

HEROIC WORKS



Witch's Dance

The Dark Eye



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To make a scene easier for the heroes, use suggestions from this paragraph.



To make a scene more difficult for the heroes, use suggestions from this paragraph.

Rumors: heroes in search of information sometimes hear rumors. Rumors are marked with a + (true), a - (false) or a +/- (partly true, partly false).

ENGLISH VERSION

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NPCs with this symbol can be replaced freely. They play useful roles in the adventure, but have no lasting impact on the official campaign and do not appear in future products.

Witch's Dance



*Thrice speak your curse as witches dance, your victim will never have a chance.
At midnight will your curse destroy, in moonlight none escape your ploy.
Thrice draw the circle 'round your home, the curse will find them where they roam.
Thrice walk the path unto the source, on magic wave will come the force.*

*If Mada's bindings start to fade, speak your curse with hate and rage.
If Phex pulls the bindings tight, speak your curse with darkest spite.
If Mada is hidden in the dark, speak aloud with an arrogant spark.
Heed the full moon, be prepared, and let your vengeance leave them scared...*

The Adventure at a Glance

Help three witches as they struggle to escape the clutches of a corrupt and evil master.

Genres: Detective Story, Wilderness adventure

Prerequisites: No prejudices toward or hatred for witches

Location: Somewhere in the northern half of Aventuria, where witches are more common

Date: Modern (around 1038 FB)

Complexity (Players/GM): Low/Low

Suggested Hero Experience Level: *Inexperienced to Experienced*

Useful Skills

Social Skills



Combat



Living History



The Story Thus Far

A few years ago, the warlock Cordax joined a witch's coven near the village of *Wirselhorne*. Soon things began to change for the loose alliance, which until then had usually gathered only to celebrate witch holidays. But Cordax was ambitious and wanted to control all of his coven sisters.

To achieve this goal, he entered into a pact with a black fairy named Wic, which had become corrupted by staying too long in the human world. This pact gives Cordax great power over Satuarian curse magic,

which he uses to control the coven. By surreptitiously collecting samples of hair, blood, or saliva from member witches and their familiars, he can now curse them from afar. For added security, he has also been collecting small locks of hair or samples of blood from inhabitants of *Wirselhorne* who seek his services.

Today, Cordax is a bitter, despotic man. He skillfully ferrets out and punishes any plans to overthrow him (and there have been many), and he prevents transgressors from leaving the coven. All the witches want to end his rule and either break his power or see him destroyed. They therefore seek the help of strangers, since Cordax's influence over outsiders is not nearly as strong.

Adventure Summary

Wirselhorne can be placed in any region in *Aventuria* with knowledge of witches. A witch named *Alevtia* asks the heroes to help her and her sisters end the reign of a tyrannical warlock named *Cordax*. On their way through the forest to confront him, the heroes meet with other witches of the sisterhood and encounter various creatures—all potential allies or obstacles in their quest. The confrontation with *Cordax* in the old mill ends in one of several ways, depending on what the heroes manage to achieve during the adventure.

Cordax's Fairy Pact

The pact with *Wic* means that *Cordax* does not have to use as much power when casting curses. His knowledge of *Satuarian* curses (see the *Core Rules*, page 281) gives him special power over people whose bodily components (such as hair, saliva, or blood) he possesses. He has already collected material like this from the three witches in his coven and their familiars, and several villagers, as well. During the adventure, he might even manage to obtain some of these components from the heroes.

Cordax's pact grants the following advantages.

- For the AE cost of a single curse, *Cordax* can curse up to three people at once. Single targets only cost 1/3 the normal AE.
- His ability to cast curses at a distance at midnight is especially powerful: it works whether the target is asleep or not, and transfers the target's LP to *Wic* (note: each LP lost by the target is lost *permanently*).
- He can spend one FtP to make a curse succeed with SP equal to his full SR.



Cordax

COU 14 SGC 12 INT 16 CHA 16
DEX 12 AGI 14 CON 12 STR 10
LP 29 AE 45 KP - INI 14+1D6
DO 7 SPI 2 TOU 1 MOV 7

Unarmed: AT 12 PA 7 DP 1D6 RE short

Rapier: AT 17 PA 10 DP 1D6+3 RE medium

FtP 3

PRO/ENC 0/0

Social Standing: Free

Languages: Native Tongue Garethi III, Tulamidyia III

Scripts: Kusliker Signs

Advantages: Increased Arcane Power III, Magical Attunement (Creature of the Night), Spellcaster

Disadvantages: Negative Traits (Short Temper, Vengeance), Personality Flaws (Arrogance, Envy, Unpleasant), Slow

Special Abilities: Alertness, Feint I, Hide Aura

Skills:

Physical: Body Control 6, Flying 7, Perception 10, Self-Control 8, Stealth 8

Social: Empathy 10, Fast-Talk 7, Intimidation 9, Persuasion 9, Willpower 10

Knowledge: Magical Lore 9

Craft: Alchemy 9, Woodworking 8

Combat Techniques: Fencing Weapons 14, Brawling 10

Cantrips: Firefinger, Serpent Hands, Snap, Ventriloquism

Spells: Armatrutz 9, Bannbaladin 8, Blinding Flash 8, Fighting Stick 12, Gaze into the Mind 10, Harmless Shape 7, Odem Arcanum 6, Placidity 9, Powerful Greed 9, Salander 9, Witch's Bile 8

Rituals: Arcanovi 8

Magic Signs: Warding and Protective Circles against Elementals, Demons, and Lesser Demons.

Witch Curses: Lumbago 12, Paralyze Tongue 10, Pestilence 8, Prey! 10

Equipment: Cane with Flying Balm (witch's broom), Rapier, Magical Potion (QL 3, 1D3+2 AP), Healing Potion (QL 3, 1D6+2 LP), Fine-quality Frock Coat, Foppish Clothes.

Combat Behavior: Cordax likes to demonstrate his superiority with curses (mainly *Lumbago* and *Paralyze Tongue*) to break his opponents' will, and also mocks and plays with them. He is quick to anger and employs spells like *Fighting Stick* and *Blinding Flash* mercilessly.

Escape: After losing 75% LP.


LP Loss	Pain
22 LP (1/4)	+1 Pain
15 LP (1/2)	+1 Pain
7 LP (3/4)	+1 Pain
5 LP and less	+1 Pain

- He drew a magic circle around his mill to strengthen his magic, and thus receives a bonus of 1 to all spells and curses he casts from within the circle.
- Witches receive a bonus for casting curses when experiencing certain strong emotions. Emotions that are suitable for the phases of the moon (see the poem in the Introduction) are *rage* (waxing moon), *envy* (waning moon), *condescension* (new moon), and *vengeance* (full moon).
- The GM can decide the *current* phase of the moon arbitrarily, or else roll 1D20: 1-2 (new moon), 3-10 (waxing moon), 11-18 (waning moon), 19-20 (full moon).

