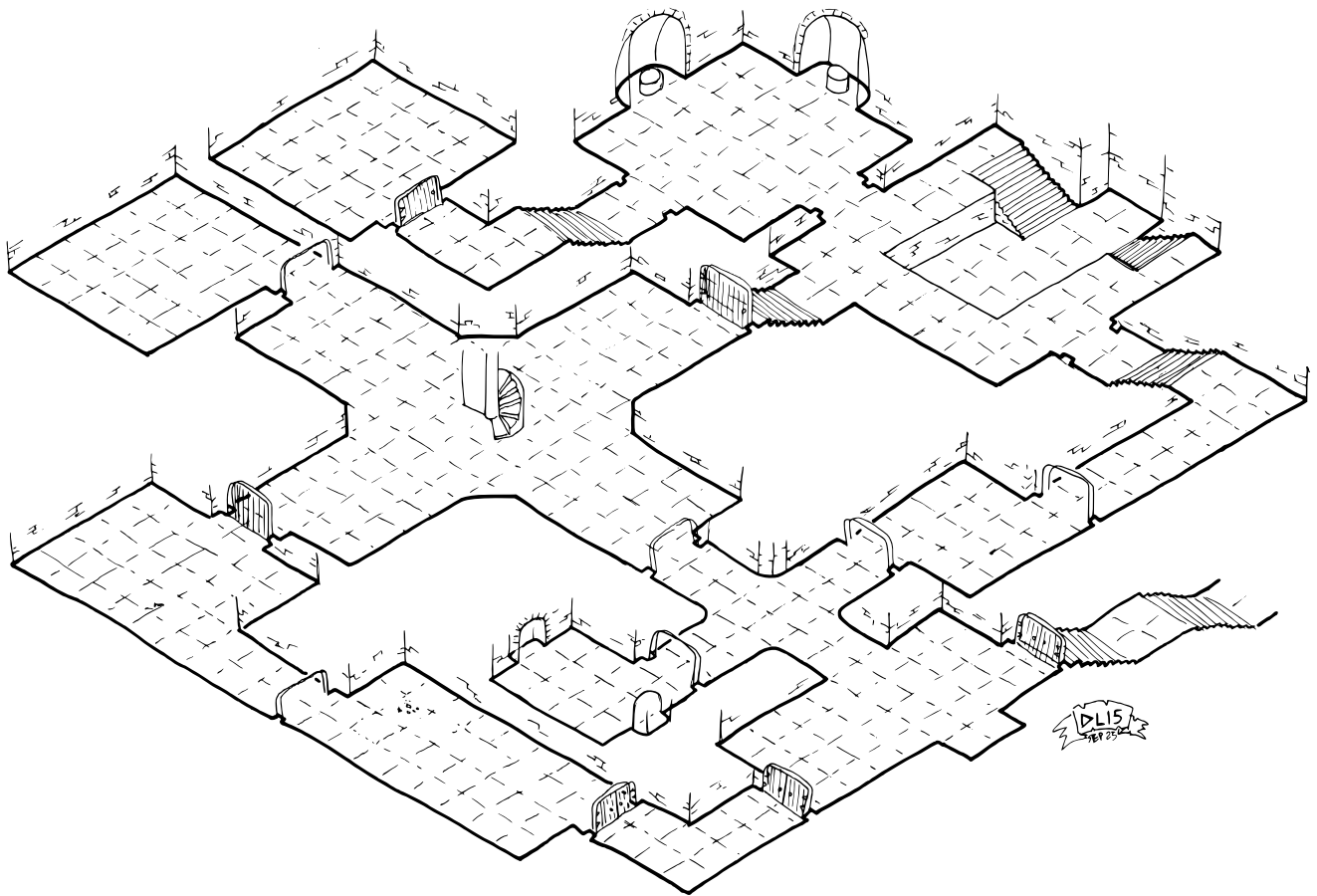
Tall I am young, Short I am old, While  
with life I glow, Wind is my foe. What am  
I?

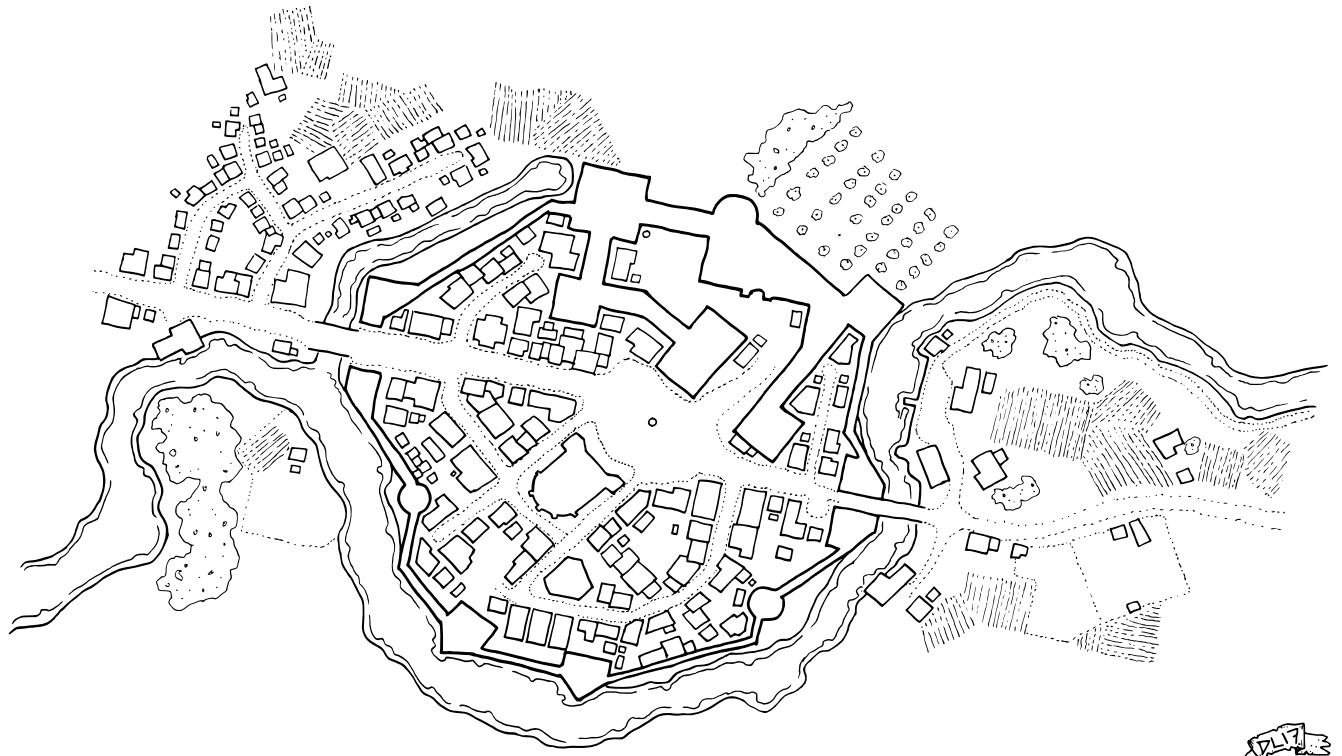
**Answer: A candle.**

When one does not know what it is, then  
it is something. When one knows what it  
is, then it is nothing.

**Answer: A riddle.**

# Handouts





PL. 17