- When feeling suitable emotions, Cordax gains a casting bonus of 3.
- The ley line extending from the mill to the pond is his connection to the source of his pact (and thus his power). When he is not near the ley line, he does not benefit from the pact.

The Clock is Ticking

Alevtia recruits the heroes at about 8 a.m., giving them only until midnight to act (at midnight, Cordax can cast curses with much more power than usual). Note the passage of time and keep the players informed.

 Alevtia contacts the heroes a day earlier, giving them a chance to spend the night in the village and look around before the clock starts ticking.

The NPCs

Cordax, the Dark Warlock

Background: Cordax was born into the family of an artist from a group of wandering entertainers. A soothsayer recognized his talents and trained him as Seer of Today and Tomorrow, but he was kidnapped and sold as a slave to an odious Aranian woman who only reinforced his emotions of envy, vengeance, and rage. After regaining his freedom, Cordax joined several covens but never really found acceptance anywhere. In Wirselhorne he encountered a small coven in which he could finally pursue his leadership ambitions. When he met the fairy creature Wic, he readily entered into a pact to gain power. Since then, he has grown increasingly bitter and joyless.

The villagers know that Cordax is a spellcaster. "Go to his mill if you need something," they say, "and you'll get it." But the price always includes a few strands of hair, a few drops of blood, or a few drops of saliva...

Pluckbeak

Cordax's familiar (raven, large, with a broken beak-tip and some gray feathers).

COU 13 SGC 17 (a) INT 13 CHA 12

DEX 13 AGI 11 CON 7 STR 9 (s)

LP 15 AE 25 KP - INI 12+1D6

DE 5 SPI 2 TOU 0 MOV 2/16 (on the ground/in the air)

Beak: AT 14 DP 1D3-1 RE short

PRO/ENC 0/0

Actions: 1

Advantages/Disadvantages: Exceptional Sense (Hearing)

Special Abilities: none

Skills: Body Control 7, Intimidation 7, Perception 12, Self-Control 4, Stealth 7, Willpower 4

Familiar Tricks: Animal Senses, Conversation, Curse Bringer, First Among Equals, Locate Item, Mood Sense, Unseen Watcher, Witch Sense

Size Category: Tiny

Type: Animal, non-humanoid

Loot: 1 rations of meat (tough), trophy (feathers, 5 silverthalers)

Combat Behavior: See Description.

Escape: After losing 50% LP.

LP Loss	Pain
12 LP (1/4)	+1 Pain
9 LP (1/2)	+1 Pain
6 LP (3/4)	+1 Pain
3 LP and less	+1 Pain

⚔ **Alevtia, the (Apparently) Simple Country Girl**

Background: This young witch was born on a farm in Wirselhorne and grew up in the village community. Some residents suspect that she might be a witch, but others react to such rumors with indignation because she is popular and has always seemed helpful, shrewd, and innocent (all part of her disguise). She received her training as a Beauty of the Night from her grandmother, who has since passed on.

⚔ **Satunya, the Kindly Old Woman**

Background: Satunya is old, helpful, and wise. She was brewing potions before Emperor Reto was born, and she'll be weaving spells long after Empress Rohaja goes to her grave. Satunya views the cycles of growth and diminishment as natural, and she appreciates and protects life. She played a maternal role in the coven until Cordax arrived. Since then she has been trying to break his hold on the coven, though by peaceful means.

⚔ **Madayana, the Mysterious Ranger**

Background: Madayana was raised by a shunned herb woman after being abandoned by her birth-mother. While growing up, she spent more time among the

animals of the forest than among other people, and she learned the skills of a ranger easily. Her foster mother taught her the secrets of the Silent Sisterhood. One day she returned from a hunt to discover that her foster mother had been murdered by an angry mob, and she has been unwilling to trust non-witches ever since. Madayana took to wandering after that, and now attends coven gatherings mainly as a means to an end, but also because she trusts her coven sisters.

Locations and Plot

Wirselhorne (1)

As villages go, Wirselhorne is similar to many others in Aventuria. Its people live off the land and the gifts of the nearby forest (wirselhorne herb grows in abundance around the village, and some residents even cultivate it in their yards). All in all, the villagers do fairly well, and can spare a few coins for the potions and spells they desire from Cordax.

Selected Institutions and Inhabitants of Wirselhorne

- ☛ *The Tusk* (village tavern; serves solid, traditional food; specializes in boar sausage), managed by landlord *Ugdalf* (born 995 FB, average landlord, formerly bald but, thanks to a hair growth tonic from Cordax, he now has thick hair—unfortunately, patrons often find them in the ale and soup). Also working in the tavern are his daughters *Vanya* (born 1012 FB, loud and cheeky), *Wintrud* (born 1015 FB, naive dreamer), and *Birka* (born 1020 FB, quiet and well-read).
- ☛ *The Forest Rest* (inn; solid accommodations) is the only inn in the village.
- ☛ *Aunt Gunelde's Wirselhorne Cultivation* sells potions and ointments made from wirselhorne, for 5 ducats each. Operated by Gunelde (born 982 FB, experienced herbalist, favorite topics are price, durability, and



the hard work needed to gather healing herbs).

- Village sheriff *Baldur* (born 995 FB, experienced sheriff, fat, popular, talkative) keeps order in town.
- Charcoal burner *Kysira* (born 1004 FB, average charcoal burner, wiry, casual, laughs too loud, hard-drinking) knows the region better than any other local. She knows all paths on the map and, if asked, can point the way to the Witch Tree (7), the Witch Pond (9), and the Sleeping Giant (10).

Rumors

- A witch coven lives in the forest (+).
- Cordax and young Alevtia are part of the coven (+). Cordax is their leader (+). The other witches live hidden in the forest (+).
- Alevtia is a nice girl (+/-), not a witch (-).
- The coven dances and celebrates Witches' Nights in a field called the Tanzfeld, located on a mountain called the Sleeping Giant (+). There they brew potions, cast spells and curses (+), and pray to demons (-). The villagers consciously avoid the field and the Sleeping Giant (+/-).
- See Cordax if you have an ailment or request. He can cast spells, but helps only if you promise a service in return (+) or give him your shadow (-).
- Cordax hates the villagers (+/-) and wants to enslave them all (+). He collects blood and saliva from everybody (+).
- Cordax has made a pact with a demon (-) or some such dark creature (+).
- Cordax transformed the former village headman (+) into a mouse (-) as a punishment for plotting against him (+).
- Cordax has a pet raven. Avoid it, or you will be cursed (+/-).
- Giant mushrooms grow in a forest beyond the Sleeping Giant (+). Some of these mushrooms can talk (+), cast spells on you (-), or eat you (+).
- A cursed Witch Pond (+) in the mountains can grant wishes (-).

Alevtia's Plea (2)


The GM decides where Alevtia (see page 3) first approaches the heroes. Unless things go differently, she starts her recruiting attempt at about 8 o'clock in the morning by inventing a situation that requires the help of "noble heroes," such as by needing help carrying water (she acts especially clumsy). Alternatively, she pretends to meet the heroes by chance, saying that she "lost her way" in the nearby forest.

She tries hard to wrap the heroes around her little finger, but if they see through her ruse, she apologizes and states truthfully that she was simply trying to judge if they were honorable (and she really does need their help).

Alevtia accompanies the heroes to a discreet location outside the village, and then divulges her secret—namely, that she's a witch, and two members of her coven live nearby in the forest.

The Task

Alevtia reveals what she and her sisters are planning. Basically, the witches can't act openly against Cordax because he uses dark curses to force them to obey. The heroes are strangers, so Cordax does not possess their hair (or any other part of them). Since he has no power over them, they can more easily confront him. Alevtia has several ideas about how to break his hold on the coven.

- If the heroes can recover the blood that Cordax took from the witches, they can help fight him.
- They know that he draws power from a pact, but they do not know the details. Breaking the pact would diminish Cordax's power greatly.
- The heroes might be strong enough to confront Cordax without their help.
-  Cordax has recruited some goblins to guard the mill.
- If Cordax learns of the coven's plan against him, he can cast a powerful curse on them from afar and force them to submit. The heroes must defeat him before midnight, when his powers are strongest.
- Alevtia directs the heroes to Satunya's Cave (6) and Madayana's Hut (11), where they can obtain help from the other witches in the coven.
- She knows the locations of Cordax's home in the Old Mill (13), which is several miles from town, and also the Tanzfeld, site of the witches' holiday celebrations (10).

The Witches' Gratitude

The coven is most grateful for the heroes' help and promises to assist them with spells, witch potions (from Satunya's Cave (6)), and magical artifacts such as Satunya's powerful *Fighting Stick* powder—simply apply the stone-oak powder to a suitable wooden object to cast the spell *Fighting Stick* (15 CR duration, 16 yards range, INI 12+1D6, AT 14, DP 1D6+3, MOV 12). They also promise the heroes everything that belongs to Cordax, except for the items he has been using to control the witches and villagers. Since Cordax has been selling potions and spells for years, he should have a tidy sum of money stashed away.



Secret Thefts

While the heroes stay at the *Forest Rest* inn, a maid named *Malinde* (*1016 FB, average maid, fat, reddened cheeks, pig-like nose, brown hair with top-knot under a modest bonnet) collects strands of their hair from their beds. Make a *Perception (Spot)* check to notice. If pressured, she admits that she asked Cordax to brew her a love potion, for use on the sheriff's son. In return, Cordax asked her to collect the travelers' hair. She "didn't see any harm in it."

Pluckbeak's Lookout (4)

Pluckbeak (Cordax's raven familiar) monitors the area from this lookout. His master has not sent him on a specific errand, but he does have orders to keep an eye on the witches of the coven, so he might overhear Alevtia's conversation with the heroes. Pluckbeak uses *Mood Sense*, *Conversation*, and *Unseen Watcher* to inform Cordax about what he hears. To spot the raven in the trees, make a check using *Perception (Spot)* with a penalty of 1.

Pluckbeak

When portraying Pluckbeak, think of the stereotypical witch's raven. He speaks single words and short sentences in a croaking voice, he's witty, and he likes to play hide and seek with the heroes. While being chased, he utters threats, insults, and dark prophecies, imitates the heroes' voices, and laughs at them until he can either escape to his hidden Nest (5) or return to Cordax in the Old Mill (13). To prevent this from happening, the heroes must catch him, kill him, or find some other way to silence him. If caught, he does not cease mocking the heroes.



Before he flies off, Pluckbeak swoops down on a hero's head and pulls out a hair to bring to Cordax.

Reward for stopping Pluckbeak: 3 AP.



Pluckbeak the Curse Bringer

Cordax sometimes uses Pluckbeak as a *Curse Bringer* (see *Core Rules*, page 279). If sent as such against the heroes, Pluckbeak delivers the *Prey!* curse. Targeted characters hear a croaking voice in their head that curses them in a rhyme that also mentions the curse's remedy. The curse is worded so as to prevent the target from acting against Cordax or forcing him to leave the region.

In this forest you are prey! Go away or die, I say! If you leave the woods today, I will spare you further pain! If you do intend to stay, then predators will make you prey!

If the curse is successful, local forest predators begin to seek out the heroes. The curse manifests after 24 hours and persists for 7 days. Roll 1D6 every hour: on a result of 1-3, the heroes encounter wild animals, such as wolves, boars, or bears (see page 13).

Pluckbeak's Nest (5)

The raven has built a nest in the forest treetops, hidden from view from the ground. To see the nest from the ground, make a check using *Perception (Spot)* with a penalty of -2. It resembles a large beehive with a head-sized entrance. Heroes can climb the tree with a *Climbing (Trees)* check. Anyone failing the check is spotted by the raven, which makes three attacks before

fleeing to the Old Mill (13). Pluckbeak can be trapped inside the nest by plugging up the entrance (use thick branches, or knock the nest to the ground and roll it hole-side down).

Things to Find in the Nest

- A raven's egg (might be useful for a transformation elixir; see Satunya's Cave (6)).
- 1D6 knick-knacks, including a shiny but broken south-pointer (compass), a shattered hour glass, a single earring (worth 1 silverthaler), a small piece of clear quartz (worth 2 silverthalers), a golden brooch (worth 5 silverthalers), a silver spoon (worth 1 silverthaler), and so on.

Satunya's Cave (6)

A short flight of natural stairs formed from root wood leads to a cave hidden beneath the roots of an old oak with a diameter of 15 feet. This is the home of Satunya the witch (see page 3). Its strong connection to the earth suits her personality. Alevtia told the heroes about the cave's location and entrance, and Satunya is here when they arrive. Her cozy home is filled with witchy wonders.

Things to Find in Satunya's Cave

- Dried herbs hang from the roof. Some look like dried four-leaf, others resemble various poisonous mosses and fungi.
- Numerous bats hang upside down from the ceiling, sharing their living space with the witch. They are not aggressive, but anyone disturbing their sleep might be startled by their sudden flight around the room.
- The coven's cauldron bubbles away in one corner. Above it hangs dried spider legs, pickled deer eyes, cat droppings, fungi, insects, wolf testicles, and other things that one might find in a forest and hang up to dry.





Information

- ☞ Satunya prefers to assist the heroes by brewing potions (one dose per hero—see below), but she insists on one condition, namely that the heroes refrain from killing Cordax and only try to break his hold over the coven, instead.
- ☞ Satunya knows the location of the Old Mill (13), the Witch Pond (9), the Tanzfeld (10), and the Witch Tree (7).
- ☞ She knows an old legend about the Witch Tree: it was once a thriving tree that was blessed by the earth, but it became infected with mold created by the Nameless One. When the tree finally died, it was transformed into the *Mold Tree*.
- ☞ She is not aware of any relationship between Cordax and the tree, and she does not know anything about Wic.
- ☞ She knows much about the region's fungi, including fairy cap mushrooms (see *Fairy Caps*, below).

Transformation Elixir

This elixir can turn Cordax into a toad for 5 to 15 minutes (if the heroes can get him to drink it, that is). Satunya cannot brew the potion because she is missing one ingredient: a rare, all-black sparrow egg. The heroes can find one by making a cumulative *Survival* check (25 SP, 1 hour) and a cumulative *Animal Lore* check (10 SP, 1 hour).

 To brew the elixir, Satunya needs blood from the eels in the Witch Pond (9). The heroes must retrieve some eels for her. The round trip to the Witch Pond takes about 6 hours.

 Satunya could use a raven's egg from Pluckbeak's Nest (5), instead.

Reward for brewing the potion: 1 AP.

Fairy Caps

Fairy caps are bright, colorful mushrooms that often grow in circular arrangements called fairy circles. These places where fairy creatures dance and frolic are strongly associated with natural magic. The heroes can find a fairy circle in the wilderness with a cumulative *Plant Lore* check (25 SP, 1 hour).

Fairy caps inhibit the growth of poisonous fungi known as purulent toadstools, and can be used to break the protective circle surrounding the Old Mill (13) or disrupt Cordax's ley line. The beastingers in the Mushroom Grove (12) know how to achieve this, but Satunya (6) has only partial knowledge of the process. If the heroes try this tactic, Cordax loses his pact-granted abilities until sunrise, when the fairy caps lose their effectiveness and Cordax's powers are restored).

Witch Tree (7)

A barren, old tree grows in a clearing, looking like nothing so much as a hunchbacked, undead bugbear. It sits on the local ley line known as the *Mold Vein*. This once-beautiful, flower-covered tree used to serve as the fairy creature Wic's anchor to the mortal realm. When Wic was corrupted and became a lamifaar, the tree took on its current appearance. It no longer serves as an anchor, but it is still magical (Wic uses it as the focus for his pact with Cordax). The heroes might learn the location of the tree through hints from Kysira the charcoal burner (1), or they might learn about it from Satunya's myth of the Mold Tree, or even by tracing the ley line.

The wording of the pact is carved into the tree's trunk, 12 feet above the ground, and it is signed by Cordax and someone named Wic (a clue about the fairy creature). Spotting the writing requires a *Perception* check. Anyone failing a *Climbing (Trees)* check to reach the writing suffers falling damage from a height of 12 feet (for more information, see *Core Rules*, page 340).

Summary: Falling Damage

Heroes falling from roofs, rock walls, or horses might suffer bruises, sprains, or worse.

- The hero takes 1D6 DP for each yard of distance fallen.
- Heroes can reduce damage from falling by making a *Body Control (Jumping)* check. Each QL reduces the damage by 2 DP. Treat negative results as 0.
- The GM decides if armor helps to reduce falling damage.

Persons climbing the tree discover the rhyme from the Introduction carved into the tree (if you like, give it to the players as a handout). The rhyme is a clue to the nature of the pact and how to disrupt it. The line referring to the "path" could give smart characters the idea that a ley line might be involved (*Magical Lore* check at -1) and that the "path" can be interrupted to cut off Cordax's power.

The line referring to "Mada's bindings" is a clue about phases of the moon and the emotional states that can help Cordax cast his spells (see *Cordax's Fairy Pact* on page 1). A successful *Astronomy (Astrology)* check reveals that some sentences describe phases of the moon. The heroes can use this knowledge to trigger Cordax's negative traits and evoke emotional states that are less than useful for him (allow them to make competitive checks on *Intimidation*, *Fast-Talk*, or *Seduction* versus Cordax's *Willpower*, or simply let the players describe how they want to rile him). If they succeed, Cordax must try to resist his negative trait or succumb to the

relevant emotion and suffer a penalty for casting spells and curses.

Reward for Deciphering the Wording of the Pact: 2 AP

Destroying the Tree

It is possible, though not easy, to fell the Witch Tree. If the heroes use an ax, the tree warps around the cuts, making the felling difficult (the ax gets caught in the wood, the wounds in the bark heal rapidly and form ugly scar tissue, fire fails to ignite the wood, and so on). In other words, the tree actively resists its destruction.

If the heroes cause serious damage to the tree, Wic (see Witch Pond (9)) notices and arrives quickly, as he needs the tree for his pact with Cordax. They might not know it, but the heroes are in a good bargaining position (see Wic, on page 8).

Reward for Destroying the Tree: 2 AP.

Witch Tree

LP 75

PRO 4

Special Abilities

Regeneration: Regenerates 1D6 LP per CR

Ogre Cave (8)

A path that winds through a gorge is littered by an increasing number of bones and disturbing fetishes—deterrents placed there by the former village headman, *Eboreus*, to discourage visitors.

Eboreus the Ogre

Cordax used the spell *Salander* on the village headman to change him into an ogre as punishment for

The Mold Vein

The Mold Vein is the coven's name for a small ley line that starts at the Witch Pond (9) and runs under the Witch Tree (7), the Sleeping Giant (10), and the Mushroom Forest (12), all the way to the Old Mill (13). Wic uses the ley line to transfer arcane energy to Cordax. In return, Cordax gives Wic the life force he collects from the targets of his curses. It is possible to disrupt the ley line by covering part of it with fairy cap mushrooms. If this is done, Cordax loses his pact abilities until sunrise, when the fairy caps lose their effectiveness.

Reward for discovering / disrupting the ley line: 2 AP each.

disobedience. His particularly effective casting (critical success) increased the spell's duration greatly, but *Eboreus'* mind did not transform with his body. In shame and terror, he fled back towards the village, but he quickly realized that he could not return in

his new form. Instead he sheltered in a cave that is situated on a ley line running through the mountains. Unbeknownst to him, the transformation remains in effect only as long as he stays near the ley line. He is now so full of self-pity that he rarely leaves the cave at all. He tries to avoid other people, not just out of shame but because he fears he is unable to control his terrible hunger.

Travelers in the area who make a successful *Perception (Spot)* check notice a sad song echoing through the gorge. If the heroes discover its source in the cave and try to communicate with the ogre, *Eboreus* tries to avoid being seen but eventually allows himself to be drawn into conversation.



Make a *Self-Control* check with a penalty of 5 for every five minutes that *Eboreus* speaks with the heroes. On a failure, *Eboreus* begins to succumb to hunger, but he warns the heroes to leave. With another failed check, he attacks.

Eboreus

COU 10 SGC 6 INT 10 CHA 8

DEX 10 AGI 12 CON 20 STR 22

LP 60 AE - KP - INI 11+1D6

DO 6 SPI -1 TOU 5 MOV 8

Unarmed: AT 10 PA 8 DP 1D6+6 RE medium

PRO/ENC 2/0

Actions: 1

Advantages/Disadvantages: none

Special Abilities: Forceful Blow I

Skills: Body Control 3, Feat of Strength 8, Intimidation 6, Perception 5, Self-Control 2, Stealth 7, Willpower 2

Size Category: large

Type: (for the moment) Supernatural Creature, Intelligent Creature, humanoid

Combat Behavior: *Eboreus* fights with *Forceful Blows* when overcome by gluttony.

Escape: His gluttony prevents him from escaping willingly.

Special Rules

Gluttony: When *Eboreus* is hungry and sees an edible two-legged creature (such as a human), he must make a Willpower check with a penalty of 5 to resist his hunger.

LP Loss	Pain
45 LP (1/4)	+1 Pain
30 LP (1/2)	+1 Pain
15 LP (3/4)	+1 Pain
5 LP and less	+1 Pain

Break the Curse?

If the heroes notice that the ogre is just a transformed human, they may want to free him from his curse. This can be achieved in one of several ways, as follows.

- Lead him 1 hour away from the ley line; this requires a check using *Persuasion (Conversation)* at -2. Reduce the penalty to -1 for really good arguments.
- Anti-magic, if the heroes have it.

☞ Break the pact between Cordax and Wic; see Witch Tree (7).

☞ Disrupt the ley line.

If the heroes succeed, Eboreus changes back into a human and returns to Wirsellhome (1) at 5 Midden-miles per hour. There he uses his influence as village elder to organize 2D20 +10 persons into a mob and sets out to attack Cordax. The angry mob moves along the forest paths toward the Old Mill (13) at 5 Midden-miles per hour.

Reward for Freeing or Defeating Eboreus: 3 AP.

Witch Pond (9)

This pond, located in the foothills, is more like a dirty puddle whose brackish water sits motionless and stinking. A few eels still live in the pond (make a check using *Fishing (Freshwater Animals)* to catch one), and toads and frogs live in the surrounding swamp. Villagers call it the Witch Pond because they believe it is a site of witch activity, but in fact it is the dwelling place of a corrupted fairy creature (Wic).

Wic

Wic is a *lamifaar*, or black fairy, who looks androgynous and wears no clothes. His pitch-black body is wiry, his eyes shine with greed, his teeth run with drool, and his voice echoes with hatred for the world. He speaks mainly in rhymes.

Wic

COU 15 SGC 13 INT 16 CHA 17

DEX 13 AGI 17 CON 12 STR 13

LP 55 AE 80 KP – INI 14+1D6

DO 13 SPI +5 TOU 0 MOV 6/12 (on the ground/in the air)

FtP: 1

PRO/ENC 0/0

Claws: AT 17 DP 1D6+2 RE short

Actions: 2

Advantages: Darksight II, Immunity (Poison and Disease), Needs No Sleep, Resistant to Aging, Spellcaster

Disadvantages: Magical Restriction (Creature of the Night), Negative Traits (Curiosity, Short Temper), Personality Flaw (Arrogance, Envy)

Special Abilities: Feint II

Skills: Body Control 12, Intimidation 8, Perception 9, Self-Control 4, Stealth 11, Willpower 5

Spells: *Armatruz* 8, *Axxeleratus* 11, *Bannbaladin* 10, *Blinding Flash* 9, *Corpofesso* 13, *Gaze into the Mind* 12, *Horriphobus* 10, *Oculus Illusionis* 10, *Paralysis* 8, *Powerful Greed* 11, *Visibili* 9

Size Category: small

Type Fairy Creature, non-humanoid

Combat Behavior: Wic uses his spells to influence his opponents. If that doesn't work, he attacks with his claws, preferably to eviscerate.

Escape: Wic flees after losing 50% LP or suffering 2 wounds.

Special Rules

Steal Life: Wic recovers LP equal to the DP he deals to opponents.

LP Loss

Pain

41 LP (1/4)

+1 Pain

28 LP (1/2)

+1 Pain

14 LP (3/4)

+1 Pain

5 LP and less

+1 Pain

To remain in the human world, a *lamifaar* like Wic needs a supply of animal life force, which he obtains mostly through the pact with Cordax. Wic is arrogant and hostile towards the heroes, but his most important goal is survival, so he avoids conflict and prefers to hide. However, he really wants the heroes to go away and will fight if necessary. He has no problem breaking the pact with Cordax if he can strike a better deal with someone else.

The Pact

Wic signed the pact to obtain life force. In return, he grants Cordax magical power. The Mold Vein serves as the connection in both directions, while the Witch Tree (7) is the pact's focus. The heroes can blackmail Wic by threatening to disrupt the ley line, destroy the Mold Tree, or even to kill him, but they must prove that they can follow through on their threat. They might menace the Witch Tree (7), disrupt the ley line temporarily while pretending that the disruption is permanent (make a *Persuasion* check), or fight Wic until he is almost defeated. Under this level of pressure, Wic voluntarily breaks the pact.

Reward for Breaking the Pact / Defeating Wic: 5 AP.

The Sleeping Giant (10)

A serpentine path winds its way up to a plateau on a mountain called the Sleeping Giant. Near the top, the dense forest gives way to sparse trees and mountain grasses buffeted by unusually strong winds. A successful *Survival* or *Magical Lore* check suggests that the winds must be caused by a magical phenomenon.

The Tanzfeld

A meadow of patchy, dry mountain grasses grows around a raised bog on the northern edge of the plateau on the Sleeping Giant. A "witch circle" of purulent toadstools grows in the bog and in various places around the meadow. This poisonous mushroom, which causes bad indigestion if eaten (1D6 DP (ignoring PRO) and -1 to STR and INT for one hour), is mainly associated with witches and often grows (a *Plant Lore (Poisonous Plants)* check) in witch circles. The wind is extremely strong and changes direction and intensity constantly. Cordax's coven uses the Tanzfeld for casual meetings and also as a gathering site for annual Witches' Night celebrations. Here the heroes find scraps of clothing, empty jars (which once held Flying Balm), footprints left by dancing witches, and so on.

Madayana's Hut (11)

Madayana (see page 3) lives here in a simple hut, which is all that remains of a forest settlement of the meadow elves after a storm blew through a few years ago. The elf hut once sat on a platform in the tree, but it fell during the storm and became lodged upside down in some branches six feet above the ground. Madayana has lived here ever since.

At first, she and her owl, Mooneye, simply watch the heroes as they approach the door. She is expecting them, and asks how they intend to help defeat the warlock. She supports Alevtia's plan but will secretly switch to Cordax's side if she concludes that the heroes are not up to the task. If their plans seem vague or weak, she wishes them well and sends them on their way, but then hurries to tell Cordax what she has learned.



Madayana accompanies them to join the fight.

Mushroom Forest (12)

Purulent toadstools grow particularly tall in this part of the forest. Thanks to the *Mold Vein*, they sometimes grow to the size of pumpkins.

Impressions

- A whole colony of mushrooms in a clearing has been overgrown by moss, creating the appearance of an ocean of frozen green waves.
- In one spot, large mushrooms grow everywhere (even from animal carcasses). If the heroes linger in this area, mushrooms sprout from their orifices. The fungi wither and disappear as the heroes move away from the ley line.
- Thousands of fungal spores float about like little parachutes glittering in the light of the sun (or moon) filtering through the trees. It is a magical sight.

Talking Mushrooms

These knee-high mushrooms are actually mushroom beastings, fairy creatures that have settled near the ley line. They are just as immobile as regular fungi and similarly must endure whatever happens in their surroundings. They are happy and talkative creatures, but they have been worried for some time.

Some Sample NPC Mushroom Beastings

- *Helmling* (high voice, very talkative, curious, likes to hear stories about the world)
- *Bald Brimling* (old "Papa Fungus," deep voice, beard of mold, insists on wisdom in age; often nods off and falls asleep)
- *Cherkemal* (thick Tulamydian accent, reckless, likes to offer people edible mushrooms; when in private, offers hallucinogenic mushrooms).
- *Pale Alara* (naive, small, playful, scared).

What the Beastings Know

- They know that the ley line Wic uses for dark magic is the source of the predatory mushrooms and the reason for other dangers that lurk in the forest.
- They warn the heroes about the predatory mushrooms.

- They know all about witch circles (mushrooms that grow in circles in response to magic). They have heard of the large circle on the Sleeping Giant (10) and also the one around the Old Mill (13).
- They know everything about Fairy Cap mushrooms (see *Fairy Caps*, page 6).

Predatory Mushrooms

These unusual creatures have mushroom-like caps, tentacle-like growths, and roots that permit slow locomotion. They arose due to the influence of the ley line and feed exclusively on flesh. They view the heroes as a refreshing change of prey and try to ambush them when they get near, since they very closely resemble typical (and immobile) mushrooms.

Predatory Mushroom

Size: about 2' tall

COU 16 SGC 2 INT 8 CHA 6

DEX 6 AGI 10 CON 16 STR 15

LP 40 AE - KP - INI 10+1D6

DO 10 SPI 2 TOU 0 MOV 8

Tentacle: AT 14 DP 1D6+3* RE medium

Spores RC 14 RT 2 DP 1D6+1* RA 5/10/20

PRO/ENC 3/0

Actions: 1

Advantages/Disadvantages: none

Special Abilities: Forceful Blow I, Grapple

Skills: Body Control 8, Intimidation 4, Perception 3, Self-Control 12, Stealth 7, Willpower 14

Number: 1D6+2

Size Category: medium

Type: Plant, non-humanoid

Loot: 20 rations (fungus, tough), marketable product (poison, 10 silverthalers)

Combat Behavior: They prefer ambushes and try to assassinate their victims. If that fails, they grapple victims and pummel them with *Forceful Blows* to finish them off quickly.

Escape: They do not flee.

Special Rules

*) *Predatory Mushroom Poison*: the spores and touch of the predatory mushroom has a distracting effect. Poison effects are not cumulative.

Level: 4

Type: Inhalation and contact poison, plant poison

Resistance: Toughness

Effect: 1 level of *Confusion*

Start: Immediate

Duration: 1 hour /30 minutes

LP Loss

Pain

30 LP (1/4)

+1 Pain

20 LP (1/2)

+1 Pain

10 LP (3/4)

+1 Pain

5 LP or less

+1 Pain

The Old Mill (13)

The final confrontation with Cordax takes place in the Old Mill. Depending on circumstances, Cordax might be well prepared for their arrival.

If Cordax is well informed about the heroes' activities before they arrive, bring more of the sections marked with the "More Difficult" symbol into play.

As a reminder, Cordax's potential sources of information include the following.



- Pluckbeak, who might observe the heroes talking with the witches, and who can report to Cordax personally or via Familiar's magic
- Wic, who might use his clairvoyance magic to warn Cordax
- Madayana (if she is not acting against Cordax)
- Various villagers under Cordax's sway (if the heroes have been discussing their plans too loudly)

What Happens During the Finale?

The conclusion of the adventure depends on the heroes' choices, and events can turn out several ways. We suggest the following.

- *Breaking the Pact:* The heroes disrupt the ley line or force Wic to break the pact. Cordax puts up a determined fight but soon realizes that he outclassed. He either surrenders or is killed.
- *In Secret:* The heroes act covertly and Cordax learns nothing about their plan, or else he is rendered helpless by Satunya's transformation elixir. He is sitting in his living room (GF 10), distracted and not expecting visitors, when the heroes arrive. Since he is not actively watching for intruders, they might use stealth to retrieve the witches' blood and then call them in to help. Cordax either surrenders to these superior numbers or is killed.
- *Head-On:* Being fearless fighters, the heroes attack Cordax head-on. He is expecting an attack and retreats to the upper floor, most likely to his Ritual Chamber (UF 6). He uses magic against the heroes and surrenders (or is killed), or else the heroes succumb to a curse and must retreat themselves.
- *Too Late:* The heroes waste too much time, and Cordax discovers their plans and curses the three witches with *Pestilence* from afar. To undo the curse, they must help Cordax fight the heroes, and they reluctantly do as he says. They either drive the heroes away or suffer defeat along with Cordax.

Ground Floor (GF) and Outside the Mill



The area around the mill is not guarded. If the heroes make no noise, they approach undetected. When in doubt, call for *Stealth* checks.

The mill is built on a foundation of stone, but the ground floor is made of old, dark wood. Because it has

no large windows, it can get rather dark inside. Cordax has Pluckbeak patrol the area while he keeps watch from the upper floor windows. If the heroes try to go unnoticed, ask for competitive checks (*Stealth* versus Cordax's *Perception*).

Cordax takes immediate action if he spots the heroes. He might cast curses from within his protective circle (using the heroes' hair or other components, if he obtained any), or send Pluckbeak as a *Curse Bringer*. Either way, he tries to avoid direct contact.

Magic Circle (GF 1)

Cordax drew a magic circle around his mill to reinforce his pact power. He can cast curses on anybody within the circle without making direct contact. The circle consists of:

- Purulent toadstools of varying sizes that grow along the circle's circumference
- Magic symbols, laid out in sticks and bones or drawn with paint
- Raven feathers and other fetishes (animal parts and plant-fiber bags) dangling from the trees

Fast-Flowing Mountain Brook (GF 2)

The mountain brook powers the mill wheel. The brook is hip-deep in some places, while in others it is so shallow that one can cross and stay relatively dry. The mill wheel sits in a broad, deep stretch of the brook. It turns with a rattle as it drives the mechanism in the Mill Chamber (GF 3). Heroes can disable the mill with *Mechanics* checks and appropriate tools.

Mill Chamber with Mechanism (GF 3)

The mill's mechanism dominates the mill chamber. Large, interlocking cogs turn a heavy millstone.



Cordax seeded the millstone with purulent toadstool spores, and the stone's action has spread the spores throughout the room. Anyone inhaling these spores suffers -1 to STR and INT for an hour and takes 1D6 DP (ignoring PRO) per minute.

Entrance Room (GF 4)

To create atmosphere for his business with the villagers, Cordax converted this room into a stereotypical witch's parlor, using items from his Storeroom (GF 5). It looks just like little Alrik would imagine it—a soothsayer's divan, heavy curtains decorated with magic signs, magic symbols painted on the floor, stuffed and mounted animals that stare threateningly from the cupboards, and much more.



Using *Ventriloquism*, Cordax projects scary laughter, makes the animals appear to talk, and so on. The effect is so chilling that superstitious heroes and those with similar worries gain the condition *Fear* just from being here.

Storeroom (GF 5)

Cordax uses this room to store items from his past, mostly from his training with the Wandering Folk. The room resembles the inside of an entertainer's wagon, what with all the items strewn about, but everything is covered in dust.

Things to Find in the Storeroom

- Cordax's personal possessions; a medallion, an old witch broom with no power, memorabilia from his time as a traveling entertainer. Some hair is stuck to a brush and can be noticed with a check using *Perception (Spot)*. The hairs came from Cordax, and can be used to curse him.
- Entertainer's equipment, such as juggling balls, a trick dagger (dull blade that retracts into the handle when you "stab" somebody), a balancing rope, and some throwing daggers
- A metal stand with a crystal ball

Witch Kitchen (GF 6)

Cordax built a witch kitchen in this room to brew potions and create magical artifacts. The room was formerly a sleeping chamber for apprentices. He now uses the frames of the former bunk beds to store alchemical gear and ingredients. An acrid smell pervades the room.

Things to Find in the Witch Kitchen

- Love potion (effect QL 4): imbibers experience romantic feelings and sexual desire for the first person they meet; the potion can also improve sexual endurance)
- Ingredients to make 1D3 magical potions and 1D3 love potions



Cordax drank a potion of will while preparing for the heroes' arrival.

Corridor (GF 7) with Wooden Stairs

The corridor connects the Entrance Room (GF 4), the Mill Chamber (GF 3), the Living Room (GF 10), and the Antechamber (GF 8), which itself leads to Cordax's private room. At the north end, stairs lead up to the second floor and down to the Witch Kitchen (GF 6).

Antechamber (GF 8) with Coat Rack

This nearly-empty room holds only a wooden rack for coats.



From upstairs, Cordax casts the spell *Fighting Stick* on the coat rack, which then attacks everybody in the room for 15 CR.

Privy (GF 9)

This privy connects to a cesspit located behind the house. The pipe is too narrow to crawl through.

Fighting Stick Coat Rack

INI 12+1D6 MOV 12

AT 15 DP 1D6+3

Living Room (GF 10)

Some upholstered Tulamudian furniture is the sole luxury in this otherwise sparsely decorated room.

Bedroom (GF 11)

This room contains a bed, some chairs, a clothes chest with foppish clothes, and a locked chest containing some valuables (check using *Pick Locks (Bit Locks)* to open). A wardrobe in the southwest corner of the room hides a breach in the wall (GF 12), beyond which a ladder (GF 14) leads to a hatch in the upper floor. This hatch leads to the Ritual Chamber (UF 6).

Things to Find in the Chest

- Phial of poison (arax)
- 20 ducats
- Intoxicating herbs that Cordax ingests to create certain moods (granting bonuses for casting Witch Tradition spells)



Cordax removed the items and armed a needle trap (poisoned with arax) on the chest's lock. Any hero failing a *Pick Locks* check suffers 1 DP (ignoring PRO) and the state *poisoned*. Cordax ingested the herbs from this chest, gaining a bonus of 1 to his spells and curses. Also, all attempts to sway him suffer a penalty of 1.

Secret Breach Behind the Wardrobe (GF 12)

A secret breach in the wall that leads to the ladder (GF 14).

Hollow Space (GF 13)

A hollow space that forms a corridor between the walls.

Ladder Leading Upstairs (GF 14)

This ladder leads to the Ritual Chamber (UF 6) on the upper floor.

Ley Line (GF 15)

This illustrated line represents the flow of the ley line around the mill.


Upper Floor (UF)


A second storey, built of newer wood, rises on the western side of the mill, its roof supported by heavy wooden beams.

Upstairs Corridor (UF 1)

Creaky wooden stairs connect the ground floor Corridor (GF 7) to the upper floor. This corridor is somewhat wider than the one on the ground floor and ends at a newer-looking wooden wall. The only door in the upstairs corridor leads to the Granary (UF 2). An observant person (who makes a *Perception (Search)* check) might notice that this corridor is shorter than

expected and does not end at the outer wall, hinting at the presence of a hidden space. Some stairs creak with age. To climb them without making a sound, make a *Stealth* check.


 On a failure, Cordax only notices the sound after a successful *Perception* check at -2.

 Cordax has modified some steps to make them creak louder. To climb the stairs quietly, make a competitive check (*Stealth* -1 versus Cordax's *Perception*).

Granary (UF 2)

This storeroom holds old, torn sacks of flour. Mice have been at the supplies, and white flour covers the ground. A large wooden hatch leads to an opening in the ceiling on the north side of the room.

The flour here can cause a dust explosion. If the heroes use an open flame, roll 1D20 per minute spent in this room; on a 17-20, the dust explodes, and all heroes in the room suffer 3D6 DP.


 Cordax stirred up the flour, creating a visibility penalty equivalent to *light fog* (-1 AT, -2 RC) and increasing the chance of a dust explosion (room explodes on a 5-20 on 1D20). If possible, Cordax lures the heroes to the room using *Ventriloquism*, and then sets off the explosion using *Firefinger*.


Pulley (UF 3)

This pulley is used to move sacks of flour.

Attic (UF 4) with Wooden Racks





Cordax's attic has wide, open windows, and Pluckbeak sometimes lives here (its guano-covered beams serve nicely as a perch). Its structures made of straw, twigs, and animal bones look like bizarre, creepy figures. The raven's roosting spot is on a standing bookshelf on the eastern wall (UF 5). It is covered in straw, raven feathers, and twigs. Behind the bookshelf, a breach in the wall leads to the Ritual Chamber (UF 6) where another shelf blocks the way. Depending on circumstances, Pluckbeak is resting or perhaps even sleeping (1-3 on 1D6) here.

 The raven is on the move and not present.

 He could be flying around the mill keeping watch, or he might be with Cordax (reporting the heroes' presence or preparing to act as a Curse Bringer).

*You want strife, you want a fight? A lumbago will be your plight!
Your back shall bend in agony, live and you'll be free from me.
(Lumbago).*

Things to Find in the Raven Chamber

-  Coins and valuables (worth 4D6 silverthalers)
-  The heroes' hair, if any was stolen by Pluckbeak.
-  A phial with invisibility elixir (QL 2) the raven has stolen. He refers to it as "My elixirrrr! My elixirrrr!" with a loving croak and cherishes it like gold.
-  Bizarre straw figures which, in the dark, could trigger *Afraid of...* or *Superstition*.








Shelf Concealing the Secret Door (UF 5)

This bookshelf conceals the secret entrance to the Ritual Chamber (UF 6).

Ritual Chamber (Hidden Behind a Shelf) (UF 6)

Cordax has concealed the secret ritual chamber well. The wall between the Entrance Room (GF 4) and the Bedroom (GF 11) on the ground floor actually consists of two walls with a hollow space in between. A wardrobe (GF 12) in the southwest corner of the Bedroom (GF 11) hides a breach in the wall, beyond which a ladder leads to a hatch in the upper floor. A second entrance to the Ritual Chamber can be found in the Attic (UF 4). The breaches on both sides are hidden by bookshelves. Of course, the walls can be knocked down using brute force (30 structure points).




Things to Find on the Bookshelves

-  Countless small jars containing things like saliva, hair, fingernails, and blood obtained from many of the inhabitants of Wirselhorne.
-  Spores from purulent toadstools.
-  Three magical potions (QL 3).
-  Cordax's wealth is hidden inside a locked box (check using *Pick Locks (Bit Locks)* at -3 to open it). The box holds 99 (3 times 33) ducats.
-  Three phials of blood (from Alevtia, Satunya, and Madayana), as well as feathers, saliva, and hair from the three witches' familiars.
-  If body parts or fluids were obtained from the heroes, they can be found here, too.
-  Cordax carries these items on his person, instead.

Hatch Leading Downstairs (UF 7)

This hatch leads downstairs to the space behind the wardrobe in the Bedroom (GF 11).

The Heroes' Reward

-  For defeating Cordax and saving the witches, the heroes receive Cordax's possessions and money, as promised.
-  20 AP for surviving the adventure, plus any AP earned for solving specific problems and tasks.
-  Give each of the heroes an additional 5 AP that can be only used to improve certain skills, such as *Persuasion*, *Perception*, or *Magical Lore*.



Boar

COU 15 SGC 13 (a) INT 12 CHA 10
 DEX 11 AGI 10 CON 15 STR 15
 LP 35 AE - KP - MOV 10
 DO 5 SPI -2 TOU 2 INI 11+1D6
Ram: AT 13 PA 6 DP 1D6+3 RE short
 PRO/ENC 0/0

Actions: 1

Advantages/Disadvantages: none

Special Abilities: Takedown

Skills: Body Control 1, Intimidation 4, Perception 4, Self-Control 4, Stealth 4, Willpower 4

Number: 1 or 1D3+3 (a sounder)

Size Category: medium

Type: Animal, non-humanoid

Loot: 100 rations of meat, trophy (tusks, 1 silverthaler)

Combat Behavior: Boars are aggressive and attack if you approach within 30 feet. Boars fight with their tusks and use their whole body to ram opponents (SA Takedown). Roll 1D6: on a 1-2, they fight until their opponent is dead; on a 3-4, they end the fight and withdraw after 1D6 CR; on a 5-6, they fight until they lose 50% of their LP.

Escape: Loss of 50% LP; see Combat Behavior.

LP Loss

Pain

28 LP (1/4)

+1 Pain

18 LP (1/2)

+1 Pain

9 LP (3/4)

+1 Pain

5 LP or less

+1 Pain



Wolf

COU 14 SGC 14 (a) INT 14 CHA 13
 DEX 12 AGI 14 CON 13 STR 13
 LP 18 AE - KP - INI 14+1D6
 DO 7 SPI -2 TOU 1 MOV 12
Bite: AT 14 PA 10 DP 1D6+3 RE short
 PRO/ENC 0/0

Actions: 1

Advantages/Disadvantages: none

Special Abilities: none.

Skills: Body Control 7, Intimidation 7, Perception 7, Self-Control 4, Stealth 7, Willpower 4

Number: 1, or 1D6+2 (small pack), or 1D20+10 (large pack)

Size Category: medium

Type: Animal, non-humanoid

Loot: 15 rations (meat, tough)

Combat Behavior: Wolves aren't very brave and usually attack only when driven by hunger or when their territory is threatened. Wolves avoid fire. To approach and attack a hero who is carrying a torch or sitting near a campfire attack, a wolf must make a Self-Control check. If the check fails, the wolf flees (or at least won't approach closely).

Escape: After losing 50% LP

LP Loss

Pain

14 LP (1/4)

+1 Pain

9 LP (1/2)

+1 Pain

6 LP (3/4)

+1 Pain

5 LP or less

+1 Pain



AVENTURIA

Witch's Dance

by Dominic Hladek

An evil warlock used cunning and treachery to take control of a small coven of witches and now holds their fate in his hands. Every attempt to overthrow him has failed, but one witch refuses to submit. In the name of freedom, she searches far and wide for help.

A party of valiant heroes answers the call, but can they save her coven before the warlock learns about their plans and seeks revenge? How did he become so powerful? Is there more going on here than anyone suspects? Find out, in *Witch's Dance*...

Suggested for 1 GM and 3 to 5 players, ages 14 years and up.



Genre: Detective Story, Wilderness Adventure
Prerequisites: Heroes that are not prejudiced against witches
Place: Anywhere in the northern half of Aventuria, where witches are more common
Date: Modern (around 1038 FB)
Complexity (Players/GM): Low/Low
Suggested Hero Experience Level: *Inexperienced to Experienced*

Useful Skills

Social skills ◆ ◆ ◆ ◆
Combat ◆ ◆ ◆ ◆

Living History ◆ ◆ ◆ ◆



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